

At the end of the game, take 1 for each you have left.



Once played, take from the supply and place either $3 \bigcirc 2$, $2 \bigcirc 1$, $1 \bigcirc 9$, or $2 \bigcirc 2$ on this card. You can place a worker and take the materials on the card.





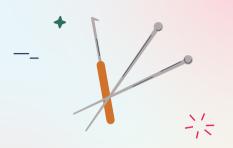
Machine by any 3 materials.







Hat



KNITTING NEEDLES

2

Discard a Machine from your Business. Take different equal to the Machine's cost and draw 20.





have a Runway Hall in your Business.



Black Shirt







MEASURING TAPE

Open 4 from the deck or the discard pile and play one for free.

Discard the rest.







When you play a Clothing or a Machine, you can place a Clothing from your Business under the Packing Machine, reducing the cost of the you want to play by any 3 m.

Jeans







2

Take 1 .





Play an Item or a Machine from the Trade Center for 3 fewer of your choice.



Discard a Clothing or a Machine from your Business. Gain we equal to the cost of that , then gain 1 and 1.





here to activate 1 of the locations where vou have a worker.

uniaue



