

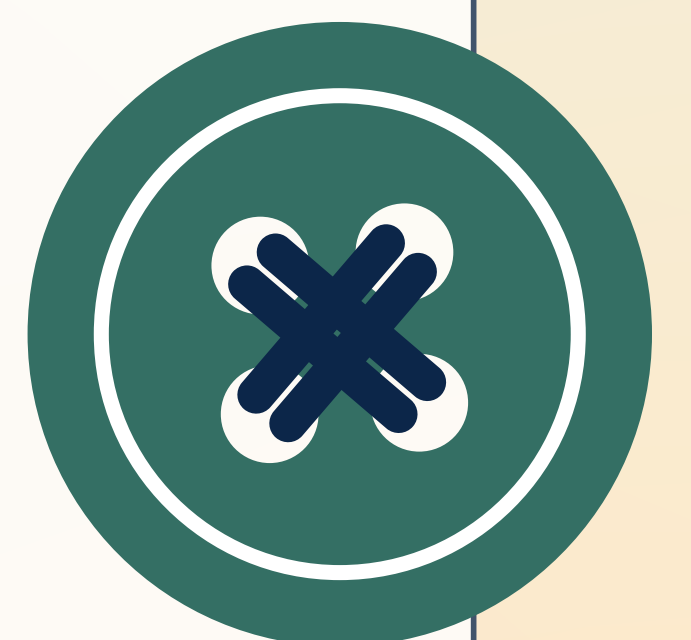
THREADWELL

WELCOME TO THE WORLD OF SUSTAINABLE FASHION!

Step into the shoes of visionary designers and eco-conscious entrepreneurs as you build a sustainable fashion empire.

In this game, you'll gather resources, design eco-friendly clothing lines, and develop green production facilities.

Compete to create the most influential brand while embracing the principles of sustainable fashion.



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OVERVIEW

In Threadwell, you'll place workers at various locations on the board to collect materials, which you'll then use to play cards and grow your own business.

Each round, you perform **one of three actions**:

- Place a worker
- Play cards and optionally draw a card from the deck
- Prepare for the next season

You may place one of your workers on any location, as long as it's not already occupied by another player (unless the location allows multiple workers). You immediately gain the listed materials or perform the listed action.

You build your **Business**, which can have up to 15 cards (placing them in front of you).

To play a card, pay the resource cost shown on it. Cards can be played from your hand or from the open cards in the **Mall** area on the board.



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Once you've placed all your workers and you can't do any more actions, you can **prepare for the next season**: retrieve all your workers, gain a new one and gain 1 of each resource.

The game ends for a player once they complete their final season and cannot take further actions.

When all players are finished, the one with the most **Sustainability Points** wins the game.

Special locations

SWAP CORNER

Discard 2 cards from your hand to gain any one resource.

SUSTAINABILITY POINTS CORNER

Discard the amount of cards to take the same amount of Sustainability Points.



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Contents

| **1 T-shirt-shaped game board**

| **106 Clothing & Machinery cards**

Resources:

30 Organic Cotton 

30 Recycled Plastic (Polyester) 

25 Plant-Based Dyes 

20 Energy Units 

20 Workers (5 per player)

Game Setup

1 | Place the T-shirt board in the center of the table.

2 | **Resources & Cards**
Arrange the Organic Cotton, Recycled Plastic, Plant-Based Dyes, and Energy Units in piles along the edge of the board.



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Main Deck & Mall

- Shuffle the Clothing & Machinery cards.
- Place 8 face-up cards in the **Mall** area.
- Place the rest of the deck on the board as the draw pile.

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Player Setup

- Each player chooses a color and starts with **3 Brand Workers**.
- Deal cards to players based on turn order:
 - Player 1: 5 cards
 - Player 2: 6 cards
 - Player 3: 7 cards
 - Player 4: 8 cards
- Place 2 additional workers per player on the board behind the draw pile: 1 for **Summer Season**, 1 for **Winter Season**.

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The player wearing the **oldest item of clothing or accessory** goes first.



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How to Play

Play proceeds clockwise. On your turn, you may take **one action**:

1 | Place a Worker

Send a worker to one of the following locations:

Material Sources

Gather resources like:

- Organic Cotton
- Energy
- Recycled Plastic
- Plant-Based Dye

Some locations allow multiple workers (shared), others only one (exclusive).

Some **Machine** cards also act as special locations.

2 | Play a Card

There are 2 different types of cards. Common and Unique.

If the card is Common, you can have it more than 1 time in your Business.

If the card is Unique, you can have only one of this card in your Business.



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Play a card from your hand or from the Mall:

Types of Cards

Clothing: Design cards representing sustainable fashion lines

Machinery: Eco-friendly tools and machines that support clothing creation and maintenance

Card Cost

- Pay the listed resources (e.g., Organic Cotton,
- ◆ Recycled Plastic)
- Some cards can **interact** with others to reduce
- ◆ resource costs

3 | Prepare for the Next Season

When you can no longer take actions, choose to **prepare for the next season:**

Retrieve all your workers

- Gain additional workers:
- **Summer Season:** Gain 1 worker
- * **Winter Season:** Gain 1 worker and draw 2 cards
- * When changing seasons, you also **gain 1 of**
- * **each resource.**

“Prepare for the next season” takes one turn; on the next round, the season advances.



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End of the Game

The game ends after all players complete their **Winter Season**. Players then calculate points:

- ↳ Points from the cards in their Business
- ↳ Points from card abilities
- ↳ Points shown on the **Sustainability Points Corner**.

The player with the **most Sustainability Points** wins.
In case of a tie, the player with the **most leftover resources** is the winner.



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