



Rulebook



Player

2~4



Age

6+



Time

30min~



Once a year in the Land of Fairies, there is a competition to decide who is the best perfumer in the country. You – a human! – have been invited as a special guest competitor. Your goal is to create a perfume that will captivate the flower fairies. Come enjoy the annual festival with us!

Contents

■ Fragrance gem tokens

- × 25 each
- × 12 each
- × 9

■ Black charcoal tokens



■ Personal tokens × 48

- × 12 each

■ Perfume bottles × 4



■ Common board



■ Personal boards × 4



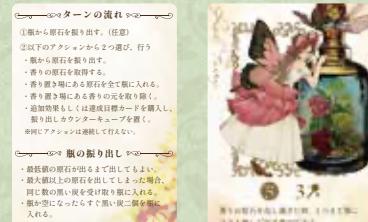
■ Coin token

- | | | | | | |
|--|------|--|------|--|------|
| | × 30 | | × 20 | | × 10 |
|--|------|--|------|--|------|

■ Achievement goal cards × 13



■ Summary/Fairy Cards × 4



*Summary on the front, fairy card on the back

Common preparation

① Place the common board within reach of all players; there are two sides, A and B. Use whichever side you prefer.

② Shuffle the achievement goal cards. Deal 4 cards face up at the top of the common board. Please put the remaining cards in the box.

③ Place the charcoal tokens together by the board.



④ Place the colored fragrance gems on top of the corresponding colored flower pictures. Only purple gems change the number placed depending on the number of players.

(Each corresponds to the color of the flower.)

Only purple tokens change the number to be placed depending on the number of players.

4 people 9

3 people 7

2 people 5



Personal preparation

① Take a perfume bottle and put inside it 5 yellow fragrance gems, 3 green ones, and 2 black charcoal for a total of 10 tokens.



② Receive 1 personal board and 12 cubes of same color as your personal board

③ Place 8 cubes on the bottle value counter, three cubes on the top row and five cubes on the bottom row. Please see

④ Place 4 cubes in the starting positions on the fairy point counter and score counter sections.
the diagram to the right.



Line counting ones

Line counting tens

* Counter sections for fairy points and score. The top line of each section is for the 'ones' value. The bottom line of each section is for the 'tens' value. For example, if you had 25 fairy points you would place a cube in the fifth empty space on the top row, and another cube in the second empty space on the bottom row.

⑤ Receive a summary/fairy card and 5 coins.



How to proceed

The player who receives the red fairy's personal board is the start player. Starting from the start player, the players take turns in a clockwise direction. When it is your turn, you take your turn in the following order.

① Shake fragrance gems from the bottle. (any)



② Choose one or two of 5 actions to perform.

The following 5 actions can be selected in step 2.

A Buy a fragrance gems.

B Place fragrance gems from your gem storage into your bottle.

C Shake fragrance gems from the bottle.

D Remove one fragrance gem from your gem storage.

E Activate abilities or achievement goals.

Step 1 may or may not be performed.

In step 2, the same action cannot be performed twice. The only exception is when the fairy's ability is used.

A

Buy a fragrance gems.

You can purchase one gem. The prices are – yellow: 1, green : 2, red : 3, white : 4, blue : 5, purple : 7.

Put the fragrance gems you have purchased in the gem storage area on your personal board. Do not put them directly into a bottle!

B

Place fragrance gems from your gem storage into your bottle.

Please be sure to include all gems. Shake your bottle well to mix the perfume.

C

Shake fragrance gems from the bottle.

The type of fragrance produced activates the fragrance gem effects (see Fragrance Gem Effects on page 6).

After activating the effect, place your bottle in the fragrance gem storage area.

You may shake gems from the bottle until the minimum number on your bottle value counter is reached (the initial minimum number is 2). You cannot shake more gems from the bottle when you reach the minimum number.

If you shake out more than the maximum number, you must receive 1 black charcoal for each extra gem shaken out. The black charcoal should immediately be placed in your bottle. The extra gems shaken out will not count towards the number of gem effects you can activate.

If you empty your bottle when shaking out your gems, you must immediately put two black charcoal in the bottle.

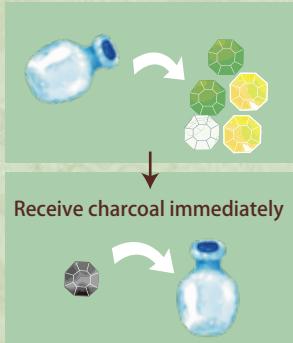


About black charcoal

Black charcoal has no effect. Furthermore, **at the end of the game, it will be -2 points for each.**

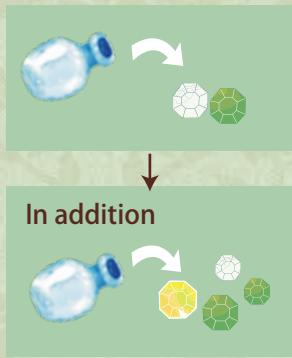
*Unlike other fragrance gems, charcoal should be placed in a bottle as soon as you receive it.

Ex 1) When I shook the bottle, 2 green gems, 2 yellow gems, and 1 white gem were produced for 5 total gems. However, the maximum number I can shake out is the initial value of 4, so I exceeded the limit by one gem. I receive 1 piece of charcoal and put it in my bottle. After that, I select 4 gems (the maximum number I can shake out) to activate their abilities. I put the extra gem back in the flower storage area on the common board.



↑ Minimum value 2,
maximum value 4 (initial value)

Ex 2) When I shook the bottle, I produced two gems. The minimum value for shaking out is 3, so I shake the bottle again. I shake out two more gems. Since I have shaken out more than the minimum value, I can stop shaking the bottle. Because I have shaken out four gems and the maximum number is 6, I do not have extra gems and therefore do not receive black charcoal.



↑ Minimum value 3,
maximum value 5

D

Remove one fragrance gem from your gem storage.

You can remove one fragrance gem from your gem storage. Please return the removed token to the common board. You can also remove black charcoal and return it to the common pile.

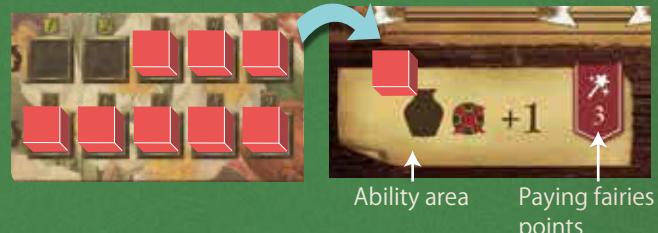
E

Activate abilities or achievement goals.

You can use the cubes in the bottle value counter to add additional abilities or goals to be achieved.

■ Activate ability

Cubes from the bottle value counter can be placed in the ability area of the common board. By paying fairy points, the player can activate the ability where the cube is placed. You can place multiple cubes in one ability area to stack abilities.



■ Activate achievement goals

Cubes from the bottle value counter can be placed on the achievement goal card. At the end of the game, if you have achieved the conditions on the card, you score the additional points written on the card. You can only place one cube on each achievement goal card.

When you remove cubes from the bottle counter area to activate abilities or goals, you increase the minimum or maximum value of gems that can be shaken out of the bottle. You can choose to remove a cube from the minimum or maximum line.

Ex1) Mr Shirota decided to activate an ability. He wanted to increase his bottle's maximum value. He took one cube from the bottle value counter's maximum value row and placed it in the ability area. He also paid the ability cost of 3 fairy points. Mr Shirota's maximum starting value is now 6. He has also obtained the ability "Remove +1 extra gem." On a previous turn he had placed a cube from his minimum value row on this ability. Because Mr Shirota now has two cubes on this ability, he can now remove +2 extra gems when removing fragrance gems from his gem storage.



Ex2) Ms. Shirota decided to activate an achievement goal. She placed a cube from her minimum value row on the achievement goal card and paid 5 fairy points to activate the card. This also increases her minimum bottle value to 3.



Fragrance Gem Effects

Each fragrance gem activates its effect when it is shaken out of the bottle.

Market price: 1coin



Yellow gem

+1 coin for each yellow gem.

Market price: 2coin



Green gem

+1 fairy point for each green gem.

Market price: 3coin



Red gem

Give +1 black charcoal to the players on either side of you for each red gem. Players must immediately put the charcoal in their bottles.

Market price: 4coin



Clear gem

+2 fairy points for each clear gem.

Market price: 5coin



Blue gem

+3 coins for each blue gem.

Market price: 7coin



Purple gem

At the end of the game, +6 points per gem.

Asking For Fairy Help

You can ask for a fairy to help you by spending fairy points. You can ask for a fairy's help at any time in your turn.



Examples of using fairy's help

Mr Shirata chose "shake fragrance gems from the bottle" as his first action. The maximum number of gems he could shake out was 2, but he shook out 4. Mr Shirata paid 2 fairy points to return 2 extra gems to the bottle so he wouldn't receive 2 black charcoal. On this turn, he cannot activate the abilities of the 2 extra gems he returned to the bottle.

End game and scoring

When all of the purple fragrance gems have been taken from the common board, players finish the round and it is the end of the game. All players should have played the same number of turns.

Players now complete their perfume by placing all fragrance gemstones in the storage area into their bottles. Score the game as follows:

- Total points for purple fragrance gems (6 points per gem)
- Achievement goal scores
- Subtract -2 points per black charcoal token

The player with the highest total points wins. If there are players with tied scores, the player with the highest fairy points wins. Congratulations! The winner of the game will also be congratulated by the fairies.

Once you get used to the game

The backs of the summary cards are fairy cards. You can also play using fairy cards (see page 9). The fairy cards give each player unique abilities. Each fairy has a different amount of money and fairy points at the start of the game, so you can enjoy a different kind of game.

Common board ability area



Number of gems to be removed +1.



You can purchase an additional gem during your turn.



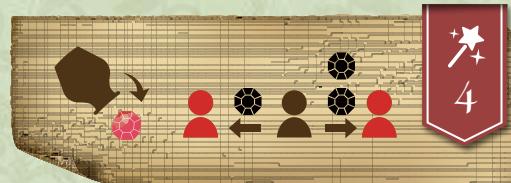
+1 gold if the total number of gems shaken out in a turn is an odd number.



+1 point on your score counter if the total number of gems shaken out in a turn is an even number.



+1 score point per green gem shaken out.



+1 black charcoal for the red gem effect.

If you have activated this ability once, when you shake out a red gem apply the effect as usual (1 black charcoal to both players on either side of you). Then you take an extra black charcoal and give it to one of the players on either side of you.

If you have activated this ability twice, you gain two extra black charcoals to give to the player/s of your choice, and so on for subsequent activations.



+1 fairy point per blue gem shaken out.



At the end of the game, gain +1 score point for every 2 fairy points you have.

The common board has two sides, A and B, each with a different ability area. Please use the side you prefer.

Fairy Card Description



3★

香りの原石を出し過ぎた時、1つまで瓶にコスト無して戻す事ができる。

← Money and fairy points at the start of the game.

← Inherent ability of fairies



③ 2★

ゲームスタート時、振り出しカウンターキューブ1つをコスト無して好きな能力エリアに配置する。



⑩ 6★

得点カードを達成した時、追加で+⑥
※1枚ごとに追加得点。



③ 3★

同じアクションを連続して行える。

Explanation of Achievement Goal Cards

There are a total of 13 achievement goal cards, four for each game. The following is a description of how to view the achievement target cards.



- ◆June Fairy At the end of the game, if there are at least 3 white gemstones and 3 blue gemstones in the bottle, +6 points.
- ◆Christmas Fairy At the end of the game, if there are at least 3 red gemstones and 3 green gemstones in the bottle, +5 points.
- ◆Fairy of perfume At the end of the game, if all colors of Fragrance gemstones are present in the bottle, +5 points are scored.
- ◆Glimmer of primary colors At the end of the game, if blue, red, and yellow Fragrance gemstones are all present in the bottle, +3 points are scored per set.
- ◆particle of light At the end of the game, if the blue, green, and red Fragrance gemstones are all in the bottle, +3 points per set.
- ◆scarcity value At the end of the game, if the player has the least number of gemstones in the bottle compared to the other players, +5 points.
- ◆wealthy person At the end of the game, if you have the most money in your possession compared to the other players, you score +5 points.
- ◆select few At the end of the game, if there are 4 or less Fragrance gemstones in the bottle, +5 points.
- ◆Elegant fragrance At the end of the game, if there are no yellow or green gemstones in the bottle and red, white, blue, and purple gemstones are present, +5 points are scored.
- ◆human-size At the end of the game, if the number of Fragrance gemstones in the bottle is 18 or more, +5 points.
- ◆Fairy Size At the end of the game, if the number of Fragrance gemstones in the bottle is 6 or less, +6 points are scored.

Clarification of rules

- You cannot activate an ability and a goal consecutively in a single turn.
- You can activate an ability or goal that someone else has also activated.
- When you activate an ability or goal, you can use a cube from the top or bottom row of the bottle value counter. You must use the first cube on the left of the row.
- There is no upper limit to the number of black charcoal tokens that are given to each player when the red fragrance gem effect is triggered. If you shake out 3 red gemstones, each player will receive 3 black charcoal.
- When you receive a fragrance gem, place it in the gem storage area on your personal board. When you receive charcoal, immediately place it in your bottle.
- When your bottle is empty, immediately place two pieces of black charcoal in your bottle. You can still activate the effects of the gems you have shaken out.
- If you want to use fairy points to return extra gems so you don't have to exchange them for charcoal, you can choose the gems you want to return. The effect of the returned gems cannot be activated.

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The manual can also be read online via QR code here →



*This game contains glass bottles and small parts that may break. Please handle with care.
Please keep out of reach of small children.