Parfum

A game by Marcel Süßelbeck and Marco Ruskowski for 2 – 4 players

"Parfum" transports players to the wonderful world of fragrances, which dates back hundreds of years to when aromatic scents were first used in the Orient in myriad ways. This expertise in manufacturing precious mixtures eventually reached Europe, with the French town of Grasse in Provence becoming the capital of the perfume craft.

As master perfumers, players distill precious essences and create unique perfumes using ingredients like vanilla and lavender. But each customer has their own preferences, so even the most charming symphony of fragrances must satisfy the tastes of the wealthy clientele. Choose your aroma dice skillfully and mind well your client's desires in order to become the most successful perfumer.

Game components

- **1 double-sided game board**



Front side: 2 or 4 players
Rear side: 3 players

- **42 fragrance notes**



Perfume side



Formula side

- **15 aroma dice**



- **25 customers**



- **25 water well tokens**

Water side:





Coin sides:
10x 0, 4x 1, 5x 2, 6x 3

- **25 flacons**



- **7 clocks**



for 2 or 4 players



for 3 players

- **4 scoring markers**



- **4 perfumeries**



- **1 closing time token**



- **1 cloth bag**



- **1 rules booklet**

Object of the game

At the start of each game round, players first choose when to wake up, which determines the player order.

Next, players distill various ingredients by using aroma dice in order to compose fragrance notes, which they then use to create perfumes.

Finally, players try to sell these perfumes to the clientele at the shops on the street. The wealthiest perfumer at the end of the game wins.

Set-up

1) Place the game board in the center of the playing area. With 2 or 4 players use the side showing 4 clocks; with 3 players use the side with 3 clocks.

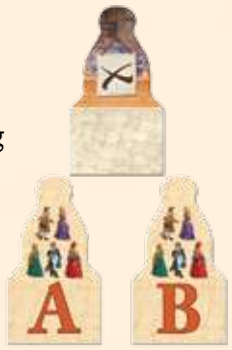
2) Mix the fragrance notes and place them in the bag. Keep the bag next to the game board.



3) Set the closing time token to one side.

Sort the customer tokens into A and B stacks, then shuffle each stack. Place five B customers in a pile, place the closing time token on top (B side up), place the other B customers on top, then place the A customers on top.

Place the combined stack on its designated space on the game board.



4) Place the flacons on the corresponding space of the game board.





2 or 4 players

5) Draw 5 customer tokens from the stack and place them face up on the street.

6) Randomly draw 6 fragrance notes from the bag and place them face up on the distillery.

7) Place the 4 brown clocks face up on the corresponding spaces of the market clock.



3 players

5) Draw 4 customer tokens from the stack and place them face up on the street.

6) Randomly draw 5 fragrance notes from the bag and place them face up on the distillery.

7) Place the 3 tan clocks face up on the corresponding spaces of the market clock.

8) Place the 15 aroma dice on their corresponding market booths.



9) Mix the water well tokens, water side up, and place them on the water well.



10) Each player takes the perfumery and scoring marker of a color of his choice. He also takes 2 water well tokens at random and places them on his perfumery.







11) Stack the players' scoring markers in random order on space "0" of the money track.



Game overview – A perfumer's craft

This overview serves as a short introduction to the game play. The rules will be explained in detail on the following pages.

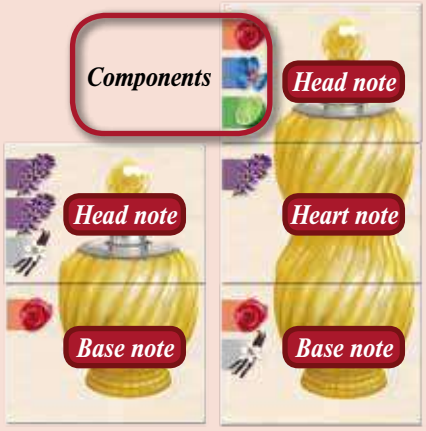
The customers

The players can earn money by selling perfumes to the customers at the shops on the street. Each customer has her own favorite fragrance that a perfume must contain as well as a price she's willing to pay.



The fragrance notes

The perfumes are created by assembling the perfume sides of two or three fragrance notes. Minor perfumes consist of a head note (upper part) and a base note (lower part), while major perfumes have an additional heart note (middle part). The icons on the left show the fragrance components of a perfume.



The formula side of a fragrance note indicates the aromas needed to create (that is, take) the fragrance note as well as the fragrances contained in the finished perfume. The value in coins shows how much money a player earns for distilling this note. The flacon icon and its background color indicate the type of fragrance note (head, heart or base note).



The aroma dice

The players distill the 5 different ingredients by rolling the aroma dice – violet, bergamot, rose, vanilla and lavender. The sides of a die show either a flask (successful distillation) or a fly (failed distillation).



Violet:	Bergamot:	Rose:	Vanilla:	Lavender:
2 x fly 4 x flask	2 x fly 4 x flask	2 x fly 4 x flask	3 x fly 3 x flask	3 x fly 3 x flask

It is harder to distill vanilla or lavender, but they will sell for a better price.

The market clock

At the start of each game round, each player chooses one clock, thus determining when he wakes up.
A player who wakes up earlier has a greater choice of fragrance notes and customers, but has fewer actions at his disposal.
A player who wakes up later has fewer choices but can perform more actions due to being well-rested!



The actual game rules are explained in the left column. In the right column you will find corresponding examples, ***notes*** *and* ***hints*** *.*

Sequence of play

"Parfum" is played over a series of game rounds.

Each game round consists of 3 phases:

- **1st phase: Wake up**
- **2nd phase: Create perfumes**
  - a) Prepare distillation
  - b) Distill
  - c) Compose fragrance notes
- **3rd phase: Sell**

Note: Any extra rules for the 2-player game are explained at the end of this booklet.

1st phase: Wake up

"Parfum" is not played in clockwise direction. Instead, the order in which players "wake up" determines player order. This is indicated by the clocks on the market clock.

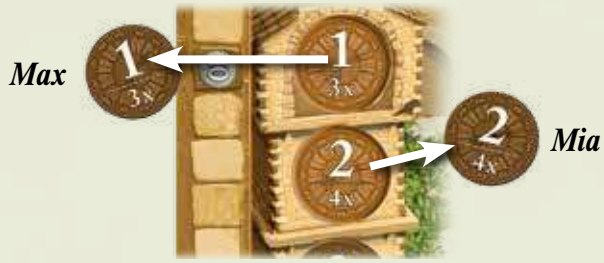
A clock's upper number determines the player's position in player order during this game round. The lower number indicates the number of actions this player can take during this round.

The player in last place on the money track goes first and chooses a clock, then the player in second-to-last place chooses a clock, etc.

If two or more players occupy the same space on the money track (as at the start of the game), the player whose marker is on top goes first, then the player whose marker is second from the top, etc.

Each player places his chosen clock on his perfumery.

Hint: In the first game round of their first game of "Parfum", players should assign the clocks randomly in order to become familiar with the sequence of play. As of the second game round they choose the clocks as explained.



Example: Max chooses the first clock and thus is first in player order. He can perform only 3 actions. Mia chooses the second clock, so she'll be the second player after Max. She can perform 4 actions.



Example: As shown here, Blue is the first player to choose a clock, Red is the next player, then Yellow and finally Green.

2nd phase: Create perfumes

In the order determined by their wake up time, each player now completes the entire 2nd phase.

a) Prepare distillation

First, the active player uses his available number of actions. For each action he takes one of these options:

1) Draw a fragrance note from the bag and place it on any free distillery.

Note: This action is not available if all distilleries are occupied or if the bag is empty.

2) Take any aroma die from the market and place it in front of him.

Hint: When taking an aroma die, pay attention to which aromas are required for the fragrance notes on display.

3) Take a water well token from the water well and place it on his perfumery, water side up.

Note: The players may look at the coin side of their own water well tokens at any time.

For each of his actions the player may choose any **one** of these options.

Once the player has completed all of his actions, he starts his distillation.



Example: Max may perform 3 actions. He takes 2 rose aroma dice and 1 lavender aroma die, hoping to get the corresponding fragrance notes.

b) Distill

Through distillation, the player tries to claim some of the fragrance notes on display in the aromas. These are essential to create perfumes.

The player rolls all aroma dice he has in front of him.



Example: Max rolls the 3 aroma dice he had taken earlier.



Successful distillation:

If the die result is a flask, the distillation was successful.



Failed distillation:

If the die result is a fly, the distillation failed.



Example: Max achieved only one successful distillation; two distillations failed.

Using his water well tokens, the player may now improve the outcome of his distillation. This can be done in 3 ways:

By discarding 1 water well token, the player may

- re-roll all flies of the same color

or

- re-roll all dice (including flasks).



Example: Max discards one water well token and re-rolls that one rose aroma die. Alternatively, he could have re-rolled all 3 dice.

By discarding 2 water well tokens, the player may

- rotate any one die showing a fly to its flask side, without rolling.

A player may use as many of his water well tokens as he wishes.



Example: Max discards two water well tokens and rotates the lavender aroma die to its flask side, without rolling it. Now all his distillations are successful.

Stack the discarded water well tokens next to the game board, coin side up.

After the player has used all of his water well tokens or does not want to use any more, he may claim fragrance notes, if possible.

***Note:** If no more water well tokens are on the water well, shuffle the discarded tokens (water side up) and place them on the water well.*

Claim fragrance notes:

If the player has successfully distilled the aromas required for a fragrance note, he may take the corresponding tile.

The player advances his scoring marker on the money track as many spaces as the coin of the fragrance note indicates.

If the scoring marker ends on a space occupied by another marker, place it on top of that marker.

The player keeps the fragrance note (or notes) in front of him, perfume side up.

c) Compose fragrance notes

If he wants to create a perfume, the player attaches his fragrance notes to his perfumery. The perfumery indicates the spaces for the corresponding types of fragrance notes (head, heart or base note).

For each fragrance note, the player must decide whether to use it for a minor perfume or a major perfume.

If he wants to create a major perfume, he attaches the fragrance note to the right edge of his perfumery, according to its type.

For a minor perfume, he attaches the fragrance note to the left side.

If he has any unfinished perfumes, the player may add new tiles, if possible, or start a new perfume by placing new fragrance notes next to the former ones.

Once placed, fragrance notes may not be moved or covered by other fragrance notes.

Finished product:

If a perfume is completed while composing the fragrance notes, the player takes flacons from the general supply.

A player receives 2 flacons for a minor perfume.

A player receives 3 flacons for a major perfume.

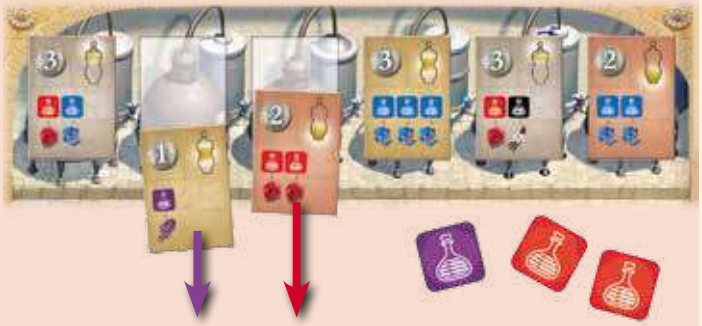
Place the flacons above the completed perfume.

As of now this perfume is ready for sale.

After the active player has completed the 2nd phase, he returns all of his aroma dice to the market. Subsequently, the player who wakes up next completes the 2nd phase.

Once all players have completed the **2nd phase: Create perfumes**, game play proceeds with the **3rd phase: Sell.**

Note: If possible, a player may claim more than one fragrance note. However, the aroma of each die can be used only once.



Example: Max may claim these two fragrance notes because he has distilled the required aromas. He advances his scoring marker on the money track by three spaces.

Note: Refill the display of fragrance notes only at the end of the game round.



Example: Max attaches the claimed heart note to the right side of his perfumery, the base note to the left side.

Note: A player may start creating as many perfumes as he wishes. He may start a new perfume even if the new fragrance note would fit with an unfinished perfume.



Example: Max has finished a minor perfume with the new base note and takes 2 flacons.

Note: All players always have full choice of all aroma dice.

3rd phase: Sell

Over two cycles the players may now sell their finished perfumes in the order that they woke up.

During each cycle, each player may sell exactly 1 flacon to a customer or at a bargain price, or he may pass.

Sell to a customer:

If a player wants to sell his perfume to a customer, it must contain at least the number of that customer's preferred components as shown on the customer token.

Of course, the player must still have at least one flacon of that perfume.

If the active player meets these two conditions, he can sell the perfume to a matching customer.

First, the player returns the flacon to the general supply.

Then, the player advances his scoring marker on the money track as many spaces as the sales price indicated on the customer token.

The customer is now satisfied, so the player takes the token and places it next to his perfumery.

Sell at a bargain price:

Instead of selling his perfume to a customer, a player may sell it at a bargain price. Each perfume has a fixed bargain price, regardless of its components.

The bargain price of a minor perfume is 2 coins.

The bargain price of a major perfume is 3 coins.

The player returns the flacon of the sold perfume to the general supply and advances his scoring marker accordingly.

Sold out perfume:

After a player has sold the last flacon of a particular perfume (no matter whether to a customer or at a bargain price), this perfume is sold out. As a reward, the player immediately takes 2 water well tokens from the water well.

Second sales cycle:

After all players have sold 1 flacon or passed, the second sales cycle starts.

This is the same as the first cycle, with players selling 1 flacon to a customer or at a bargain price or passing in the order of their wake up time.



Example: Later in the game, Max woke up first again, so he's the first player to sell during both cycles. One of the customers at the shops wants a perfume that's at least two parts lavender, and Max has 2 flacons of a mixture with three parts lavender. He can sell 1 flacon, return it to the general supply, advance his scoring marker by 8 spaces, then remove the customer from the shops and place it next to his perfumery to indicate a job well done.

***Hint:** A player may forgo a sale in the hope that a future customer will spend more money.*

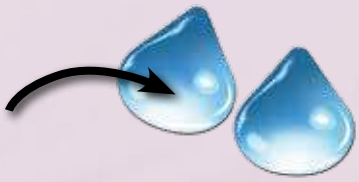
Notes:

- *A player may never return a flacon other than the one just sold.*
- *If a player's scoring marker ends on a space occupied by another marker, place it on top of that marker.*
- *Refill the display of customers only at the end of the game round.*



Example: After the first sales cycle is complete, Max is the first player again during the second sales cycle. Now, he wants to sell his minor perfume at a bargain price. He has only one flacon left of this perfume and returns it to the general supply. He advances his scoring marker by two spaces.

Because Max sold the last flacon of that perfume, it is sold out now. Max takes 2 water well tokens immediately.



Discard water well tokens

After a player has completed his second sales cycle, he checks the number of his water well tokens. If he has more than 4 tokens in his personal supply, he must discard any surplus tokens of his choice, coin side up.



Example: After her second sales cycle, Mia has 6 water well tokens left. She puts two of those on the discard stack.

End of a game round

The game round ends after all players have completed their second sales cycle or passed. Now return all clocks to the market clock. Draw new fragrance notes from the bag to refill empty spaces in the distillery. Likewise, draw new customer tokens from the stack to refill any empty spaces at the shops on the street.



End of the game

The game ends …

1) … when the **closing time token** is revealed while refilling the customer spaces;

or

2) … if, **at the end of a game round,** the spaces of the distillery cannot be completely refilled with fragrance notes from the bag.

In the first case, remove the closing time token from the game and refill the remaining empty spaces with the customers still in the stack. **The game continues for one final game round.**

In the second case, or if both cases occur simultaneously, **the game ends immediately.**

Finally, all players reveal their water well tokens and advance their scoring markers on the money track according to these coin values.

The player with the most money is the most successful perfumer and winner of the game. In case of a tie for the most money, these players share the victory.

2-player game

In a game with only 2 players, the following extra rules apply:

1st phase: Wake up – The player in last place on the money track chooses a clock first, then both players alternate choosing a clock until both players have two clocks. They place both clocks above their perfumeries.

2nd phase: Create perfumes – The players take their turns in order of their chosen clocks, thus having two turns each during each game round. The number of available actions cannot be combined.

3rd phase: Sell – Each time a player takes his turn in the order he woke up, he may sell 2 flacons successively. After each player has had 4 chances to sell a flacon, the game round ends.



Example: Max (blue) owns less money than Mia (red), so he is first to choose a clock and takes the third one. Next, Mia chooses the first clock. Now it is Max's turn again, and he chooses the fourth clock. Finally Mia takes the remaining second clock.



Example: Mia has the first and second clock. She may sell 4 flacons in a row, after which Max may sell up to 4 flacons. Then the game round ends.

Mia *Max*

Note: The players may sell more than one flacon of the same perfume in a row, although not to the same customer.

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