

Aqua Mirabilis



GAME RULES

COMPONENTS



1 Game board



4 Player boards



1 Rulebook



4 Dame favours



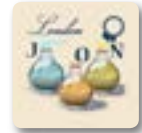
96 Flower/Scent tiles



30 Flowers deliveries tiles



35 Recipes



28 City tiles



18 Apprenticeship tiles



20 Production methods



12 Final bonuses



8 Letters of Reference



4 100 points markers



4 Seating order markers



60 Blue cubes



34 Originality tokens



4 Coaches (in 4 colours)



4 Score markers
(in 4 colours)



32 Influence tokens (8 each,
in 4 colours)



4 Perfumers (in 4 colours)



2 Workers



1 King pawn



1 Court pawn



1 Day of the Week marker



4 Player Aids

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HISTORICAL NOTES

The glossy, celebrity-filled cologne counters of modern shopping malls hide a fascinating, if odd history. It took centuries before perfume became the personal statement it is today and for that we have Renaissance Italy to thank. This is the story of how the Florentine Medicis and Venetian spice traders brought liquid perfume, or aqua mirabilis, to the world.

In the years 1300, the Christian church had been at war for large parts of the last couple of hundred years in Crusades against swathes of the Eastern Mediterranean. They were trying to wrestle the Holy Land out from under Islamic rule. But whilst the attempts to conquer lands failed, they did bring back some of the perfume-making customs of their enemies.

Around the same time, Venice was flourishing. It was the undisputed Mediterranean center for trade with the East. And with the silks came spices, oils and resins: the very raw ingredients essential to perfumery. It's not surprising then that Venice quickly established the techniques for scent making which, when combined with its talents for glass-making, made it the natural home for perfumery during the Italian Renaissance. But perfume wasn't just used to pamper the body at this time; it was also used to add fragrance to the hair, laundry and even leather accessories. Which leads us south to Florence and the most powerful family who ruled the Tuscan city: the de Medicis.

Founded in 1189 the de Medici clan grew wealthy on textile and wool trade, climbing the social ladder from merchants to Grand Dukes of Florence. Their influence on Florentine and later wider Italian government grew through the years. They even produced three popes and two queens of France. And it was the first of those ladies, Catherine de Medici, Queen of France from 1547 to 1559, who added to our perfume story.

Catherine grew up in the de Medici court, surrounded by splendor, banquets and elegance. She was destined for royalty and in 1533 left Florence to marry Henri, Duc d'Orléans, later Henri II of France. She took with her artists, poets, her dancing master and even a personal perfumiere, Renè de Florentin.

Catherine's own perfume had a characteristic fragrance of bergamot and orange blossom but it was her habit of wearing scented leather opera gloves that really caught

the attention of the French courtiers. Rumours swirled around court that she hated the distinctive smell of leather and called upon Renè the Florentine to disguise it with a personal perfume. He set to work creating a musk and civet scent and the effect was a sensation. Catherine's penchant for perfumed gloves topped the very height of French fashion with the aristocracy clamoring to emulate her with all manner of scented garments such as waistcoats, doublets, belts and even leather shoes. And so Italian perfumery spread widely into Europe.

Not long after the death of Catherine de Medici an Italian boy with family links to Venice was born. And just like Catherine, he grew up to become a key figure in the history of perfume.

His name was Giovanni Paolo Feminis and he was born in the northern Italian Alps in 1666. Giovanni, also known as Giampaolo, emigrated to Germany as a young man, settling significantly in the city of Cologne and there he opened a distillery-herbalist shop specializing in the sale of perfumes. And it was here, creating his own, innovative perfumes that the young Italian made his name, if not his fortune.

Using fragrance recipes written by herbalist monks as his foundation, Feminis developed a new distillation process to create an aromatic, 95% alcohol-based perfume that would become known as Aqua Mirabilis. It was a light, fresh perfume imbued with the most exquisite Italian scents including bergamot, lavender, lemon, orange, neroli and rosemary. And significantly it wasn't oil based, but alcoholic which meant it was light on the skin, could easily be made into a spray and took fewer raw ingredients to create the scent with a little going a long way - three fundamental production elements that would one day lead to the mass production of perfume across the world.

We might never have known anything of Feminis's contribution if it hadn't been for his nephew, one Giovanni Maria Farina, called in from Italy to take over the business in Feminis' later life. Giovanni the younger proceeded to modernize things changing the name of the perfume and giving it a French twist. He called it Jean-Marie Farina Eau de Cologne, a name now synonymous with the top fragrances on the perfume counter.

King Louis XIV (1638-1715) was terrified of bathing; he's said to have taken only three baths in his life. That fear was shared by the nobility in the 17th Century - it was thought



KING LOUIS XIV

that water spread disease (so the less you bathed, the less vulnerable you were). Yet Versailles was seriously fragrant. Throughout the Palace, bowls were filled with flower petals, to sweeten the air. Furniture was sprayed with perfume. Even the fountain and visitors - probably a defensive move, when hygiene was pretty scarce - were sprayed with perfume, on entering the Palace. In fact, the air of the gilded salons at the French court was so fragrant that the French court became known as 'the Perfumed Court'.

Louis took the trend for perfumery to new heights, by commissioning his perfumer to create a new scent for each day of the week. It became the custom for people of rank to superintend the making of the special fragrances they favoured. The 'Perfumer-gantiers' - the glover-Perfumers - achieved even greater status and power. Vast amounts were being spent on perfumes, by the aristocracy and the competition to supply 'the Perfumed Court' with scented goods became seriously ferocious.

Later Marie-Antoinette, married to Louis XVI, was the glamorous figure every perfumer longed to please. Queen of an era for extravagance and luxury for the rich and death and poverty for the poor, Marie-Antoinette, the last queen of France, she quickly became known as Madame Deficit due to her becoming a reason for the country's great debt, spending money on perfume and 300 dresses a year.

Marie-Antoinette's era was a time of progress and success in the field of perfumery. Antoine Dejean published *Traité des odeurs* in 1777, cementing perfumery's divorce from medicine and its move towards art for art's sake. The purpose of perfume was now purely to smell good and act as a form of artistic expression. This echoed Marie-Antoinette's sentiments perfectly, and her love of flowers (roses, narcissus, lilac, violet, lily, and iris in particular) led to regular, extravagant, but often unpaid commissions from her favourite perfumer, Jean-Louis Fargeon, as well as others like Jean-Francois Houbigant.

In playing this game, you take the role of a well know perfumer whose goal is to continuously produce new innovative and exquisite perfumes to please the King and his Court based in Versailles

Mastering the art of processing flowers and mixing fragrant essential oils, fixatives and solvents is not an easy task: time is never enough and competition is fierce. Not only will perfumers have to run their secretive laboratories but also will have to continuously develop their knowledge and learn new techniques by studying and travelling. Additionally, they will have to nurture their social position among nobles and try to influence the King and his Court thanks to the intercession of powerful ladies properly courted and seduced.

It is easy to be carried away by the froth and folly of the nobility and perfumery at the Court of Versailles. Players will have to remain focused on their job and the player who has gained the most prestige at game end will be the winner.

GAME CONCEPTS

It all starts with Flowers. There are six types of them as outlined below. The starting capital letter helps to quickly recognise each of them and is used in brackets as an abbreviation throughout this rulebook.



ORANGE FLOWER (O)



BERGAMOT FLOWER (B)



JASMINE FLOWER (J)



LAVENDER FLOWER (L)



NARCISSUS FLOWER (N)



ROSE FLOWER (R)

Flowers are transformed through a variety of processes into Scents. Scents are on the back of the corresponding Flower chit.



ORANGE SCENT (O)



BERGAMOT SCENT (B)



JASMINE SCENT (J)



LAVENDER SCENT (L)



NARCISSUS SCENT (N)



ROSE SCENT (R)

To complete a Perfume you will have to allocate Scents to a Perfume Recipe. The Recipe is like a blue-print of the Perfume. It features a Base Scent together with slots for accommodating one or two Complementary Scents. Each recipe requires a certain level of experience in order to be managed.

BASE SCENT

SLOTS FOR COMPLEMENTARY SCENTS

LEVEL OF EXPERIENCE REQUIRED

Recipe with Orange as a base scent and one slot for a complementary scent

Recipe with Jasmine as a base scent and two slots for complementary scents

EXPERIENCE

A Perfumer's experience is equal to the count of all symbols a player has on his personal board at a certain time.

There are two main ways to improve your knowledge in the art of Perfumery: either studying hard, possibly with the assistance of a Master Perfumer, or by travelling to other renowned cities in Europe to learn new techniques and skills.



The former advancement consists of acquiring **Apprenticeship tiles** from the Apprenticeship area of the board. Apprenticeship tiles offer permanent benefits to the player and will remain on the player board until the very end of the game.



Learning by travelling consists in acquiring **City tiles** from the four cities depicted on the board: Paris, London, Köln and Firenze. City tiles are one-off benefits. These tiles can be flipped at any point during the player's game turn (unless specified otherwise) to provide their immediate benefit. Once flipped a City tile will be stacked in the corresponding slot of the player's personal board and will grant prestige points at game end.



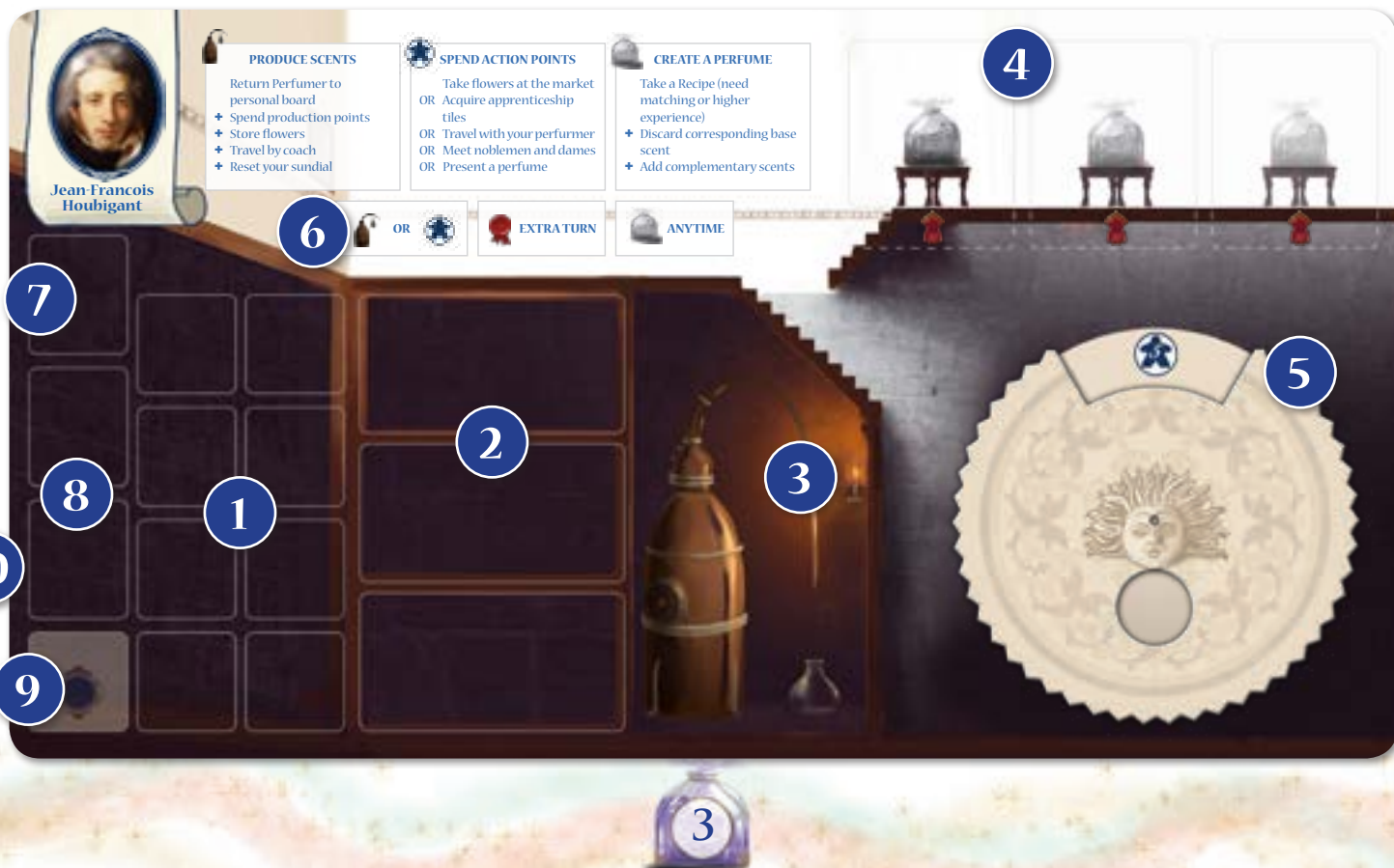
PERSONAL BOARD

Each player is provided with a personal board that represents your professional studio as a Perfumer.

1. **Curriculum Area** - This is your curriculum area where you keep all your Apprenticeship and un-flipped City tiles. There are 8 slots here which should be sufficient to accommodate all your tiles. If you

acquire more than this number of tiles, then spread them around your board. There is no limit to the number of apprenticeship and city tiles you can store in your curriculum area

2. **Production Methods** - Every player starts with the Distillation method on the board. Two more slots are available for more advanced Production Methods that can be acquired during the game
3. **Scents Depot** - This is where you store all the scents you have produced through your production methods.
4. **Perfumes Parade** - your newly created perfumes are stored here, up to a limit of three. When a perfume is presented to Versailles, you shift the perfume slightly downwards to cover the red throne symbol. This acts as a reminder that this perfume cannot be presented again.
5. **Sundial Wheel** - you rotate the Sundial Wheel when spending action points to take actions on the game board or when producing scents.
6. **Play Aids** - a selection of play aids that can be very handy during play
7. **References** - this is where you place your Letter of Reference
8. **Dame Favours** - this is where you place the Dame Favours obtained during the game
9. **Flipped City tiles** - this is where you stack your flipped City tiles with the visible side showing the game end points
10. **Off-board area** - this is where you keep all the other stuff that cannot be accommodated on the player board and in particular: Influence tokens, Originality tokens and Flowers





GAME BOARD

The game board is divided broadly into these areas:

On the left side is the town of Grasse. Here Perfumers can visit the Flowers Market (1) or learn the mysterious art of Perfumery in the Apprenticeship area (2).

In the central area players can visit Versailles and meet important couples of nobles (3).

On the right side is the King's Court (4). Here Perfumers can enter the great hall to present one of their Perfumes to the King and his Court. The Preference Matrix is in this area and keeps track of which combinations of Scents have already been presented and what the current preferences of the King and the Court are.

Along the top, spanning the entire board, it is the journey area (5) where Perfumers can travel to visit the most renowned European capitals of Perfumery: Paris, London, Köln and Firenze.

All around the board is a scoring track (6) and the Turn Advancement track (7).

OTHER COMPONENTS



Perfumer. This represents you



Coach. This pawn is used by players to travel on the top side of the board



King. This pawn moves horizontally on the Preference Matrix to indicate the King's preference



Court. This pawn moves vertically along the Preference Matrix to indicate the Court's preference



Influence tokens. These discs are used by player to influence the Dames



Scoring marker. This pawn moves on the scoring track to indicate how many points a player has



Day of the Week marker. This pawn moves on the time advancement track and is the "clock" of the game



Blue cubes. These are placed on the board when a perfume is presented



Originality token. Mainly used for playing an extra-turn



Workers. These guys help collecting flowers from the market



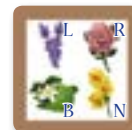
Dame favour. Each dame provides a special benefit to the player who has the most influence on her



Final bonus. Each dame hides a chit indicating conditions to score additional points at the end of the game



Letter of reference. Each nobleman provides a letter of reference to the perfumer who visits him



Market delivery tiles. Indicate how many flowers of each type are delivered to the market on Sunday



Production methods. These are used to convert flowers into scents

SETUP

1. Place the game board in the middle of the table on the side matching the number of players (the back of the game board is used for the two players game)
2. The player who smells best is the first player and receives the Seating Order marker number 1. All the other players randomly take one of the remaining Seating Order markers and sit accordingly in clockwise order
3. Start with the initial delivery of Flowers to the Flowers Market:



In a 2 player game Place two flowers of each type in the corresponding slots of the Flowers Market

In a 3 player game Place three flowers of each type in the corresponding slots of the Flowers Market

In a 4 player game Place four flowers of each type in the corresponding slots of the Flowers Market

- Then sort out and shuffle the Flowers Delivery tiles according to their type: there are 15 Flowers Delivery tiles x1 and 15 Flowers Delivery tiles x2. Place the Flowers Delivery tiles face up in the order indicated below and discard any tiles remaining

In a 2 player game Place two x1 tiles on each Sunday space of the time track

In a 3 player game Place one x1 tile and one x2 tile on each Sunday space of the time track

In a 4 player game Place two x2 tiles on each Sunday space of the time track

- Take from the reserve six different Flowers/Scents chits and place them in your hand. Ask a player to

randomly draw one chit, place the King's preference marker on the top of the column corresponding to that chit, then give this Flower to the player in second seating order position. Draw a second chit and place the Court's preference marker on the left of the row corresponding to that Scent. Draw a third and fourth chit, place the two workers in the corresponding Flower baskets in the Flowers Market, then give these two Flowers to the player in the third seating order position. Give the remaining three Flowers to the player in the fourth seating order position. Note that the first player receives nothing. If there are less than four players, all unassigned Flowers are placed back to the reserve

- Randomly shuffle the Paris City tiles and place them face up on the Paris slot. Do the same for the City tiles of London, Köln and Firenze
- Place the Dame Favour tiles in the corresponding slots of the Court nobles
- Shuffle the Final Bonus chits and draw randomly 4 chits - without looking, place each one face down in the corresponding slots of the Court nobles. The remaining Final Bonus chits are discarded. They will not be used in this game
- Place the Apprenticeship tiles in the corresponding areas of the game board. The order in the stack is irrelevant. Use as many Production Methods of each type as the number of players and discard the rest
- Place the Day of the Week marker on the slot



corresponding to the first Sunday slot of the time advancement track

11. Place the 30 Originality tokens on the Preference Matrix at the centre of each intersection as in the image
12. Each player chooses his favourite colour and receives his personal board, a Perfumer, 8 influence tokens and 1 originality token
13. Each player takes the Distillation Method and places it on one of the three slots of the board. The Sundial Wheel must be rotated so that the upper window is on the 5 action points position
14. Each player place one of his Scoring tokens at the start of the scoring track and his Coach on the yellow spot of the travel area
15. Place all remaining material (Flowers, Recipes, Letters of reference, blue cubes) alongside the game board

GAME OVERVIEW

SEQUENCE OF PLAY

The game starts on the first Sunday of the Turn Advancement track.

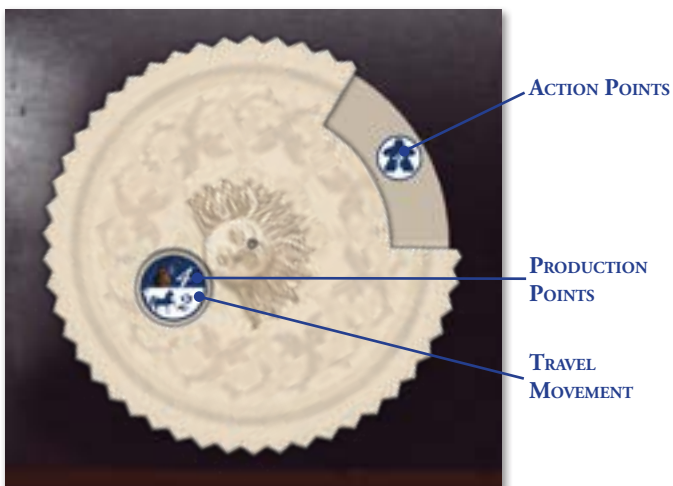
Starting with the First player, players alternate in clockwise order with each of them taking one or two play turns before moving to the next player in order.

When a player's turn is over, he may discard an Originality token to immediately take a new turn. A player cannot spend more than one Originality token each time, and therefore a player is limited to playing maximum two consecutive turns before the game moves to the next player.

A PLAYER TURN

In each of his turns, a player must do one of the following two things:

- Move his perfumer to one available Action slot on the game board, spend Action Points and take the related Action, or
- Return his perfumer to the player's board, spend Production Points to produce one or more Scents



The Sundial on a player's personal board is used for this purpose. The outer ring displays the Action Points still available to a player; the inner ring shows the Production Points still available to spend. The initial position of a player's Sundial is on 5 Action Points and no Production Points. Players rotate their Sundial always clockwise. Spending Action Points will reveal Production Points and Travel movement.

A Sundial is a device that tells the time of day by the apparent position of the Sun in the sky and that, from a game point of view, ticks the time of your day as a Perfumer. The more Action Points you spend, the less Production points remain available as you have less time left to spend in your laboratory and to travel.

5 Action points	No production. No travel by coach
4 Action points	4 Production points. 2 leg movements by coach
3 Action points	3 Production points. 2 leg movements by coach
2 Action points	3 Production points. 1 leg movement by coach
1 Action point	2 Production points. 1 leg movement by coach

Example: a player's Sundial is positioned as in the previous image. In his next turn he may spend up to 4 Action Points to take an action on the board or produce with up to 4 Production Points and travel by coach for two legs. He decides to take an action spending 2 Action points. He rotates his Sundial by two sectors:



In his next turn he will be able to take one action spending up to 2 Action Points or produce with 3 Production points and travel for one leg.

The Sundial is reset to its starting position after a player spends all his Action Points or when a player uses his Production points.

Example: In his next turn, the player decides to take an action that costs 2 Action points. His Sundial is rotated clockwise to its starting position.

Alternatively, this player may decide to produce using up to 3 Production points. Also in this case, his Sundial is rotated clockwise to its starting position.



GAME TIME ADVANCEMENT

In Aqua Mirabilis the duration of the game is measured on a dedicated track where each slot represents one day of the week.

The **Day of the Week** marker advances to the next day each time a player resets his Sundial (because he has spent all his Action Points or he has used his Production Points as explained earlier).

The game ends after four week when the time indicator has reached the last Sunday at the end of the Time Advancement Track.

Not all days of the week are used for play in a three players' game. The **Day of the Week** marker skips those days marked as invalid for three players as indicated on the track. In a two players' game you use the back of the board where the Time Advancement Track is already adjusted.



Sunday is always an important day and is highlighted in solid white on the track. The following things happen on each Sunday except for the first and last Sunday of the game.

As soon as the Day of the Week marker reaches a Sunday:

- All Flowers Delivery tiles are resolved: refill the Flowers market with the indicated number and type of flowers as printed on the Flowers Delivery tiles.



Example: when this Flower Delivery tile is resolved, place 1 (B) flower, 1 (R) flower, 1 (N) flower and 1 (O) flower in the corresponding spots of the Flower Market



Example: when this Flower Delivery tile is resolved, place 2 (L) flowers, 2 (R) flowers, 2 (B) flowers and 2 (J) flowers in the corresponding spots of the Flower Market

- All presented Perfumes still on a player's board are moved upwards revealing the throne icon. These perfumes may be presented again
- The Preference Matrix is reset:
 - Place one blue cube on the current cross section between the King's preference column and the Court's preference row. If an Originality token is there, then remove this token.
 - Fashion* - the Court's preference marker moves to the next row featuring the highest number of blue cubes in total
 - Novelty* - the King's preference marker moves to the next column featuring the lowest number of blue cubes in total

Example: The Court purple meeples is positioned on the Jasmine scent and the King black meeples is on the Bergamot base scent.

When the Preference Matrix is reset, you place one blue cube on the intersection between the two markers. As no Originality token is there this is not removed.

Then you move the Court meeples to the next row featuring the highest number of blue cubes - in this case this will be the Narcissus scent. The King meeples will move to the next column with the lowest number of blue cubes - this is the Jasmine base scent.



For clarity, the Court's preference marker always moves cyclically from top to bottom. If the last row is reached, then the marker continues moving from the first row downwards until the row featuring the highest number of blue cubes in total is reached.

Similarly, the King's preference marker always moves cyclically from left to right. If the last column is reached then the marker continues moving from the first column rightwards until the column featuring the lowest number of blue cubes in total is reached.

Note that the Court and King's preference markers cannot terminate their movement in the same location where they started.

PRODUCTION

Because getting Scents is a quintessential element of this game and key to create a good Perfume, we will explain Production before looking at the available Actions.

A player will need at least 1 Production point and at least one flower chit, otherwise he cannot produce.

When a player choose to Produce he

- Returns his Perfumer to his personal board
- Spend all or part of his available Production points to convert Flowers into Scents via Production Methods
- Store any leftover basket of Flowers to the input side of his Production Methods (optional)
- Travel by coach

After he has performed all these tasks, he

- Discards any unstored basket of Flowers he still owns to the reserve
- Resets his Sundial
- Advances the Day of the Week marker to the next slot

HOW TO PRODUCE SCENTS

A player converts Flowers into Scents by using his available Production Methods. The method indicates how many and which type of Flowers he has to consume, how many Production points will be used and how many Scents will be the result of the transformation.

Every Production Method can be used several times during one single production turn. Each time a method is used a player will have to spend the required resources and Production points to produce the related Scents.

Example: The red player owns 5 baskets of Flowers: 3 Bergamot, 1 Narcissus and 1 Orange. He has the preset Distillation method as well as the Maceration method and declares he will Produce having 3 Production points.



Maceration requires as input two different baskets of Flowers, and Red converts via this method Bergamot and Narcissus into the corresponding Scents spending 2 Production points, then with the remaining production point he converts the Orange to the corresponding Scent with Distillation.



Red has obtained three Scents: Bergamot, Narcissus and Orange. And he is left with 2 Bergamot flowers.

Another example:



The yellow player owns 3 baskets of Flowers: 2 Rose and 1 Narcissus. With Enfleurage he can spend 2 production points to convert two flowers of the same type (Rose in this case) in three corresponding scents. Yellow obtains three Rose scents.



Note that the Distillation method does not work with the Rose.

If the yellow player had had another Production point he may have converted the Narcissus flower into the corresponding scent using Distillation

HOW TO STORE FLOWERS

The input side of a Production Method can also be used to store basket of Flowers which a player were not able to transform into Scents at this stage. Remember that

any unprocessed or unallocated basket of Flowers will be discarded after Production.

Continuing from the previous example, Red cannot allocate the two remaining Bergamot flowers to Maceration as this method requires two different baskets, therefore he allocates one basket to Maceration and one to Distillation.



Note that once a basket of flowers has been allocated to a Production Method, it cannot be moved back to the player storage area next to his board. If not used for production, the player may only remove these baskets by discarding them back into the general reserve.

HOW TO TRAVEL BY COACH

After the player has produced Scents, he may travel by moving his coach on the travel area of the board by the number of legs indicated next the horse icon on the Sundial slot he has just used for production.



A player must move in one direction only by at least one leg (in other words he cannot remain in the very same spot where the coach is), however he is not obliged to move the full number of legs indicated. Ignore opponents' coaches for all purposes.

When a city (darker blue spot) is intercepted during movement, then the player may stop his coach there.

If he owns a **Letter of Reference** of the required level (or higher), he can immediately choose one of the City tiles in the pile and place it in the Curriculum area of his personal board. The remaining tiles are shuffled and a new pile is formed.

If he does not own the necessary **Letter of Reference**, he can still stop at the city and visit its main attractions but no City tile is acquired. Note that a player must own the necessary references at the time when his coach reaches a city, not later. If the required Letter of Reference is obtained at a later time this City tile cannot be claimed retroactively.

Independently if the player owns the necessary Letter of Reference or not, after visiting London or Firenze, the player must return his coach to the initial position in Grasse. After visiting Paris or Köln he may voluntarily return his coach to Grasse if he wishes so, or continue his trip from the current location.

Example: The Red player's coach is located in his starting position at Grasse. The Sundial slot he has used for production provides him with 1 leg movement which he uses shifting his coach towards Köln.



In a later turn, the Red player's coach moves by a further two legs reaching Köln. The Red player owns the necessary Level II Letter of Reference and chooses one of the City tiles in the pile.



Red then decides to return his coach to Grasse.



Example: The Blue player's coach is located in the outskirts of Paris and can move two legs. Blue may move by one leg only stopping in Paris, instead he decides to move the full number of legs and proceed towards London.



In a later turn, Blue can move his coach by one leg. As he has still not acquired the Letter of Reference for London, he moves one leg to the right stopping in Paris and getting a City tile.



Blue declines the opportunity to return to Grasse at the end of the visit. His coach remains in Paris as he still hopes to reach London later with the required Letter of Reference.

ENDING A PRODUCTION TURN

The player discards to the general reserve any flower he still possesses; he resets his Sundial to show the 5 Action points slot and advances the Day of the Week marker to the next day. His turn is finally over.

PERFUMES

A perfume may be created at any point during a player's turn. Eventually, a player may create more than one perfume in the same play turn.

To make a Perfume a player will need

- A Perfume Recipe
- Scents for completing the Recipe

Scents are obtained through Production (as explained in the previous chapter) or by travelling to renowned European cities.

All Recipes consists of one Base Scent together with one or two Complementary Scents.

At any point during his game turn, a player can select one of the still available Recipes with an Experience level equal or lower than the player's experience. He then discards one Scent of the corresponding Base Scent and take the Recipe.

Recipes cannot be held uncompleted. A player must immediately complete the Perfume by allocating the required number of complementary scents to the recipe. Place in the empty slots one or two Scents tiles different from the Base Scent and different between them (if there are two slots).



Example: During his turn, the Blue player wishes to take a Level 4 Recipe requiring a Bergamot Base Scent and two Complementary Scents. Green has an Experience level of 5, so he qualifies to acquire this recipe.

Green now has to discard a Bergamot Scent and add two scents which are different between them and different from the base scent. He adds one Jasmine and one Narcissus Scents from his player board. The Perfume is now ready

Note that the player's Experience level must always be equal or higher than the Recipe requirements during the entire perfume creation process. If not, the perfume cannot be created. However once the Recipe is complete, your perfume will remain with you even if later in the game your Experience level falls below the Recipe requirements.


A newly completed perfume is placed on the player's personal board in one of the three spaces available with the red throne icon visible as a reminder that this perfume has still to be presented to the King. If all three perfume slots are occupied, you may discard a completed Perfume already placed on your board but in this case you will lose that Recipe as well as any Scent on it.

Also note that once a Perfume has been completed, it

cannot be reworked. Also, you cannot have two copies of the exact Perfume on your board i.e. exactly matching the same Base Scent and the same Complementary Scents.

ACTIONS

A player takes an action by moving his Perfumer to one free action slot of the board and paying the required number of Action points by rotating his Sundial clockwise by that number of sectors.

Action slots are indicated by a worker symbol . The number within the worker icon indicates how many Action points you have to spend. Each slot is accessible to only one perfumer per time.

If a player doesn't have enough Action points to pay for that action or, if the chosen action slot is occupied by another player, then this player cannot take that action.

Also, a player cannot take the very **action type** twice.

- the Flowers Market has 6 action slots; one for each of the 6 different type of flowers. These are six separate actions types
- the Apprenticeship area has 6 action slots for the 4 different apprenticeship actions. These are four separate actions types
- the Travel area has 4 separate action slots; one for each of the 4 different cities to visit. These are four separate actions types
- the Court Life area has 6 separate action slots for the 4 couples of nobles. These are four separate actions types (couple A and couple B have two action slots each)
- and the Versailles area has 4 action slots for presenting your perfumes. These represent only one type of action

Example: you may place your perfumer in the Jasmine area of the Flowers Market in one turn and then move him to the Rose area in your next turn as these are separate action types.

You cannot re-visit the same couple of nobles twice in a row but you may move your perfumer from one couple of nobles to a different couple of nobles.

Similarly you cannot acquire a Production method if you have completed this very same action type in your previous turn; you may take another type of action in the Apprenticeship area or move to another area of the board. Also you cannot re-take the Versailles action if you have done so in your previous turn. All action slots in the Versailles area represent the same action type.

FLOWERS MARKET

The player moves his Perfumer on one free slot representing a bench of the Flowers market. This action costs 1 Action point. Then he optionally moves one or both Workers to any basket he likes. The cost is 1 Action point for each worker he moves this way.



Therefore this action has a minimum cost of 1 Action point and a maximum cost of 3 Action points.

After the player has completed all his movements with Workers, he takes one flower from the basket where his perfumer is located and one flower each from the locations where the Workers are. If there are no flowers left at these locations the player receives no compensation for the flowers he was unable to collect.

Note that a worker may be moved to a basket where a perfumer is or to the very same basket where the other worker is. All these movements are perfectly legal.

Example:



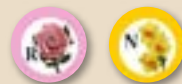
The Blue player places his perfumer on the action slot corresponding to the Narcissus flowers. The two workers are placed on the Bergamot and Jasmine flowers. Blue decides not to move the Workers. He spends 1 Action point in total and collects one Narcissus with his perfumer and one Jasmine and one Bergamot flower with the two workers.



Later, Green decides to go to the Flowers Market too. The two workers are still placed on the Bergamot and Jasmine flowers. The Green player however is interested in purchasing the Bergamot and Orange flowers only. He places his perfumer on the action slot corresponding to the Bergamot flowers (cost 1 Action point). Then he moves one worker to the Orange flowers basket (cost another Action point). Finally he collects 2 Bergamot and 1 Orange flower for a total cost of 2 Action points.



It is the Red player now coming to the Market. He places his perfumer on the Rose flowers bench and moves one worker from Orange to the Narcissus spot. He will now collect 1 Rose flower and the last remaining Narcissus flower for a total cost of 2 Action points. Note that the other Worker provides no flowers as the Bergamot bench is now empty.



Blue returns to the Market. There are only two Rose flowers left. His perfumer cannot be placed on the action slot corresponding to the Rose flowers as this is still occupied by Red. He therefore places his perfumer on the Jasmine action spot and moves both workers to the Rose area. He collects 2 Rose flowers for a total cost of 3 Action points. Blue has no compensation for the fact that the Jasmine area has no flowers.



APPRENTICESHIP

The player moves his perfumer in one of the dedicated spaces of the Apprenticeship area. He pays the required number of action points as well as the required resources and chooses one tile from the pile to add to his curriculum area on his personal board. Every tile placed there increases his overall Experience Level. It is not allowed to have duplicate tiles on your own player board.



Base Scents
Cost: 3 Action points + 1 Scent of the corresponding type

Take one of the Base Scent tiles corresponding to the discarded scent and place it in your Curriculum area of the board. From this moment on you do not have to discard a Scent when acquiring a Recipe with the corresponding Base Scent. You will still have to satisfy the requirement of having the minimum level of Experience as stated on the Recipe though.



Specialisations
Cost: 1 or 2 Action points + 1 Flower of the corresponding type

Take one of the Specialisation tiles corresponding to the discarded flower and place it in your Curriculum area of the board. From this moment on, every time you produce a Scent of that type you will get one extra Scent of the same type.



Special Skills
Cost: 2 Action points + 1 Originality token

Take one of the still available Special Skills tiles and place it in your Curriculum area of the board. There are different skills available in the game and these are listed in the Appendix.



Production Methods
Cost: 1 or 2 Action points + 2 Flower baskets of the same type

Take one of the still available Production Methods tiles and place it in your Curriculum area of the board. There are different methods available in the game and these are listed in the Appendix. Note: You cannot acquire the same Production Method twice and you cannot have more than three Production Methods on your board. It is possible to discard one of the production methods on the player's board to make room for a new one.

TRAVEL

The player moves his perfumer to one of the four cities depicted on the board: Paris, London, Köln or Firenze. To reach a particular city he will need a Letter of Reference of the required level or higher (as depicted on the board) and spend the required number of Action points. Once done, he takes the City tiles on the top of the pile and places it in the Curriculum area of his personal board.

Note that the Travel action does not allow you to choose a tile from the pile; you are forced to take the one at the top. Travelling by coach, instead, has the additional advantage of letting you choose which tile you wish to acquire.



Differently from tiles acquired through an Apprenticeship, City tiles represent one off benefits. When acquired a City tile is placed in the curriculum area of the player board contributing to increase the player's experience. During a player turn, the one off benefit can be claimed. At this point,

the City tile is flipped and stacked together with the others (if any) on the corresponding space of the player board. The associated experience is lost.

The back side of the City tile indicates how many Prestige points the player will gain at the end of the game. Note that only used flipped tiles provide Prestige points at the end of the game, any un-flipped City tile will not provide Prestige points.

COURT LIFE

The player moves his Perfumer to one of the action slots next to one Couple of Nobles depicted on the board. The cost in terms of Action points is indicated on the board: the higher the rank of the nobles, the higher the cost. After you have paid the required Action points you perform all these actions in order:

MEET THE NOBLEMAN

A Nobleman provides a player with a **Letter of Reference**. A **Letter of Reference** is critical when travelling to other cities and when presenting new Perfumes to the King.

- Nobleman from couple A: obtain a **Letter of Reference of level 1**
- Nobleman from couple B: swap a **Letter of Reference of level 1 with a Letter of level 2**
- Nobleman from couple C: swap a **Letter of Reference of level 2 with a Letter of level 3**
- Nobleman from couple D: swap a **Letter of Reference of level 3 with a Letter of level 4**

A player can only have one and only one Letter of Reference at any given time. If you already own a Letter of Reference of the same level of the Nobleman or higher, then ignore the Nobleman above. Similarly, if you do not own the Letter of Reference necessary for the swap.

MEET THE DAME

In order to influence the Dame a player must offer samples of his perfuming art. A Court Dame in fact desires no more than receiving the attentions of a good looking Perfumer like yourself.

- Dame from couple A: discard at least one Bergamot, Jasmine or Lavender scent
- Dame from couple B: discard at least one Narcissus, Orange or Rose scent
- Dame from couple C: discard at least one Originality token
- Dame from couple D: discard at least one Perfume

Gifts are optional, however if a player has offered at least one gift, he can look at the secret Game End Bonus tile the Dame is hiding. This will reveal some game end scoring conditions that can shape his strategy for the rest of the game. After a player has inspected the secret Game End Bonus tile then this is returned to its place on the board.

Now, the player can place on that Dame one Influence

token for each gift he has presented.

Each player is limited to a set of 8 Influence tokens. If a player has no Influence tokens left, he may move onto this Dame one or more Influence tokens he currently has on another Dame for each gift he has offered.

The player who has the relative majority of Influence tokens takes the Dame Favour tile and places it in the corresponding place on his board. This Dame Favour tile can be lost if another player subsequently gets the majority of influence on the Dame. Similarly, the migration of Influence tokens from one Dame to another may eventually trigger a change in ownership of the corresponding Favour tiles.

If, at any time, nobody has the relative majority of Influence tokens on a Dame, for example in case of ties, then the Dame Favour tile returns to the Dame.

A player cannot have more than two Dame Favour tiles onto his board. If a player manages to secure the majority of influence tokens on more than two Dames than he must choose which Favours he wants to retain on his player board. The others are returned to the corresponding Dames.



Dame A

Cost: discard one of the indicated Scents (Bergamot, Jasmine or Lavender) for each Influence token you wish to place

Favour: when you take the "Present a new Perfume" action, before or after you present your Perfume, you can move the Court's preference marker by one step downward



Dame B

Cost: discard one of the indicated Scents (Narcissus, Orange or Rose) for each Influence token you wish to place

Favour: when you score a Perfume on the Preference Matrix, the King's preference counts for 5 points rather than 3



Dame C

Cost: discard one Originality token for each Influence token you wish to place

Favour: when you take the "Present a new Perfume" action, you can present 2 Perfumes to Versailles rather than 1



Dame D

Cost: discard one Perfume for each Influence token you wish to place – this Perfume may be one presented to the King already

Favour: each time you place a blue cube on the Preference Matrix, you get 2 points

VERSAILLES

The player moves his perfumer to the Versailles area and spends 1 Action point for the privilege of introducing one of his Perfumes to the King and his Court.

When presenting a Perfume, firstly identify on the **Preference Matrix**, the relevant intersection cell between the Base Scent (column - King's preferences) and the Complementary Scent (row - Court's preferences).

If an Originality token is there, it means nobody has ever presented such a combination of Scents before and the player immediately gets the Originality token.

Then he places one cube in one of the 4 cell subsections and scores his Perfume. The Dame Favour tile of couple D provides 2 additional points when placing a cube.

***Note:** if all the sub-cells are occupied by blue cubes, and therefore you are unable to place a blue cube, then no points are scored for this base scent - complementary scent combination.*

SCORING

Originality	1 point for each sub-cell still empty after having placed the blue cube. Therefore the originality can provide anything from 0 to 3 points (0-2 points in a 2 players game).
Court's preference	If the Perfume matches the row where the Court's preference is, then you get 1, 2, 3 or 5 points depending on the Letter of Reference owned. Note that the Dame Favour tile of couple A can assist in repositioning the Court's preference marker.
King's preference	If the Perfume matches the column where the King's preference is, then you get 3 points. Note that the Dame Favour tile of couple B provides 5 points instead.
Perfection	If the Perfume matches both the row where the Court's preference is and the column where the King's preference is, then you score 1 additional point

If your Perfume features two complementary Scents, then repeat the procedure for the other combination of Base Scent + Complementary Scent. However do not score again the King's preference points - these will only be awarded for the very first combination.

***Example:** the Red player wishes to present the perfume below made of a base scent of Bergamot and two complementary scents: Jasmine and Narcissus.*



He starts with the combination Bergamot - Jasmine. This has already been presented a few times at the court (3 cubes already positioned on the preference matrix). The player fills the last position with a blue cube and scores 6 points as follows:

Originality: 0 points

Court: 2 points as he has a letter of reference of level II and the Court marker is positioned on the J line

King: 3 points as the King marker is positioned on the B column

Perfection: 1 point



Now Red scores the combination Bergamot - Narcissus. This has never been presented before. Red acquires the originality token at the interception between row N and column B. He then adds one blue cube and scores another 3 points as follows:

Originality: 3 points

Court: 0 points as the Court marker is on a different line

King: 0 points as the King's preference can be scored only once

Perfection: 0 points

Note that it is perfectly plausible that the Court and King's preference markers are positioned on the very same base scent / complementary scent combination. Such a perfume cannot exist in the game because the base scent and the complementary scent used for creating a perfume must be different. In this case none will be able to score the additional point for the perfume perfection.

Usually, a player can present one Perfume only. However a specific Florence city tile or the Dame Favour tile of couple C allow presenting two Perfumes per time.

After presenting and scoring the Perfume, this is not discarded, instead it is moved slightly down on the personal board to hide the red throne icon. Remember that on each Sunday, all Perfumes return to the upward position and may eventually be re-presented to Versailles.

MISCELLANEOUS RULES

When you produce a Scent you normally flip the Flower chit and use the corresponding Scent on the other side. When you acquire a Flower or a Scent through another mean i.e. flipping a city tile, you take the corresponding Flower/Scent chit from the reserve and use the proper side of the token. When you must spend a Scent, for example for influencing a Dame or complete an Apprenticeship, you discard the corresponding Flower/Scent chit from your player's board to the reserve.

All components are limited in number. In particular note that if there are no Flowers/Scents chits left of a certain type then you cannot refill or get those Flowers and Scents until they return to the reserve.

If at any point your score surpasses the 100 points, use the 100 points marker as a reminder and continue moving along the scoring track.

GAME END

When the time indicator has reached the last Sunday of the Time Advancement track, continue to play normally until the play order again reaches the player who triggered the end of the week. In particular, players are still allowed to play an extra turn when discarding an originality token. This is also true for the player who triggered the game end condition: he may play an extra-turn if he discards an originality token.

When the play order returns to the player who forced the Day of the Week marker to reach the last Sunday of the game, then the game is over.

Example: There are three players at the table: Blue, Green and Red in this order. Green produce scents and as a result the Time Advancement marker reaches the last Sunday of the Time track. Green owns an originality token and uses it to take an extra-turn. Red play his game turn and having no originality tokens is done. Blue takes his turn and discards an originality token to take an extra turn. The game round is now complete and the game is over.

THE FINAL PERFUME PARADE

First of all, perform the Final Sunday operations:

There are no flower deliveries to the market on the last Sunday of the game.

All perfumes are shifted on the players' boards to indicate that they may be presented again.

The preference matrix is reset albeit in a slightly different manner:

- place one blue cube on the current cross section between the King's preference column and the Court's preference row. If an Originality token is there, remove it.
- both the Court and the King's preference marker moves to the next row/column featuring the lowest number of blue cubes in total

Now, starting with the player who triggered the game end, i.e. the one who triggered the end of the week, each player can complete Perfumes using the available Scents and the Recipes. As usual, no player can feature more than 3 Perfumes at the same time. City tiles cannot be used at this point.

Each player scores his Perfumes on the Preference Matrix for the Originality, the Court's preference, the King's preference as well as its perfection. No additional points will be scored for the Dame favours or for City tiles. Also, players ignore Originality tokens and do not place blue cubes on the Preference Matrix in this final round, therefore the order of scoring is irrelevant.

ADDITIONAL SCORING

Each player then adds to his score

for each Originality token owned	1 point
for each City tile used during the game (flipped city tiles only)	As many points as shown on the back of the used city tiles
for each Dame where the player has the most Influence tokens ¹	5 points
For each bonus tile owned by a Dame	As many points as awarded for meeting the indicated conditions

¹ if there is a tie between two or more players on who has the majority of influence tokens on a Dame, then these points are not awarded

WINNING

The player with the most prestige points is appointed as the King Perfumer and is declared the winner.

In case of a tie, the winner is in this order

- the player with most Dame favours
- the player with the highest Experience level
- the player with the highest Letter of Reference
- the player with the most complete Perfumes on his board

In case there is still a tie, the King will be happy to recruit all Perfumers who scored the highest number of prestige points.

EXAMPLE OF PLAY



We start a 3 players' game with Blue, Green and Red in this order.

At setup Green has received a (N) flower and Red has received the (B) and (O) flowers.

BLUE PLAYER - TURN 1.A

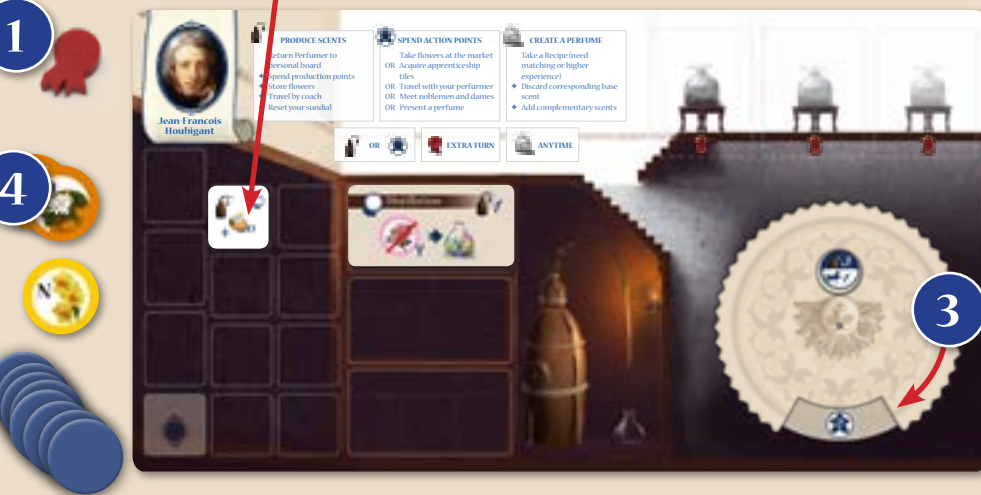
Blue moves his perfumer to the (N) spot of the Flowers market **1**. He moves one worker from (B) to (O) for a total cost of 2 Action Points **2**, so he rotates his wheel by 2 sectors clockwise **3**. Blue collects 2 (O) flowers and 1 (N) flower **4**.



2



5



1

4



BLUE PLAYER - TURN 1.B

Blue immediately discards one originality token to take an additional turn **1**. He moves his perfumer to the apprenticeship area of the board on the specialisation action **2**. This costs 1 Action point and 1 flower. So Blue rotates his Sundial wheel by one sector **3** and discards an (O) flower **4** receiving the (O) specialisation **5**.

From this moment on Blue will receive one additional (O) scent every time he produces the (O) scent. Also, Blue's experience level is now 2 (1 for distillation and 1 for the newly acquired specialisation).

GREEN PLAYER - TURN 1.A

Green moves his perfumer to the Paris spot on the board **1**. This action costs 2 Action points **2**. Green receives the topmost tile in Paris **3** which provides two (L) scents when flipped - no letter of reference is needed in Paris. Green's experience also increases to 2 for the time being.

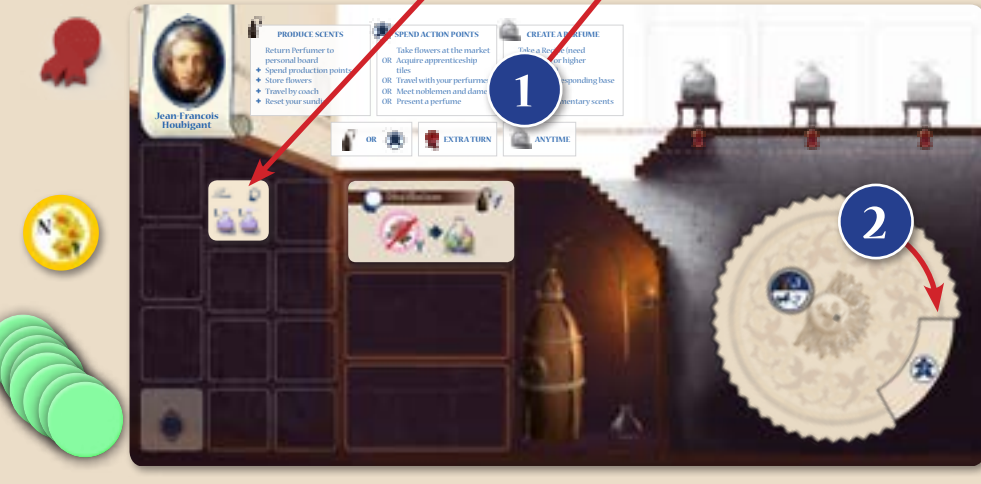
Green decides not to use his originality token and his turn is over.

3



1

2



RED PLAYER - TURN 1.A

Red moves his perfumer to the (L) spot of the Flowers market **1** and moves one worker **2** from (O) to (N) for a total cost of 2 Action Points **3**. Red receives 1 (L) flower, 1 (N) flower and 1 (O) flower. **4**

Red decides not to use his originality token and his turn is over.



BLUE PLAYER - TURN 2.A

Blue declares he will produce, so he returns his Perfumer to his player board **1**. His Sundial wheel indicates that he has 3 Production points and 1 coach movement to spend.

With Distillation he can convert his (O) and (N) flowers into the respective scents for a total cost of 2 Production points. He also receives one additional (O) scent for his specialisation **2**. The remaining production point is lost. He has no flowers to store.

Then Blue moves his coach one step in direction of Paris. He resets his Sundial **3** and advance the time track by one day. His turn is over.





GREEN PLAYER - TURN 2.A

Green moves his perfumer from Paris to the Couple A area of the board ①; this costs 1 Action point only ②. Firstly he collects the letter of reference of Level I ③. Then he flips his Paris tile to acquire two (L) scents ④ - his level of experience is now back to 1. He discards one (L) scent as a gift for Dame A and places one influence token on her receiving in exchange the Dame A favour ⑤. Also he looks at the Final bonus tile the Dame is hiding ⑥. Once again, Green decides not to use his originality token and his turn is over.



RED PLAYER - TURN 2.A

Red moves his perfumer to the specialty area of the board ① where production methods are for sale spending 1 Action Point ②. He discards 2 flowers of the same type ③ to acquire the Maceration method ④. His experience level is now 2.

Red decides not to use his originality token and his turn is over.



BLUE PLAYER - TURN 3.A

Blue is now ready for business. He moves his Perfumer to the Versailles area **1** for the cost of 1 Action point **2**. He discards his (N) scent to take a perfume receipt with (N) as base scent and adds his (O) scent to produce a N-O perfume **3**. Creating this perfume requires an experience level of 1 which Blue satisfies. He presents this perfume receiving an originality token **4** and placing a blue cube **5** for a total of 7 points: 3 for the King's preference, 3 for the empty slots on the matrix and 1 for the perfume perfection. His perfume is shifted to indicate that it has been presented **6**.

Blue decides not to use his newly acquired originality token and therefore his turn is over.



GREEN PLAYER - TURN 3.A

Green would like now to visit London as he has the necessary letter of reference, however he does not have the required 3 action points to do so; therefore Green travels back to Paris **1**. He spends the remaining 2 Action points resetting his Sundial **2** and moves the Week of the Day marker from Monday to Wednesday as Tuesdays are skipped in a three players game **4**. Green acquires the top city tile which can be flipped for 2 (L) flowers and 2 (N) flowers. His level of experience is back to 2.

Once again, Green decides not to use his originality token and his turn is over.





RED PLAYER - TURN 3.A

Red declares he will produce, so he returns his Perfumer to his player board **1**. His Sundial wheel indicates that he has 3 Production points and 1 coach movement to spend.

He uses his 3 Production points to convert his three flowers into the corresponding scents **2**, which method he uses is irrelevant in this case (either of them can be used and the cost is the same). He has no flowers to store.

Then Red moves his coach one step in direction of Paris (on the same spot where Blue is). He resets his Sundial **3** and advance the Day of the Week marker from Wednesday to Friday as Thursdays are skipped in a three players game.

RED PLAYER - TURN 3.B

Red decides to discard his originality token to take an extra turn **1**.

He moves his perfumer to the Versailles area **2** for 1 Action Point **3**. Red discards one (L) scent to acquire a perfume recipe with L as base scent and slots for two complementary scents. The level of experience required for this recipe is 2 and Red satisfy this requirement thanks to his two production methods. Then Red uses his B and N scents to create a L-B/N perfume **4**. He presents the combination L-B first which provides an originality token and 3 points **5**, he then presents the combination L-N which provides another originality token and further 3 points **6**. His perfume is shifted downwards to indicate that it has been presented **7**.

Our example terminates here. The scoring situation on the track is: Blue = 7 points, Green = 0 points, Red = 6 points.



CITY TILES



Flip this chit to immediately take the indicated type and number of Flowers chits from the reserve



Flip this chit to immediately take two of the indicated type of Scents



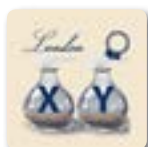
Flip this chit to take a Perfume Recipe with the indicated Base Scent. The Experience level requirement is waived and no Scent must be discarded. The perfume must now be completed by adding a complementary Scent



Flip this chit to take a Perfume Recipe with your chosen Base Scent and two slots for Complementary Scents. The Experience level requirement is waived and no Scent must be discarded. The perfume must now be completed by adding the two complementary Scents



Flip this chit to immediately take the indicated type and number of Scents



Flip this chit to immediately take two different Scents of your choice



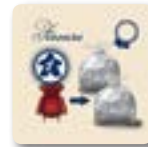
Flip this chit to immediately acquire an Originality token from the reserve



When doing Production, flip this chit to benefit of 2 additional production points. The extra points must be used within this Production phase or are lost



When taking an Action, flip this chit to spend up to 3 action points for taking that Action in lieu of rotating the Sundial wheel. There is no compensation if the action taken costs less than 3 Action points



When you take the "Versailles" action, flip this chit to present a second Perfume to Versailles. The second Perfume cannot be the same you just presented



When you take the "Versailles" action, after you have scored a perfume, flip this chit to receive half of your perfume score rounded down as additional prestige points. This benefit applies to one Perfume only



Flip this chit to immediately place up to two Influence tokens in one or two different Court nobles spaces

APPRENTICESHIP TILES



Permanent benefit: when you take a Perfume Recipe featuring this Base Scent you will not have to discard the corresponding Scent.

Note: you will still need the adequate level of experience in your curriculum for acquiring that Recipe



Permanent benefit: each time you use a Production method to produce this Scent, you receive one additional Scent of this same type.

Example: you use Enfleurage to transform two Narcissus flowers into three Narcissus scents. With this tile you receive four Narcissus scents instead.



Permanent benefit: receive one additional basket of Flowers of your choice from the reserve when getting Flowers from the market



Permanent benefit: increase your non-zero Production value by 2 points. If you have no Production points then there is no benefit in owning this tile



Permanent benefit: increase your coach movement by one space



Distillation (placed at setup)
Cost: 1 production point
Input: 1 basket of Flowers (no rose)
Output: 1 Scent of the corresponding type



Maceration
Cost: 2 production points
Input: 2 different basket of Flowers
Output: 2 Scents of the corresponding type



Squeezing
Cost: 1 production point
Input: 1 basket of Flowers (either Orange or Bergamot)
Output: 2 Scents of the corresponding type



Enfleurage
Cost: 2 production points
Input: 2 basket of Flowers of the same type (no Orange)
Output: 3 Scents of the corresponding type



Extraction
Cost: 1 production point
Input: 2 basket of Flowers of the same type (no Bergamot)
Output: 2 Scents of the corresponding type

FINAL BONUS TILES



Every player with a minimum experience level of 5 scores additional 5 points



Every player who owns a City tile for each of the four cities on the map (including the flipped City tiles) scores additional 5 points



Every player who owns 3 City tiles of London (including the flipped City tiles) scores additional 5 points



2 points if you own a Perfume with a Jasmine Base Scent or
4 points if you own two Perfumes with a Jasmine Base Scent or
6 points if you own three Perfumes with a Jasmine Base Scent



Every player who owns three Perfumes with different Base Scents scores additional 5 points



2 points if you own a Perfume with a Rose Base Scent or
5 points if you own two Perfumes with a Rose Base Scent or
7 points if you own three Perfumes with a Rose Base Scent



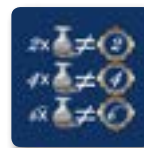
2 points if you have learned one new Production Method plus
5 points if you have learned two new Production Methods plus
7 points if you have learned three new Production Methods
Note: Distillation is not considered a valid new Production Method



2 points if you have placed 1-3 Influence tokens on the dames or
4 points if you have placed 4-5 Influence tokens on the dames or
6 points if you have placed 6 or more Influence tokens on the dames



2 points if you own 1-2 Originality tokens or
4 points if you own 3-5 Originality tokens or
6 points if you own more than 5 Originality tokens



2 points if you own two different scents
4 points if you own four different scents
6 points if you own six different scents



2 points if you own a Letter of Reference of level 2 or
4 points if you own a Letter of Reference of level 3 or
6 points if you own a Letter of Reference of level 4



2 points if you own Perfumes requiring an overall experience between 3 and 7 or
5 points if you own Perfumes requiring an overall experience between 8 and 11 or
7 points if you own Perfumes requiring an overall experience above 11