



Manual de Regras

Grassés

Um jogo de Bianca Melyna e Moisés Pacheco



Ludens Spirit

Components

1 Board



4 Folding screens



1 marker 1st player



30 Coins



10 Parts from various locations



1 small bag



4 Collectors



8 Workers experienced



16 ordinary workers



30 Perfume bottles



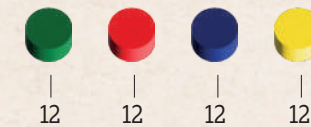
15 Essences



44 Bases



48 small tokens



6 Factory markers



15 Fashion letters/vanguard



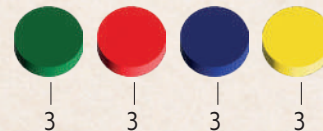
32 Letters from technique



8 tokens neutral collection



12 Collection forms



16 Letters from contract



24 Letters from movement



20 Letters from helpers



19 Letters local



1 Boutique tray



14 Data sheets boutique



1 Burglar



4 Collector of Taxes



20 Boutiques



8 Letters from perfumes of royalty



10 Chips +5 of production and sale



4 50/ tokens 100 points



15 Letters from events



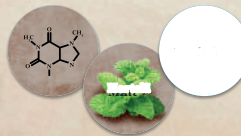
5 Letters from masters perfumers



5 Letters from formula secret



15 tokens fragrance



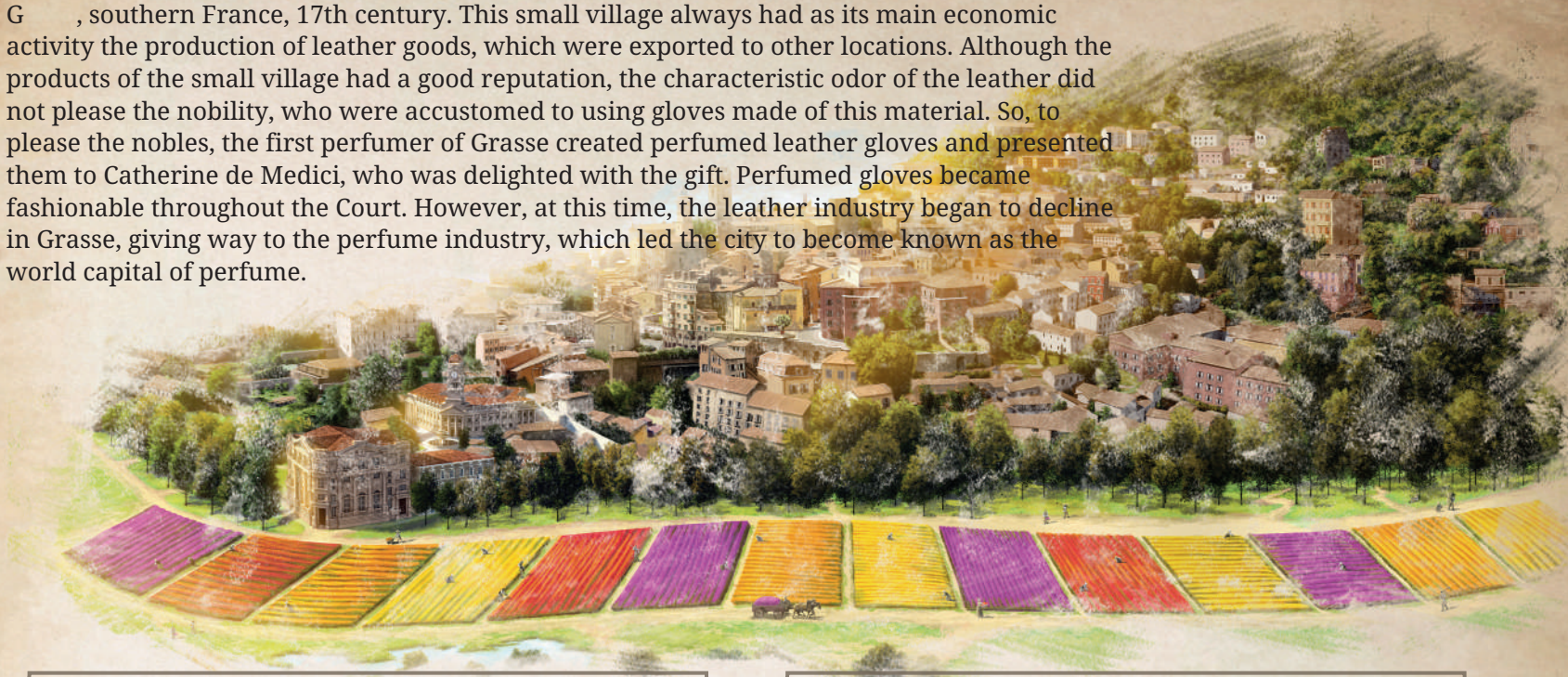
12 Bonus chips production



8 tokens variable score



Grasse, southern France, 17th century. This small village always had as its main economic activity the production of leather goods, which were exported to other locations. Although the products of the small village had a good reputation, the characteristic odor of the leather did not please the nobility, who were accustomed to using gloves made of this material. So, to please the nobles, the first perfumer of Grasse created perfumed leather gloves and presented them to Catherine de Medici, who was delighted with the gift. Perfumed gloves became fashionable throughout the Court. However, at this time, the leather industry began to decline in Grasse, giving way to the perfume industry, which led the city to become known as the world capital of perfume.



Game objective

In this game, you will take on the role of a master perfumer in the small French town of Grasse, known as the world capital of perfume. To do this, you must collect resources (bases and essences), produce classic, exotic, or avant-garde perfumes, export them, and sell them. All your skills will be rewarded, whether as a more versatile producer, more specialized, with more refined technique, or as a better salesperson. But there are opportunities outside of Grasse: many export contracts will be available for ambitious players. At the end of the game, the player with the most points will be the winner.

Credits

Developed by: Bianca Melyna and Moisés Pacheco











Graphic design: William Magri
Illustrations: Orly Wanders











Publisher: Ludens Spirit

Rules Manual: Bianca Melyna and Moisés Pacheco

Editorial review: Juliane Pimentel

Get to know some of Grasse's icons.

	To produce perfume.		Selling perfume
	Essence of any kind		Base of any type
	Coins (\$)		Points
	Look before you choose		Choosing without looking
	Perfume		Movement on the trail of collect

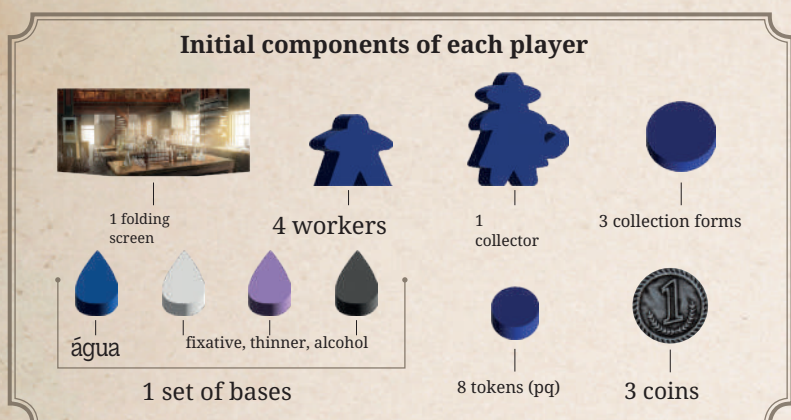
	Contract letter		Technical specifications
	Movement letter		Experienced worker
	Floral type essence		Herbal type essence
	Fruity type essence		Essence of the type "spices"
	Essence of the type "woody"		Components of Expansions

Preparation

a) Open the game board in the center of the table, within reach of all players. b) Hand each player:

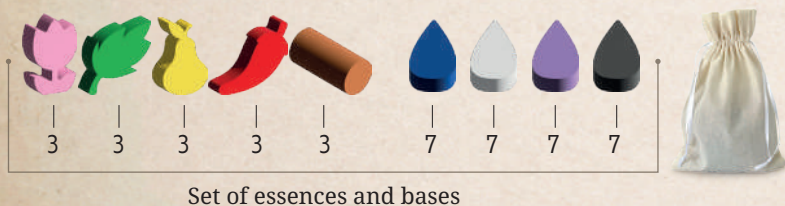
- 1 Collector of the color chosen by the player;
- 4 Common workers of the color chosen by the player;
- 8 Small tokens of the color chosen by the player;
- 3 Collection tokens of the color chosen by the player;
- 3 coins worth \$1;
- 1 set of bases – water (blue), alcohol (white), thinner (lilac) and fixer (black);
- 1 screen.

Note: Coins and bases should be placed behind the player's screen.



Any remaining starting player components should be returned to the game box.

c) Place inside the sachet 3 sets of essences (3 floral, 3 herbal, 3 fruity, 3 spices, 3 woody) and 7 sets of bases (7 water, 7 alcohol, 7 diluent, 7 fixative).



Randomly draw resources from the bag and place 3 in each space on the game board's collection track. One resource will remain in the bag; show it to the players and return it to the game box, it will not be used in this game.



d) Separate the game pieces according to the number of players in the game.



In a 4-player game, all location tiles will be used. In a 3-player game, remove the tiles marked with "4p". In a 2-player game, remove the tiles marked with "3p" and "4p". Removed tiles must be returned to the game box.

Place the pieces to be used in the bag. Take from inside it a number of pieces equal to the number of players minus 1 (1 piece for 2 players; 2 pieces for 3 players; 3 pieces for 4 players) and place them in the spaces indicated on the board with "2p", "3p",



"4p", according to the number of players in the match.

Next, take another piece from the bag and place it in space "I" (spaces II, III, and IV will be filled in later, in each new round).

Leave the bag with the location pieces next to the game board.

e) Shuffle the contract cards and place them in the designated contract deck space on the game board. Turn over 3 cards and place them in the appropriate space.



f) Assemble the technique deck with cards 01 to 32. The remaining cards should only be used if an expansion is in play (see "Grasse Expansions" on page 12). Shuffle the cards you will use and form a pile, placing it in the designated space on the board. Turn over 3 cards in the appropriate spaces.



g) Shuffle the avant-garde/fashion cards. Place the deck face up with the "avant-garde" (lilac) side in the appropriate space. Take the top card, turn it over to the "fashion" (green) side, and place it in the indicated space on the board.

h) Randomly place the factory pieces in the locations indicated on the board.

i) Shuffle the movement cards and place 3 in the indicated spaces on the board. Leave the deck in the indicated location. If playing with 4 players, remove the "2p" movement cards and



Remove the "2p/3p" cards from the movement deck. If playing with 3 players, remove only the "2p" cards. If playing with 2 players, do not remove any movement cards.

j) Place the experienced workers near the starting sign of the resource gathering trail on the game board.



k) Place each player's collector on the starting board of the resource collection trail.



l) Place a small token of each player's color next to the 1-point space on the scoring track.
 m) The player who most recently bought or won a perfume receives the 1st player marker.

n) Players place their collection tokens on the round markings along the edges of the Collection fields. Choose one of the methods for placement:



Beginner mode:

- Place the players' collection tokens in the bag.
- Add the neutral tokens to the bag according to the number of players: 2 players - all tokens; 3 players - use 5 neutral tokens; 4 players: use 2 neutral tokens. Anything removed should be returned to the game box.
- Randomly place the tokens from the bag into the spaces on the collection track, starting from the first space and ending in the last.

Standard mode:

- The last player (the player to the right of the player with the 1st player marker) starts by choosing a space on the collection track and placing a collection token of their color in the desired space;

- Moving counter-clockwise, the next player to the right does the same;
- If the next player is the player with the 1st player marker, they must now place 2 tokens instead of one, in two spaces of their choice;
- Next, each player places 2 chips instead of one, in two spaces of their choice;
- When it returns to the 1st player, he will place his last token on the board;
- Fill in the blanks with neutral collection tokens.

o) Place the coins and perfume bottles near the game board, within reach of all players. Now everything is ready for the start of the game!



How to play

Grasse is played in 4 rounds. Each round will consist of 4 turns for each player, which are performed alternately.

On their turn, the player places a worker in a space on the board, performs the action of that space, and then chooses a movement card to move their collector along the collection track. Once the player finishes collecting, their turn ends and the next player's turn begins.

When all players have used all 4 of their workers, the round ends. The maintenance phase is carried out and then a new round begins (or, if it is the fourth round, the game ends).

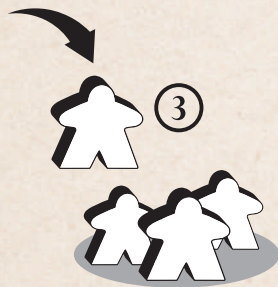
a) Allocation

Assigning workers should always be the first thing a player does on their turn. They take one of their four free workers (not yet assigned) and place it in one of the available locations in the game, performing the corresponding action.

If there are worker(s) already assigned to the chosen location, even if they belong to the same player, they may have to pay a coin fee to the bank to make the assignment.

Number of Players	2 players	3 or 4 players
Allocation Cost	Ⓢ = number of workers already present at the location + 1	Ⓢ = number of workers already present at the location

Example 1: In a game of 3 or 4 players, Louis wants to place a worker in a location where there are already 3 workers. To do this, he will have to pay 3 coins to the bank.



Example 2: In a 2-player game, Anne wants to place a worker in a location where there are already 2 workers. To do this, she will have to pay 3 coins to the bank.



Note: Spaces without workers, i.e., empty spaces, have no allocation cost. Experienced workers have the same allocation cost as regular workers.

Exceptions:

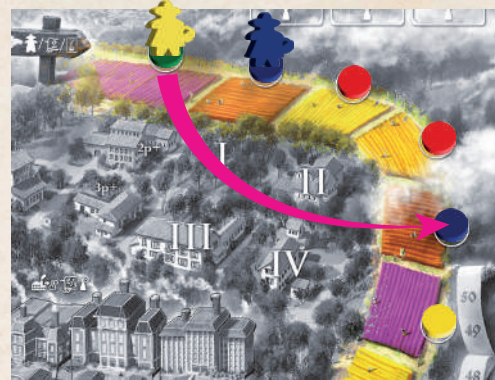
- **Bank:** there is no allocation cost to allocate to this location, regardless of the number of workers already allocated.
- **Market:** This location has 4 specific allocation spaces; each of these 4 spaces accommodates only one worker. Therefore, there is no allocation cost to place a worker in this location.

The effects of allocation locations will be explained later.

b) Movement

With the exception of Factories (where no movement occurs after perfume production), all other allocation actions are followed by movement of the collector. This happens as follows:

- (1) Choose one of the 3 face-up movement cards or draw the top card from the movement deck (if you do so, you must use the card drawn in this way);
- (2) Move your collector along the collection track exactly the number of spaces indicated on the chosen card, skipping any spaces occupied by opponents' collectors (skipped spaces are not counted);



Example: Jacques, who is playing with the yellow color, chooses a movement card "3" and moves his collector to the next blue collection token.

- (3) Collect the data on the trail where your collector finished moving, according to the color of the data collection token present in that space:

• **Token of your own color:** choose 2 colors of resources available there and take them from that space, placing them behind your screen.



Example: Jacques, who is playing with the color yellow, ends his turn on a yellow collection token, that is, his color, which contains 2 units of water, 1 herbal essence, and 1 diluent. He decides to take water (blue) and herbal essence (green), so he takes the 2 units of water and 1 unit of herbal essence present there.

• **Neutral token (gray):** Choose only 1 resource color from this space, placing it behind your screen.



Example: Jacques ends his move on a neutral token containing 2 units of alcohol, 1 fruit essence, and 1 fixative. He decides to pick white, so he takes the 2 units of alcohol base present there.

• Token of an opponent's color: works the same way as neutral tokens, however, to take 1 color of resource, you must pay \$1 to the opponent who owns the color of the indicated collection token. If you do not want to take a resource, you do not pay anything to the player.



Example: Jacques, who is playing with the yellow color, ends his move on a blue tile, which contains 2 woody essences and 1 fruity essence. He decides to take brown, so he pays \$1 to Louis, the blue player, and takes the 2 units of woody essence present there.

(4) Receive the bonus from the movement card (if any).

The bonuses will be detailed in the explanation of the movement cards in... page 10.

(5) Discard the used movement card.

(6) At the end of the move, replace the card(s) until there are 3 new ones.

Available cards. If the deck runs out, reshuffle the cards.

Discard and form a new deck.

If all three available movement cards have the same value, the player whose turn it is may discard them, reveal new cards in their place, and then choose one card to use.



Attention: The last space on the collection trail is considered adjacent to the first space on the trail for all intents and purposes.

Bonus at the end of the trail

If the player passes the sign at the end of the collection trail, they can collect one of these 3 bonuses:



- Train a worker: the player places one of their regular workers in the game box and replaces it with an experienced worker. The experienced worker must be placed in the exact same location from which the player removed the other (either the player's reserve, which can be used in the same round, or the board, which can only be used in the next round).
- Earn 2 points: the player scores 2 points immediately.
- Immediately draw 1 technique card at no cost: choose from the face-up cards or the top card of the deck without looking.

Experienced Workers

Experienced workers can perform the effects of an allocation action 2 times.

Example 1: Justine assigns her experienced worker to the Perfume Shop. She can sell 2 perfumes instead of 1. She decides to sell a herbal and a fruity perfume, receives her points, marks both transactions on the sales track, and ends her turn by making her move and collecting her resources.

Example 2: Justine chooses to allocate her experienced worker to the Factory. She can produce 2 perfumes instead of 1, but she must deliver the resources needed for both productions. She delivers them, marks the 2 transactions on the production track, and ends her turn without performing any further transactions.



its movement on the collection trail.

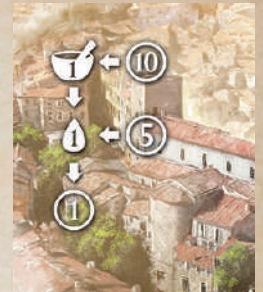
If the player does not want to or cannot perform 2 actions, they can still perform a single action as if they were a regular worker.

Free Conversions

Some resource and currency conversions may be made when a The player is producing a perfume. They are printed in the upper left corner of the board.

When a player needs to spend a resource, they can use \$10 as if it were an essence and/or \$5 as if it were a base.

Example: Justine assigns her worker to the Factory, but she is short 2 bases to produce a perfume. She hands over the resources she has, returning them to the collection track and...



He announces that he is paying \$10 (\$5 for each missing base) to produce a perfume.

Similarly, when the player needs one and doesn't have one behind their screen, an essence can be used as if it were a base, and a base can be used as if it were a \$1 coin.

Example 1: Jacques needs to place a worker in a location where two workers are already assigned. However, he only has \$1 behind his screen. Jacques returns 1 base to the collection track, announcing that he is converting it into a \$1 coin (to complete the total cost of \$2 for the placement).

Example 2: Anne ends her move on a blue collection token belonging to her opponent Louis and wishes to collect. However, she has no coins behind her screen. Anne returns 1 base to the collection track, announcing that she is converting it into 1 coin, takes \$1 from the common coin pile and pays Louis. Then, Anne collects.

Note: Resources converted into money are returned to the collection track, in any desired space, respecting the maximum limit of 4 resources per space. If the money is used to pay another player, take it from the common coin reserve. Resources replaced by money are virtual; do not remove them from the collection track. These virtual resources must be used immediately.

End-of-Round Maintenance

Once all players have made their 4 allocations, the end-of-round maintenance phase begins, following these steps:

- 1) Players must collect all of their workers. Collectors remain where they are;
- 2) Take a new piece from the bag and place it on the number of the round that is beginning (II, III or IV);
- 3) Turn over the cutting-edge perfume card from the round that just ended, and place it green side up, overlapping the currently fashionable perfume card;
- 4) Remove the contract and technique cards located in the rightmost spaces marked with an "X", if present, and move all remaining cards to the right. Open new cards from their respective decks in the empty spaces;
- 5) If you are finishing round IV, ignore all the steps above and proceed to the END OF GAME.

Game Over and Score

At the end of the game, players can earn additional points for each scoring criterion on the right side of the board. The criteria are:



Specialist	Versatile	Technical	Seller
the players que produced more types of the same perfume.	the players que produced more types different from perfume.	the players that they possess more cards of t echnique.	the players what else sold perfumes.

Place the players' workers in the positions to facilitate marking. In case of a tie, add the points of the tied positions and divide by the number of tied players, rounding the result down.

In addition to the points for the criteria, also add:

- Technique cards with end-game scoring (if any);
- 1 point for every 10 resources (bases, essences and coins);
- 1 point if you have the 1st player marker.



The player with the most points in total wins.

In case of a tie, the player with the most perfume bottles behind the screen wins.

If the tie persists, whoever has more remaining resources (after conversion) is the winner.

Example: After counting, Jacques and Anne are tied, both with 62 points. They both have 1 bottle of perfume behind the screen, however, Anne finished the game with 12 resources (bases, essences and coins) and Jacques with 10. After converting 10 resources for 1 point, Anne was left with 2 resources remaining, and Jacques with no resources. Anne, therefore, is the winner.

If you reach the end of the scoring track, take a 50-point token and place your score marker at the beginning of the track. If this happens again, flip the token to the "100" side and return to the beginning of the track.

Fixed Allocation Locations

Factories



		Factory Classic Perfume Herbal			Factory Classic Perfume Woody
		Factory Classic Perfume Spices			Factory Classic Perfume Fruity
		Factory Classic Perfume Floral			Factory Exotic Perfume

There are 3 factory spaces, and each one is capable of producing 2 types of perfumes. When a worker is assigned to one of the three factories, the player must deliver 4 different bases (1 water, 1 alcohol, 1 thinner, and 1 fixative) and the essence indicated by one of the factories present in that space, drawn at random during the game setup.

The player must return the resources used to any space on the collection track (at their choice, but not exceeding 4 resources per space).

Next, the player takes a bottle of the produced perfume, scores points for its production on the scoring track (2 points if it's a classic perfume or 3 if it's an exotic perfume), and places (or advances) a small token of their color at the bottom of the board, on the production track for the corresponding perfume.

Exotic Perfume: The gray factory produces exotic perfume. It is produced in the same way as other perfumes, but the player must spend, in addition to the 4 bases, 2 essences.



Choose different perfumes to produce. Exotic perfumes award 3 points when produced and should also be marked at the bottom of the board in their respective production track.

Attention: Remember to check the vanguard card (lilac) when producing. If the produced perfume is in the vanguard, the player gains 1 additional point. Also pay attention to the technique cards, as some give 1 extra point for a certain type of perfume when produced. And



Remember that, unlike other actions, when producing, the player does not move their collector on the collection track, ending their action after following the steps described above.

Note: If the perfume bottle the player wishes to produce is not in stock, they will not be able to produce that type of perfume at that time.

Bank

By allocating funds to this location, the player will earn \$3.

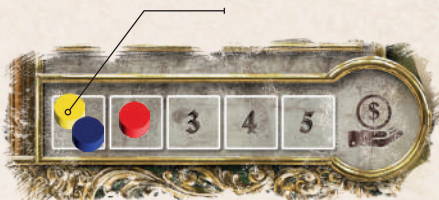
Please note that this space has no allocation cost if it is already occupied by other worker(s).



Perfumery

The player can sell 1 perfume of any type for 3 points and \$3. They return the perfume bottle to the reserve and place or advance their marker on the sales track.

If the player sells a perfume that is currently in fashion (green card), they will earn 1 additional point.



City hall

In this location the player has two options: (1) fulfill an export contract card OR (2) exchange position tokens on the collection track.



(1) Fulfill export contract:

The player must return to the reserve a pair of perfumes that fulfills one of the three contracts available on the board.

The player receives the points and coins indicated on the fulfilled contract card and must immediately (if possible) perform the indicated effect.

at the bottom of the letter (the descriptions of the contract letters are on page 10).

Do not replace the contract letters once someone has fulfilled their obligations.



OU

(2) Change collection form position:

The player chooses 2 collection tokens from the track and swaps their positions with each other (only the tokens).



Fair

The player must choose a free bonus space to allocate their worker. They receive the indicated bonus.

The bonuses for the spaces are:

- a) Take 1 card from top technique cheap;
- b) Pick up the marker from 1st player and a base of any position on the trail collection;

c) Earn 2 points;

d) Pick up 1 essence from any position on the collection trail. Experienced workers allocated to any space in the FAIR function as if they were regular workers.



Laboratory

By paying \$3, the player can either take 1 face-up technique card or look at the top 3 cards of the deck and choose 1 of them (unchosen cards must be placed at the bottom of the deck). Do not replace technique cards once they have been drawn.



Allocation Locations - Variables

Palace

Pay \$1 and copy the exact action you want from another location, with all its effects and implications, as if you were allocating it there. The allocation cost, if any, will be based on the number of workers at this location (not the copied location).



Enfleurance: Take 1 essence from any gathering space.

Market

Choice:

a) Troque 2 bases por \$5 + 1 ponto;
OU b) Troque 1 essência por 2 bases; OU
c) Faça a e b na ordem. Os recursos
devem ser devolvidos para a trilha de
coleta (limite máximo de 4 recursos por
espaço).



Bridge

Choose a movement card and
immediately move your collector.
Collect and claim the bonus i
ndicated at the bottom of the card, if
any. Replace the movement card.
You can still perform your usual
collection movement.



The Great Power Plant



Produce 1 perfume of any type.
Follow the other rules of a regular
Factory. Do not move your collector
after production.

An experienced worker produces
2 perfumes of any type.



Mansion

Sell 1 perfume for 3 points + \$5.



Shortcut

Swap all the resources in one
collection track space for all the
resources in another space, even if one
of them is empty.



Alley

Collect 2 bases of your choice
from any of the collection track
spaces adjacent to your collector.



Banco Real
Earn 1 point + \$5.



Beco

Choose a movement card and
immediately move your collector in the
opposite direction. Collect and take the
bonus indicated at the bottom of the
card, if there is one. Replace the
movement card. You can still perform
your usual collection movement.



Contract Letters



To conquer the world with your perfumes, in Grasse you can fulfill Export Contracts.

For this, the player can only choose one Contract Card at a time, once they meet the requirements and wish to fulfill it.

The player receives the points and coins from the card and can use the bonus indicated on it, if successful. After fulfilling the contract, the player must place the card face up in their playing area (only for any end-of-game effects that take into account fulfilled contracts).



	1 - Earn 9 points + 5\$. Bonus: Exchange two position chips between sl.		2 - Earn 9 points + 5\$. Bonus: Buy 1 card technique for \$3.
	3 - Earn 9 points + 5\$. Bonus: Perform an action for sale.		4 - Earn 9 points + 5\$. Bonus: Collect 2 bases at your choice of any trail space collection adjacent to your collector.
	5 - Earn 9 points + 5\$. Bonus: Swap all the resources of a space from the collection trail by another, including if one of them is empty.		6 - Earn 9 points + 5\$. Bonus: Move immediately your collector using a movement letter Available. Vest normally.
	7 - Earn 9 points + 5\$. Bonus: Exchange 1 essence by any 2 bases + 1 point. (1x)		8 - Earn 9 points + 5\$. Bonus: Swap 2 bases any by 1 point + \$5. (1x)
	10 - Earn 9 points + 5\$. Bonus: Take 1 essence from any space of collect.		11, 12, 13 and 14 - Win 7 points + 5\$. Bonus: Collect 1 base at your choice of any trail space collection adjacent to your collector.

Note: If reversing your collector requires you to go past the start plate of the track, you cannot perform this action.

	<p>9 - Earn 9 points + 5\$. Bonus: Choose one movement letter and move immediately your collector in the sense reverse. Collect and Claim the indicated bonus. at the bottom of the letter. Replace the letter of movement. You still you will be able to carry out your usual movement.</p> <p>Note: If to go back your collector has to to pass the sign at the start of the trail, you don't You can perform this action.</p>		<p>15 and 16 - Earn 8 points+ 5\$. Bonus: Perform a production action of any type of perfume, spending resources normally. If you perform this action, do not perform the collection movement.</p>
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Movement Letters












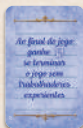



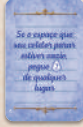

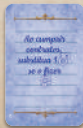
	<p>1 and 2 - No bonus.</p>		<p>3 and 4 - Earn \$1.</p>
	<p>5 and 6 - Earn \$1.</p>		<p>7 and 8 - Collect 1 base to your choice of any space adjacent to your collector, if there is one.</p>
	<p>9 and 10 - Earn \$2.</p>		<p>11 and 12 - Collect 1 base to your choice of any space adjacent to your collector, if there is one.</p>
	<p>13 - Earn 1 point.</p>		<p>14 - Collect 2 bases to your any choice space adjacent to your collector, if there is one.</p>
	<p>15 - Collect 1 essence at your choice of any space adjacent to your collector, if there is one.</p>		<p>16 - Earn \$3.</p>
	<p>17 - Collect 1 base to your choice of any space adjacent to its collector, if there is, + earn \$1.</p>		<p>18 - Earn 1 point.</p>
	<p>19 - Collect 2 bases to your any choice space adjacent to your collector, if there is one.</p>		<p>20 - Collect 1 essence at your choice of any space adjacent to your collector, if there is one.</p>
	<p>21 - Collect 2 bases to your choice of any space adjacent to its collector, if there is, + earn \$2.</p>		<p>22 - Earn \$4.</p>









	<p>23 - Choose to move 1 or remain where you are. Collect 1 essence of your choice from any space adjacent to your collector, if there is one.</p>		<p>24 - Choose to move 1 or to remain where you are. Earn 1 point.</p>
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Technical Letters

Masterfully develop perfumes using the Technique Cards! Each card will bring a different dynamic to the players, who can acquire as many cards as they want during the game. After acquiring them, the cards will be placed in front of the player's screen, visible to everyone. Whenever a player draws a technique card, they can either pick 1 card face up or look at the top 3 cards of the deck and choose 1, placing the unchosen cards at the bottom of the deck (except in the "Fair" slot, where the player picks the top card of the deck, or where indicated with a).

	<p>1 - Permanent - Produce perfumes herbal remedies without spending money Alcohol Earn 1 point. more whenever you to produce this type of Perfume. Earn 2 points. immediately.</p>		<p>2 - Permanent - Produce perfumes floral without spending money Fixative Earn 1 point. more whenever you to produce this type of Perfume. Earn 2 points. immediately.</p>
	<p>3 - Permanent - Produce perfumes wood-like materials without spending Water Earn 1 point. more whenever you to produce this type of Perfume. Earn 2 points. immediately.</p>		<p>4 - Permanent - Produce spice perfumes without using solvent. Earn 1 extra point whenever you to produce this type of Perfume. Earn 2 points. immediately.</p>
	<p>5 - Permanent - Produce fruity perfumes without Waste water Earn. One more point always that you produce this Type of perfume. Get 2 points immediately.</p>		<p>6 - Permanent - Whenever you use a movement letter, collect 1 extra base (if available) in the space Where did it leave off?</p>
	<p>7 - Permanent - Can pay \$1 instead of 1 base (and only 1) all once to produce.</p>		<p>8 - Permanent - Can pay 1 base instead of 1 essence (and only 1) every time you produce Exotic perfumes.</p>
	<p>9 - Permanent - Always that using a letter of movement, you You can add 1 to the value. of the letter for the purpose of movement.</p>		<p>10 - Permanent - For You, the vanguard, are like mode and vice-versa.</p>

	11 - End of each Round - Win \$3 if you are the player with the least points.		12 - Permanent - To receive the end bonus From the track, choose 2 bonuses different instead of one.
	13 - Permanent - When your collector stops on a data collection form The color of an opponent, not Pay the cost and collect 1 Resource color.		14 - End of each Round - Pay \$4 for perform any action, except production. No move your collector at the end of the action carried out that way.
	15 - Permanent - If there is a cost of allocation, pay \$1 to less.		16 - Permanent - Win \$1 every time your collector... pass through a collector opponent. In matches In a 2-player game, win \$2.
	17 - End of the game - Advance one marker by production in 1 space (even if it's at 0).		18 - End of the game - Win 2 points for each type of perfume that you don't produced in this match.
	19 - Permanent - Whenever you use a movement letter, you can subtract 1 from value of the letter for purposes movement.		20 - End of the game - Win 1 point for every 5 coins (in addition to the rule) (normal end-of-game).
	21 - End of the game - Earn 3 points if you are the player with the least resources (bases only) + essences) before final conversion of Resources in points.		22 - End of the game - Win 4 points if you finish the game without having substituted none of their ordinary workers by workers experienced.
	23 - End of the game - Earn 2 points if you have fulfilled 2 contracts or 4 points if you have fulfilled 3 contracts or more.		24 - End of the game - Win 3 additional points if finish the game with the first player marker. Otherwise, this letter It's worth 2 points.
	25 - End of each Round - Choose the new location to be revealed and earn 2 points when Do that.		26 - Permanent - If after the movement space where your collector If the bus stops empty, collect (something) 2 bases of any trail space collect.
	27 - Permanent - To to sell a perfume, you can sell 1 Additional fragrance.		28 - Permanent - You can replace 1 perfume upon fulfillment contracts; if you do that, lower the score of contract in 2 points.

	29 - End of each round Open a number of Technical cards equal to number of players in match. You can pick one of the cards without cost. So, following the direction in order of turn, the other players can buy a letter of technique for \$2 among them.		30 - Permanent - You pay \$1 less to buy cards technique.
	31 - For you, the value free conversion to The base price is \$3 instead of \$5.		32 - End of the game - Advance the marker to sales in 1 (including if (if it is at 0).
	33 - End of the game - In Instead of 1 point, this The card gives 2 points for each boutique that is adjacent to another same boutique player, in the largest group of adjacent boutiques.		34 - Permanent - The value offered in competition for helpers is increased by \$1 (\$0 will be (considered \$1).
	35 - End of each round Get a discount on total payment amount salaries equal to Round number: \$1 Round 1, \$2 in the round 2, 3\$ in round 3 and 4\$ in Round 4.		36 - Permanent - You is immune to the effects of the thief. Furthermore, disregard the cost of thief when allocating to same space as him.

Grasse Expansions

Grasse expansions are ideal for players who have already experienced the base game at least once and are looking for more layers of strategy and complexity. We recommend using a maximum of 2 to 3 expansions simultaneously, but feel free to combine them in any way you prefer.

Events

The "Events" expansion introduces new dynamics to the base game, adding 15 event cards that unpredictably alter each round. Each event can provide advantages or challenges, enriching the gameplay experience and demanding strategies tailored to each new situation. The official variants, which you can find on page 13, offer different ways to use the cards, further increasing diversity and replayability. Get ready for surprises and an extra dose of excitement in every game!

Components:

15 event cards

Preparation:

- Shuffle the event deck and place it near the game board.







How to play:

At the start of each round, beginning with the second round, reveal an event card.

Most event cards have an immediate effect, while others have effects that will last for the entire round.

At the end of the round, discard the current event card.

	1 - Each player, in turn, may collect 1 base and 1 fragrance of your choice of any collection trail space.	I mmediate
	2 - Each player, in the order of play, must Return 1 essence to the collection trail. In case If there isn't one, the player must reveal their screen and to prove that it has no essences. In that case, it doesn't. They delivered nothing.	I mmediate
	3 - Each player, in turn, must return 2 bases for the collection trail. If you don't have any, the The player must reveal their screen and prove that... It has no basis. In this case, he delivers nothing.	I mmediate
	4 - Each player, in turn, may collect up to 2 bases of your choice from any space of collection trail.	I mmediate
	5 - During this round, collectors will be able to pick 2 colors of resources from the space where to end the movement, even if they are spaces neutral or other players. The players They still need to pay \$1 to get resources if Stop on other players' tokens.	During all of round
	6 - During this round, collectors will only be able to pick 1 resource color (instead of 2 colors) when to end the movement in a space of their own color on the collection trail.	During all of round
	7 - Discard all current technique cards and Do not replace them in this round. The players still They will be able to purchase sealed technique cards. (They buy 3, choose 1, and the rest must be placed at the bottom of the deck). 	I mmediate
	8 - Discard the 2 rightmost contract cards. from the board. This round will only have 1 card of Contract available.	I mmediate

	9 - All players receive \$5.	I mmediate
	10 - All players pay \$5 (perform conversions of resources into currencies, if (necessary). Players must pay as much as necessary. if possible, or reveal your screen and prove that they do not have enough coins/resources to pay (if this is the case, they pay nothing).	I mmediate
	11 - The current avant-garde perfume chart It makes the perfume chart fashionable, with the side Green is up. After that, the perfume chart. The most avant-garde approach that becomes visible will be the one that prevails.	I mmediate
	12 - Each player, in the order of play, may immediately fulfill a letter of contract. available by delivering the respective perfumes. Apply the card's effects as usual. Fill in the empty spaces on the contract letters.	Immediate
	13 - Each player, in turn, draws a Top technique card from the deck, free of charge. some. 	I mmediate
	14 - Each player, in turn, may sell 1 perfume from your reserve for 3 points + \$3. If the do , You must mark the sale on the trail.	I mmediate
	15 - Each player, in turn, may to produce 1 perfume of any type, spending the resources normally. If you do, you should mark the production on the track.	I mmediate

Official variants

Variant 1 – “Starting Surprise” – Open an event card in the very first round of the game.

Variant 2 – “Calculated Risks” – Leave the event cards corresponding to each round revealed from the start of the game.

Variant 3 – “Busy Grass” – Open 2 event cards instead of 1 per round. Execute one card at a time, in the order they are revealed.

Variant 4 – “Chaos in Grasse” – Use all 3 of the first variants together and good luck.

Boutiques

The "Boutiques" expansion adds a new strategic layer to the base game, where players can open their own boutiques in specific regions of the map of France. Each player receives boutique markers and, by performing the boutique opening action, can obtain bonus tokens that grant various advantages. Furthermore, boutiques are worth additional points at the end of the game, increasing the competition for the lead. Get ready to explore France and expand your perfume empire!

Components:

1 France map board 20 boutique markers (5 for each player) 14 boutique tokens 1 "Boutique" technique card (33)



Preparation:

- Give each player a set of 5 boutique markers.
- Place the map board of France next to the main board.
- Shuffle the 14 tokens and place 1 in each region of France on the map, face up with the bonus side facing up.
- Include the "Boutique" technique card before shuffling the cards and placing them on the board.

How to play:



On the "Map of France" game board, there is only one worker placement location: the "Boutique." This location has the same rules as the other worker placement spaces in the game.

When placing their worker in this location, the player must spend one perfume of any type they have produced to:

- 1) Open a boutique in one of the available regions of your choice;
- 2) Receive the bonus token for the chosen region.

Each region can only have one boutique.

Experienced workers can open two boutiques (in different regions) by paying for 2 perfumes of any type.

	It counts as 1 essence. fruit. Do not collect a essence on the board, Use this form as if it was a fruit essence. This form should be removed from the game after its use.		It counts as 1 essence. Spices. Do not collect. an essence in board, use this token as if it were 1 essence Spices. This sheet must be removed from game after its use.
	It counts as 1 unit of alcohol + 1 unit of fastener. Do not collect these. bases on the board, use this form as if it were these bases (joints). This form should be removed from the game after its use.		It counts as 1 unit of alcohol + 1 unit of Do not collect this water. bases on the board, use this form as if it were these bases (joints). This form should be removed from the game after its use.
	Counts as 1 unit of alcohol + 1 unit diluent. Do not collect. these bases on the board, use this form as if it were these bases (together). This form should be removed from the game after its use.		It counts as 1 unit of diluent + 1 unit of fastener. Do not collect these. bases on the board, use this form as if it were these bases (joints). This form should be removed from the game after its use.
	It counts as 1 unit of fastener + 1 unit of Do not collect this water. bases on the board , use this form as if it were these bases (joints). This form should be removed from the game after its use.		It counts as 1 unit of diluent + 1 unit of Do not collect this water. bases on the board , use this form as if it were these bases (joints). This form should be removed from the game after its use.
	Earn 1 point Remove immediately. the game sheet.		It counts as 1 essence. herbal. Do not collect a essence on the board, Use this form as if if it were an herbal essence. This form should be removed from the game after its use.
	It counts as 1 essence. floral. Do not collect a essence on the board, Use this form as if if it were a floral essence. This form should be removed from the game after its use.		It counts as 1 essence. woody. No. collect an essence in board, use this token as if it were 1 essence woody. This sheet must be removed from game after its use.
	Receive \$3 Remove immediately. the game sheet.		Take 1 card from no-cost technique, Remove immediately. the game sheet.

Game Over

At the end of the game, each boutique awards 3 points to its owner, plus 1 additional point for each boutique adjacent to another boutique belonging to the same player, within the largest group of adjacent boutiques.

Majority Bonus: The player(s) with the highest number of boutiques will receive 4 points per boutique, instead of the standard 3 points. In case of a tie, all tied players will receive 4 points per boutique.



Example:

Justine (red) ends the game with 4 boutiques, 3 of which are adjacent to each other. Louis (blue) has 2 boutiques, also adjacent.

- Justine: 4 boutiques × 4 points = 16 points, +3 points for the surroundings → 19 points
- Louis: 2 boutiques × 3 points = 6 points, +2 points for the surroundings → 8 points

Helpers

The "Helpers" expansion introduces 20 helper cards that add new strategies and abilities to the game.

At the start of each round, players participate in a closed auction to select helpers using their coins. These helpers provide immediate assistance or special abilities that last for the entire round, such as not paying allocation costs, producing additional perfumes, or collecting more resources. Get ready to adapt your strategies and make the most of the helpers' abilities in this exciting expansion!

Components:

- 20 Helper cards
- 1 "Helpers" technique card (34)

Preparation:

- Shuffle the deck of helpers and place it near the game board.
- Include the "Helpers" technique card before shuffling the cards and placing them on the board.

How to play:

At the start of the round, reveal a number of helper cards equal to the number of players plus one, that is:

- 3 Helper cards for 2 players;
- 4 cards in 3 players;
- 5 cards for 4 players.

The selection of helper cards will be done through a closed auction. Players will bid however many coins they wish.

(or none), concealing the amount in their closed fist. Everyone must then reveal the amount wagered at the same time. The player who wagered the most coins will choose first, followed by the second player who wagered the most coins, and so on. Players who do not wager coins will still participate in choosing helpers; however, they will be the last to choose. Any tie is resolved based on the playing order, starting with the 1st player. There will always be one helper card left over at the end of the selection; it must be removed from the game. The coins used in the auction will go to the bank.

Note: Resource conversion into currency must be done before bidding in the auction. Players may not use bases or essences for bidding.

Helper cards will provide immediate assistance or some other valid ability for the entire round. At the end of the round, any acquired helper cards must be removed from the game.

	1 - Do not pay the allocation fee.	During all of round
	2 - At the start of the round, choose 2 cards from Move and move your collector along the collection track. Collect normally after each movement.	Immediate
	3 - At the start of the round, you can produce 2 Identical perfumes, paying only for 1 set of bases + essence.	Immediate
	4 - At the beginning of the round, you can sell 2 perfumes. If you do, mark the sale on the trail.	Immediate
	5 - Whenever another player is going to pay the cost of Allocation to the bank, receive those coins.	During all of round
	6 - Do not pay the cost to collect resources in Opponent spaces on the collection trail.	During all of round
	7 - When making movements on the collection trail You can choose to move the collector from others' players and collect resources from that space to Yes. If you go past the trail marker, the owner The collector earns the bonus.	During all of round
	8 - Before the start of the round Look at 3 cards of Top-of-the-deck technique, choose one and take it. For your eyes. Place the unchosen cards at the bottom of the pile.	Immediate

Master Perfumers

The "Master Perfumers" expansion introduces 5 Master Perfumer cards, each granting special abilities that last for the entire game. At the start of the game, players strategically choose their Master cards, receiving experienced workers who provide bonuses when activated. This expansion adds new layers of strategy and customization, allowing each player to make the most of their Master Perfumer's unique abilities.

Components:

5 letters from master perfumers

Preparation:

- Shuffle the deck of master perfumers and reveal a number of cards equal to the number of players plus 1, that is:
 - 3 cards in 2 players;
 - 4 cards in 3 players;
 - 5 cards for 4 players.
- The player to the right of the starting player begins by choosing one of the master perfumer cards, then, in a counter-clockwise direction, each player chooses a card. Any remaining card must be removed from the game.
- Players must leave their chosen card near their playing area, visible to everyone, and place the two experienced workers "lying down" in the corresponding spaces on the card.

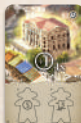


How to play:




Each master card grants a special ability that can be used throughout the game, even before unlocking experienced workers.

Furthermore, when a player passes the collection track board and chooses to receive an experienced worker, they must take that worker from the master perfumer card (first the one on the left and then the one on the right) and place it in the slot of a simple worker, receiving the revealed bonuses.

Note: Remember to remove the simple worker from the game.

	9 - Before the start of the round, look at 3 cards of draw a contract from the top of the deck and choose one; a The chosen card will remain with you until you complete it. The action of exporting. If the match ends without If you fulfill it, nothing happens.  Place the Unpicked cards at the bottom of the pile.	Immediate
	10 - Choose the avant-garde perfume chart and of the trend of this round + earn 1 point.	Immediate
	11 - It counts as a fifth worker (use a any component, if deemed necessary). He's still a simple worker and pays the costs. allocation, if any.	During all of round
	12 - Receive +2 points for each perfume produced. in this round (other bonuses are added) normally).	During all of round
	13 - Collect up to 3 colors of resources in the space of its color.	During all of round
	14 - Receive \$3 for every perfume sold. in this round (other bonuses are added) normally).	During all of round
	15 - At the start of the round, you can exchange all of its bases replaced by other types of bases available on the collection trail (keeping the same original quantity).	Immediate
	16 - Collect 2 colors of resources in any space (including neutral spaces). You still You must pay 1 coin to collect resources in Spaces of the opponent's color.	During all of round
	17 - Produce perfumes of any type by paying any base less (cumulative effect) (with effects of technical cards).	During all of round
	18 - At the start of the round, earn 2 points.	Immediate
	19 - At the start of the round, you can do Base and/or essence conversions for \$3 each.	Immediate
	20 - Earn \$2 for every victory point of difference between your position and the position of player with the most points.	Immediate

Teacher	Power	Instant bonus upon release. the experienced worker	
		1	2
	1 - Whenever you earn money, earn it. + \$1, for all game purposes. (Maximum 1 per turn). Coins payments made by other players are not affected by this effect.	Receive \$5	Win 3 points
	2 - Whenever you are going to buy or to win a technique card, you You can choose one of the cards. open or look at the 5 cards of Look at the top of the deck and choose one  .	Receive 1 letter of technique	Win 3 points

	3 - Whenever you make a move, in addition to the bonus from the card of movement chosen, collect +1 base adjacent to its collector, if there is no card. If the chosen card does not collect 1 base adjacent to yours. Even if you have bonuses, you can still do so. collector, if there is one.	Vest 2 bases any space of trail collections	Win 3 points
	4 - Whenever you produce, you can choose not to proceed production marker. If you do, Receive \$5.	Win 1 point	Win 3 points
	5 - Whenever you sell, you can choose not to advance the marker Sales. If you do, earn 1 point.	Vest 1 essence of any space of trail collections	Win 3 points

Tax Collectors

The "Tax Collectors" expansion introduces a new mechanic that increases the cost of allocating locations and adds the requirement to pay workers' wages at the end of each round.

With 18 location cards and 4 tax collectors, this expansion adds an element of challenge and strategy. The collectors increase the cost of the locations where they are placed, and players must carefully manage their coins and resources to pay workers' wages, or risk losing victory points.

Components:

1 salary cost letter, 18 location letters, 4 tax collectors

1 technical letter "Tax Collectors" (35)



Preparation:

- If there are fewer than 4 players in the game, remove the cards with mismatched player markings from the location deck and return them to the game box.
- Search and remove from the deck the variable locations that are not yet available in the round.

- Include the "Tax Collectors" technique card before shuffling the cards and placing them on the board.
- Shuffle the location cards that will be used and add a number of tax collectors to the game according to the relationship below:
 - 2 Players: 4 tax collectors
 - 3 Players: 3 tax collectors
 - 4 Players: 2 tax collectors
- Any remaining collectors should be returned to the game box.
- Place the salary cost card next to the board.

How to play:

At the start of each round, reveal a location card for each tax collector in play. Place a collector at each location indicated on the cards. Tax collectors increase the allocation cost of the locations where they are, just like regular workers.

At the end of the round, the tax collectors must be removed from the board.

At the start of the next rounds, add to the location deck the card corresponding to the new variable location revealed in that round. Reshuffle all cards, including the new location card and the cards used in the previous round, along with any cards not yet revealed, before revealing new cards and placing the tax collectors in that round.

Furthermore, at the end of the round, players must also pay their employees' salaries.

Players must use all their available coins and resources (through free conversions) to pay salaries. If this is still not possible, they must pay with points (1 point for each coin not paid), and it is not possible to have a negative score.

The amount to be paid depends on the round number, as shown in the table below:

Round	Amount to be paid for worker	Round	Amount to be paid for worker
I	\$1 per worker common	II	\$1 per worker common
III	\$2 per worker common	IV	\$3 per worker common

ATTENTION: Each experienced worker costs \$1 more than the round price.

Example: At the end of round III, Jacques has 2 ordinary workers and 2 experienced workers. He must pay a total of \$10 (\$2 for each ordinary worker and \$3 for each experienced worker). However, Jacques only has 4 coins and 4 bases, which totals \$8. He returns his bases to the collection track and the coins to the bank. Jacques loses 2 victory points because he was \$2 short of the \$10 owed.

Official variants

Variant 1 – "Sun King": Use 4 tax collectors in games of 3 or 4 players. Variant 2 – "Exemption": Do not use the tax collectors, only pay salaries at the end of the round.

Burglar

The "Thief" expansion adds an element of risk and tension to the game. Featuring a thief and 18 location cards, this expansion places players in situations where they may be forced to hand over valuable resources or victory points to the player with the fewest points. Furthermore, the thief increases the allocation cost of the spaces where it is located, requiring careful strategy from the players.

This expansion requires participants to balance their resources and avoid the thief, while making the most of the opportunities that arise. Prepare to face new challenges and adjust your tactics in this not-so-safe Grasse setting.

Components:

- 1 Thief 18 Location Cards (same deck as the "Tax Collectors" expansion) 1 "Thief" Technique Card (36)



Preparation:

- If there are fewer than 4 players in the game, remove the cards with mismatched player markings from the location deck and return them to the game box.
- Search and remove from the deck the variable locations that are not yet available in the round.
- Include the "Thief" technique card before shuffling the cards and placing them on the board.

How to play:

At the start of each round, reveal a location card and place the thief at that location.

When a player places a worker in a location where the thief is, they must choose between handing the worker over to the player with the fewest points at that point in the game:

- \$3; or
- 2 bases; or
- 1 essence; or
- 1 technical letter; or
- 1 perfume bottle; or
- 1 point (you will return 1 point to yourself and advance 1 point to another player).

In the event of a tie for last place, the player who made the allocation decides who will benefit.

If the player with the fewest points places a worker where the thief is located, the worker delivers nothing and can be moved to any other location without triggering any action.

In addition to the aforementioned effect, the thief must be considered when calculating the allocation cost in that location, even if it is the player with the fewest points.

Note: The player affected by the thief will not be able to make free conversions to satisfy him. If he does not have 3 coins, he must choose between: 2 bases, 1 essence, 1 technique card, 1 perfume bottle or 1 victory point and give it to the player with the fewest points.



Example: In this 4-player game, the allocation cost at this location will be \$3.

At the end of the round, remove the thief from the board.

At the start of the next rounds, add the card corresponding to the new variable location revealed in that round to the location deck. Reshuffle all cards, including the new location card and the cards used in the previous round, along with any cards not yet revealed, before revealing the new card and placing the thief in that round.

ATTENTION: If you are playing with the "Tax Collectors" expansion, the location where the thief will go must be revealed after the tax collectors are positioned.

Variable Score

The "Variable Scoring" expansion introduces a new way of counting points, adding 5 scoring markers and 3 scoring criterion markers. Players must choose or draw lots to determine which scoring markers will be used. Scoring criteria can be adjusted, including categories such as completed contracts, accumulated money, and boutique markers on the board. This expansion provides a different scoring dynamic, requiring players to adapt their strategies according to the chosen criteria, making each game unique and full of possibilities.

Components:

- 5 scoring elements, 3 scoring criteria elements

Preparation:






- Choose or draw the scoring tiles. Take 4 and place them on the scoring system on the board, below each criterion. Any remaining scoring tile should be returned to the game box.
- If desired, replace the scoring criteria printed on the board with new criteria, placing the chosen pieces in the indicated locations.
- You can replace up to 3 criteria.

End of the game:

At the end of the game, consider the new variable scoring values and calculate the scoring criteria based on the substitutions.

Scoring criteria

	Exporter - Players with the most fulfilled contracts (keep the completed contract letters in your area of (game during the match).
	Saver - Players with the most accumulated money end of the match (before the final conversion of resources into coins).
	Expansionist - Players with the most markers of boutique on the boutique board (requires using the expansion "Boutiques")

Secret Formula

The "Secret Formula" expansion adds a touch of strategy and creativity to your game. Combine fragrances, complete unique formulas, and create exclusive perfumes while competing for valuable points.

Components:

- 5 secret formula cards, 15 fragrance tokens (1 of each type)

Preparation:

- Draw and distribute one secret formula card to each player, which should be placed behind the players' screen. Return any remaining cards to the game box.
- Randomly place a number of fragrance tokens on the collection track in the spaces with neutral tokens, according to the table:

Players	Cards Fragrance	Placement Rules
2	8	Place 1 fragrance token in each space with a neutral token.
3	10	Place 2 fragrance tokens in each space with a neutral token.
4	8	Place 4 fragrance tokens in each space with a neutral token.

The remaining fragrance tokens should be temporarily placed to the side of the board.

How to Play:

Whenever a player lands on a space with one or more fragrance tokens, they may take one instead of receiving the movement card bonus (if the card does not have a movement bonus, they may still take it). If there is more than one token in the collection space, the player chooses which one they wish to take.

After picking up the fragrance token, the player can place it on their secret formula card:

- In the corresponding space (2 points);
- Instead of another fragrance (0 points);
- In empty space (0 points).

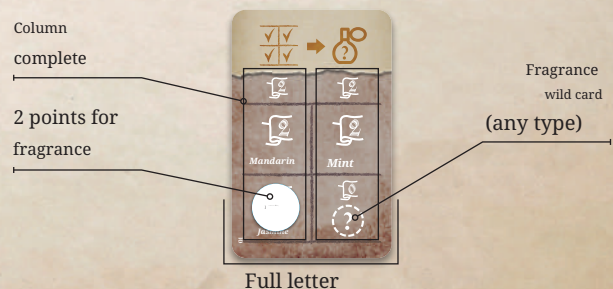
If the player doesn't want to place the card on it, they can simply store it behind the screen.

In preparation for Round III, new fragrance tokens are placed in the neutral spaces according to the table:

Players	Cards Fragrance	Placement Rules
2	7	Place 1 fragrance token in each space with a neutral profile, starting by the neutral token closest to Start of the trail.
3	5	Place 1 fragrance token in each space with a neutral token.
4	7	Place 4 fragrance tokens in first neutral token and 3 tokens of fragrance on the second neutral card, starting with the most neutral token near the start of the trail.

Completing the secret formula card is a free action that can be performed at any time during the player's turn. The player must reveal their card upon completion and receive all of its bonuses, which are:

- 2 points per fragrance token placed in the corresponding space (except for wildcard fragrance);
- 2 points per filled column;
- 1 perfume, chosen by the player, available in the general inventory (do not move up the production track).



Example: Jean performs his allocation action and chooses a movement card that allows him to move the collector 2 spaces, in addition to granting a bonus: collecting 1 adjacent essence. He ends his movement on a neutral token containing 1 diluent and 2 units of water. In that same space, there are also 2 fragrance tokens — one peach and one cardamom.

Upon reviewing her secret formula, Jean realizes there's still room for one more fragrance, and the one that's missing is peach!

He then decides to collect the 2 available water units and, instead of using the movement card bonus to pick up an adjacent essence, chooses to collect the peach fragrance.

With this, Jean completes his secret formula and reveals it.

As a reward, he chooses a perfume from the reserve and decides on the floral type. The card is worth 8 points: 4 points for the two specific fragrances that match the required formula, and another 4 points for filling in two columns. After completing a secret formula card, the tokens used by the player who completed it are returned to the game box. The player will not be able to draw a new card.



When a royalty card is completely filled with player tokens, scoring occurs:



The player with the most chips wins the points printed on the card.

The player with the second most chips receives the points indicated for second place (if applicable).

If the card has only one value, only the player with the most chips scores. If there are ties, the points for the tied positions are added together and divided equally among the players, rounding down.



Exemplo: Jacques, jogador amarelo, entregou 2 perfumes para Isabel de Valois, um amadeirado e outro exótico. Durante a partida ele ganhou \$5 + 1 ponto de bônus. Já Louis, jogador azul, entregou um perfume amadeirado, ganhou uma carta de técnica e completou a carta. Nesse momento,

Jacques will earn 4 points and Louis, 1 point.

Final score:

- Partial scoring: Incomplete cards award 2 points per complete column and/or corresponding fragrance.
- Excess tokens: earn 1 point for each unused token that is behind your screen.

Important: fragrance tokens do not count towards the final game score.

Perfumes of Royalty

Relive the elegance of Catherine de Medici's court with the "Perfumes of Royalty" Expansion. Satisfy the desires of the most discerning nobles, win their favor, and shine as the perfumer of choice for royalty!

Components:

8 royalty cards, 16 small tokens (4 per player)

Preparation:

- Shuffle the cards from the "Perfumes of Royalty" expansion and place them face down next to the game board.
- Reveal the first card and place it next to the board.

How to Play:

Whenever a player performs the action of selling a perfume, whether in one of the locations or as a bonus from a card, they can deliver a perfume of the desired type to a nobleman from an open royalty card. To do this, they must:

- Place a token of your color in the corresponding space on the card (provided there are no other tokens already there).
- In addition to points and coins for the sale action, receive the bonus for the respective chosen space printed on the card, which varies between coins, technique cards (take 1 face up or look at 3 from the top and choose 1) and points.

After the scoring is resolved, the players' tokens are returned and the royalty card is removed from the game.

If all 4 of a player's tokens are already placed on incomplete cards, they will not be able to deliver new perfumes to royalty, but they can still sell them normally.

At the end of each round, reveal a new royalty card.

At the end of the game, if there are any incomplete royalty cards, they are scored as if they were complete. It is not necessary to fill in the empty spaces. Assign points according to the number of tokens each player has.

Production Sheet +5

If you produce a sixth perfume of the same type, take the +5 token of the corresponding color and place it in front of your screen. Return your small token to space 1, indicating that this is your sixth perfume produced of that type. If you produce more, advance your player token.



Sales Sheet +5



If you sell a sixth perfume, take a +5 token and place it in front of your screen. Return the small token to the first space on the sales track, indicating that this is your sixth perfume sold. If you sell more, advance your player token.



Solo Mode

In Grasse, a city known as the heart of perfumery, aromas and essences transform dreams into fragrances. You are a talented perfumer who has already achieved a memorable victory against Pierre, an ingenious and competitive opponent (if you played Grasse 1st edition, you'll remember this envious fellow!). Marked by this defeat, Pierre returns thirsty for revenge, determined to prove that he is the true master perfumer. The contest is now between you and him, in single-player mode, where every move will be crucial in determining who will be the greatest perfumer of Grasse.

Components:

14 location cards (Expansion "Tax Collectors")



Preparation:

Prepare for the game as you would for a 2-player match:

- Choose your player color and the color of your non-human opponent, Pierre.
- Distribute the player tokens and neutral tokens along the collection track, following the beginner mode in random positions.

Make the specific adjustments for solo mode:

- Draw the variable locations that haven't yet been revealed from the deck of locations. Place the deck next to the game board.
- Use 1 small token of a different color to block the "take the 1st player marker and a base of any color" bonus at the Fair:



The other bonuses from the Fair will be available as usual.

- Place the 1st player marker in Pierre's playing area.
- Remove Pierre's screen, it will not be needed.
- Draw the technique card on roll 24 that grants 3 points to the player who finishes with the first player marker.

If you wish to adjust Pierre's difficulty, please refer to the "Difficulty Levels" section at the end.

Note: Do not use any other expansions, only the deck from the "Tax Collectors" expansion. You will not use the other components and rules of this expansion.

How to Play:

You follow the same rules as the 2-player game, except:

- The blocked area of the Fair remains inaccessible.
- You will never be the first player. Pierre always starts the round.

- At the start of each round, add to the location deck the card corresponding to the new variable location revealed in that round. Reshuffle all cards, including the new location card and the cards used in the previous round, along with any cards that have not yet been revealed.

The goal is to defeat Pierre. If you manage to beat him, challenge yourself to surpass the score you achieved in the last match.

Pierre's operation

Pierre, his non-human opponent, has his own unique playing style:

- He uses cards from the location deck to allocate workers to different positions. Pierre always prioritizes his experienced workers when they are available.
- He performs the actions of the locations in a way that is distinct from human players, described in detail in the specific rules of each location. If the location deck is empty, it must be shuffled and then a new card must be drawn.

Pierre never pays allocation costs, and his action choices follow criteria defined for each space on the board.

Pierre's actions in the allocation spaces

	1 - Bridge: Pierre takes 1 face-down movement card and executes it according to his collection rules and collection bonuses (see page 22 for how he collects).
	3 - Shortcut: Pierre doesn't make the exchange. Instead, he gains 1 point.
	5 - Enfleurance: Pierre takes the first available essence, counting from the beginning of the collection trail (first space) right after the trail start sign). If there is more than one essence in space, you choose which one it will take. Exceptionally, if there is no essence available on the trail of By collecting it, he earns 1 point.
	6 - Alley: Pierre takes up to 2 bases adjacent to his collector, with the following priority: 1st - Takes from the position of the human opponent's token; 2nd - Takes from the position of a neutral token; 3rd - Takes from a token of Pierre's color. In case of tokens of the same type in adjacent spaces, you decide. If there are no bases adjacent to Pierre's collector, he gains 1 point.
	9 - Market: Pierre does not hand over resources, but receives 1 point and 5 coins.
	10 - Alley: Pierre picks up a face-down movement card and moves in reverse, then acts according to his collection rules and collection bonuses. Pierre cannot cross the starting marker of the trail, so in situations where this would occur, he stops at the first space on the trail and collects in that space.

11/12/13 - Factory: Pierre will attempt to produce the perfume type from the factory according to the round. The perfume type markers on the left side of the factory will be the perfumes produced by Pierre in the odd-numbered rounds (rounds I and III), and the perfumes on the right side of the factory will be Pierre's priority in the even-numbered rounds (II and IV).

Example: If in factory 1 (card 11) there is a fruity marker on the left and a floral marker on the right, and this card appears in round III, Pierre will allocate his worker to the first factory and try to produce a fruity perfume.

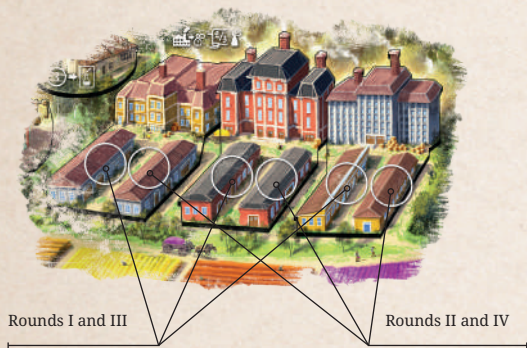


Pierre's Production: Pierre can use any essence (or 2 essences if it's the exotic perfume) and any 4 bases for his production. The resources to be spent are chosen by you. Pierre, just like you, can consider 1 essence as any base, and can also use 5 coins to replace 1 base or 10 coins to replace 1 essence.

Deliver the perfume bottles to Pierre, mark the production and award him points for it. If the perfume produced is among the best, remember to award Pierre the extra point.

Resource Delivery: Pierre's resource delivery occurs randomly. Starting from Pierre's collector, randomly place 1 resource in each space on the collection track. If it is full (with more than 4 resources), skip to the next available space.

If Pierre does not have enough resources and/or coins to produce, he earns 1 point. Do not move Pierre's collector.



14 - Laboratory: Pierre pays \$3 and buys the leftmost available technique card. Pierre gains 1 point and places the card face down in his play area. Technique cards have no effect on Pierre, but they count towards the "technical" endgame criterion.

If Pierre doesn't have enough money to buy the card, he only gets 1 point.



15 - City Hall: Pierre delivers 2 bottles of any perfume he has ever produced (if there are more than 2, you choose), regardless of the type specified in the letter, and fulfills the contract furthest to the left.

Pierre earns the points and coins from the contract card and attempts to execute the bottom part of the card, just like with the other action spaces. If he cannot execute the bonus, he earns 1 point.

If Pierre doesn't have 2 perfume bottles to fulfill a contract, he only earns 1 point. Pierre never uses the effect of swapping tokens on the collection track.



16 - Bank: Pierre wins 3 coins.



17 - Perfumery: Pierre sells 1 bottle of perfume. If he has any perfume bottles that are currently in fashion, that perfume will be given priority in the sale. He earns points, coins, and marks the sale as usual. If Pierre has no perfumes to sell, he earns 1 point.



18 - Fair: Pierre always tries to allocate to the essence space (collect as in Enfleurance), otherwise, to the 2-point space or the space to draw a closed technique card. If all three spaces are occupied, Pierre must draw another location card and execute its effect.

After completing the allocation action, Pierre moves his collector using the top movement card of the deck (except for Factory and Palace).

Pierre's Collection

When Pierre's collector lands on a space on the collection track, it follows these rules:

First Priority by Essences: Pierre always chooses to collect essences, regardless of type. If more than one option is available, you choose the essence.

2. Priority Quantity: Pierre only collects bases when there are no essences available in the collection space. If there is more than one resource of the same color, Pierre will always choose the one with the greater quantity.

Example:

Pierre stops in a neutral space containing:

- 2 fruit essences;
- 2 units of water

In this case, Pierre will collect the 2 fruit essences. If there were 1 fruit essence and 1 flower essence and 2 units of water, the human player could decide which essence to collect.

If Pierre lands on a collection space with a human player's token and there are resources available, he will always pay \$1 to his human opponent and follow the rules described for collection. If Pierre has no coins, his human opponent will receive \$1 from the game's reserve.

Movement Card Bonus

The bonuses from movement cards that allow the collection of essences or bases in spaces adjacent to the collector follow this order of priority for Pierre:

1st Bonus Resource from the human opponent's token. 2nd Bonus Resource from a neutral token. 3rd Bonus Resource from a token of Pierre's color. If there are tokens of the same type in adjacent spaces, you decide from which of the two spaces the bonuses will be collected.

Bonus for Ending the Collection Trail

If Pierre completes a full lap on the gathering track, he will prioritize: 1. Gaining experienced workers. 2. If he already has them, Pierre will choose the 2-point bonus.

End of the Game

Pierre's score at the end of the game follows the normal rules, including 1 extra point for having the 1st player marker, except that Pierre has an additional advantage in the remaining resources and coins criterion:

He earns 5 points for every 10 resources/coins in his reserve, instead of 1 point per 10 units.

If you beat Pierre, do the following:

- Record your score.
- Try to beat your previous score in the next matches.

Difficulty Levels

If you wish to increase the challenge, adjust the difficulty as described below.

Before organizing the fashion and avant-garde deck, select cards according to their level of difficulty and make the following adjustments:

If there are repeated perfumes on the cards, mark them again.

Difficulty	Initial Production	Initial Sale
Standard	No initial markings on the trail of production	None marking initial sale
Average	Take 1 vanguard card and mark it. perfumes on the production line for Pierre	Position Pierre in position 1 in sales trail
Difficult	Take 2 vanguard cards and mark them. perfumes on the production line for Pierre	Position Pierre in position 2 in sales trail
Very difficult	Take 3 vanguard cards and mark them. perfumes on the production line for Pierre	Position Pierre in position 3 in sales trail

Example: These were the avant-garde cards drawn in "Hard" mode:



Place a Pierre marker in the following spaces:



Production Bonus

The "Production Bonus" expansion adds an extra layer of competition and reward to the game. With 6 level 3 production markers and 6 level 5 markers, players can earn bonuses immediately upon reaching certain production milestones on the board. These bonuses range from bases and essences to points and coins, offering valuable incentives to progress in the game.

Components:

- 6 level 3 production markers
- level 5 production markers

Preparation:

- Shuffle the level 3 production markers and place them randomly on the perfume production space on the board, over the face-up number 3s.
- Shuffle the level 5 production markers and place them randomly on the perfume production space on the board, over the face-up number 5s.



How to play:

When the first player reaches one of the markers, they will immediately win the bonus. Then, the marker must be removed from the game.

Level 3 production markers			
	2 bases of any kind (collect from the resource trail)		2 bases of any kind (collect from the resource trail)
	1 essence of any kind (collect from the trail of resources)		1 essence of any kind (collect from the trail of resources)
	5\$		2 points
Level 5 production markers			
	5 points		5 points
	2 technical cards (open or look at the 3 cards from the top of the deck and choose 2)		2 technical cards (open or look at the 3 cards from the top of the deck and choose 2)
	15\$		15\$

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