

RULEBOOK

Fairy Perfume

Once a year, in the Land of Fairies, the Grand Fairy Perfume Contest is held to crown the best perfumer in all the realm. This year, you are invited to create a perfume that will captivate the discerning noses of the Flower Fairies.

Join us in this annual festival filled with the sweet aroma of blooming flowers. Curate the best combination of fragrance stones to gain the most Victory Points and earn the title of Legendary Scentweaver!

COMPONENTS



1x Fairy Market Board (Double-sided)



5x Fairy Companion Dashboards



1x 10s Hourglass



32x Player Cubes (8x Blue, 8x Red, 8x Green, 8x Yellow)



35x Coin Tokens (20x 1, 10x 3, 5x 5)



4x Perfume Bottles



81x Fragrance Stones (30x Yellow, 20x Green, 9x Pink, 8x White, 8x Blue, 6x Red)



35x Fairy Power Tokens (20x 1, 10x 3, 5x 5)



35x Charcoal Stones



13x Goal Cards



4x Player Aid Cards



SETUP

1. Place the Fairy Market board within reach of all players. Note that there are 2 sides, A and B, each with a different Ability area. For players' first games, we recommend playing with Side A.

2. Shuffle all Goal cards. Deal 4 cards faceup at the top of the Fairy Market board. Put the remaining cards back in the box.

3. Place the Charcoal Stones together near the Fairy Market board.

4. Place the rest of the colored Stones on top of the corresponding colored flowers. The number of Pink Stones placed varies according to player count.
   - 2 players: 5
   - 3 players: 7
   - 4 players: 9

Personal Preparation

A. Take a Perfume Bottle and put 5 Yellow Stones, 3 Green Stones, and 2 Charcoal Stones (total of 10) from the Fairy Market board into the Bottle.



B. Take 1 Fairy Companion dashboard and 8 Cubes of the matching color. We recommend using the dashboard's non-Variant side (without the ⭐) for players' first game.

C. Place the 8 Cubes on the Fairy Companion dashboard's Bottle Value track from slots 5 to 12.

D. Take 1 Player Aid card, 3 Coins, and 2 Fairy Power.

How to Play

Fairy Perfume is played over a series of rounds where players compete to earn the most Victory Points (VP). Each round comprises of 4 phases, following this order:

Phase 1: Shake Stones Out . . .

Players simultaneously shake Stones out from their Bottle to gain rewards known as Resources (Coins and Fairy Power). They gain rewards by storing Stones up to the current limit of the Bottle Value track on their dashboard.



Bottle Value Track

Players may choose to stop shaking Stones out of their Bottle and place it down at any time. If they are the first to do so - and have not ***Exploded*** (see below) - they must immediately grab the Hourglass and flip it to start the timer, keeping it near them. The other players have until the Hourglass runs out to stop shaking Stones out of their Bottle and set it down.

Exploded

If a player shakes out more Stones than their current Bottle Value track, they have Exploded. When a player has Exploded, they must stop shaking Stones out of their Bottle immediately. They gain 2 Charcoal Stones, placing them on the side of their dashboard and must wait until every other player has stopped or Exploded. If a player has fully emptied their Bottle and Exploded, they instead gain 4 Charcoal Stones. Players that Exploded cannot take the Hourglass, unless every other player also Exploded, in which case, the player who Exploded last takes the Hourglass.

About Charcoal Stones

- Stored Charcoal Stones give no rewards.
- Furthermore, during End Game scoring, each Charcoal Stone is -2 VP.

Once every player has stopped or Exploded, proceed to the next Phase.

Phase 2: Store Stones and Gain Rewards . . . . . .

Players must simultaneously store the Stones they have shaken out of their Bottles onto their dashboard, up to the limit of their current Bottle Value track. If a player has shaken out more Stones than their current limit, they choose which Stones to store in each available slot and place the rest to the side of their dashboard.

After players have stored their Stones, they must gain their rewards. Players can check the Fairy Market board to gain each Stone's reward (See FRAGRANCE STONE EFFECTS - Page 6). Note that players could gain more rewards through special abilities.

Stones placed to the side of the dashboard do not grant any rewards.

The player with the Hourglass chooses 1 of their stored Stones and doubles its rewards. This effect does not trigger abilities which would require a combination of multiple Stones.

Once every player has gained their rewards from their stored Stones, proceed to the next phase.

Phase 3: Perform Actions . . .

During this phase, players take turns performing actions to enhance their Bottle.

Starting with the player holding the Hourglass, and proceeding clockwise, each player performs 1 action during their turn. Repeat this until every player has performed 2 actions.

There are **5** possible actions:

• *Buy a Stone*

To Buy a Stone, a player must choose 1 Stone from the Fairy Market board, pay its market cost, and place it on the side of their dashboard, not stored.

This will allow them to add more Stones to their Bottle for better rewards in later rounds.

• *Gain an Ability*

To Gain an Ability, a player must choose 1 Ability on the Fairy Market board, pay its market cost (either in Coins or Fairy Power), and place their leftmost Cube from their Bottle Value track on the chosen ability. Each player may only have up to 1 Cube on each ability.



Abilities give players benefits throughout the game. For example, they can boost Stone rewards or make actions more powerful (See FAIRY MARKET BOARD - ABILITY LIST - Page 7).

• *Gain a Goal*

To Gain a Goal, a player must choose 1 of the Goal cards on the Fairy Market board, pay its cost, and place their leftmost Cube from their Bottle Value track on the chosen Goal. Each player may only have up to 1 Cube on each Goal, unless an ability indicates otherwise.

Goals are the primary way to gain **Victory Points** at the end of the game.

• *Dust Stones*

When players Dust Stones, they choose up to 2 Stones not in their Bottle, either stored or on the side of their dashboard, and place it back into the appropriate pool.

This allows players to curate their Stones and get rid of Charcoal Stones, which give them -2 VP during End Game scoring.

• *Get Fairy Help*

When a player Gets Fairy Help, they gain 1 Coin and 1 Fairy Power.

After every player has performed 2 actions, proceed to the next Phase.

Phase 4: Check End Game . . . . .

If any player has **placed all 8 of their Cubes OR if there are no more Pink Stones available on the Fairy Market board**, the game ends. (See END GAME SCORING - Page 6)

If the game has not ended, players return all the Stones (including Charcoal Stones) stored or on the side of their dashboard back into their Bottle and start a new round.

END GAME SCORING

Once the game has ended, players count their VP using the following rules:

- Gain VP from each **Goal card** they have a Cube on (see GOAL CARDS - Page 8);
- Gain 6 VP for each **Pink Stone** they have;
- Gain 1 VP for every **5 Resources** they have;
- Lose 2 VP for each **Charcoal Stone** they have.

The player with the highest VP wins the game and earns the title of Legendary Scentweaver! If there is a tie, the player with the most Resources wins. If still tied, the player with the most Cubes on the Fairy Market board wins. And if still tied, all tied players share the Victory.

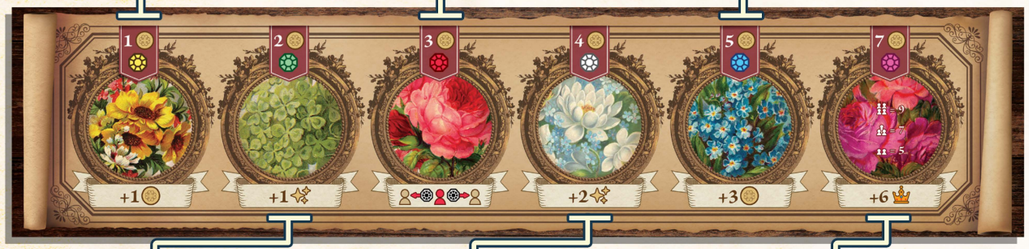
Fragrance Stone Effects

Each Stone activates its effect when it is stored.

Yellow Stones
Market cost: 1
When storing a stone, gain 1.

Red Stones
Market cost: 3
When storing a Stone, every other player adds 1 Stone from the pool to the side of their dashboard.

Blue Stones
Market cost: 5
When storing a Stone, gain 3.



Green Stones
Market cost: 2
When storing a stone, gain 1.

White Stones
Market cost: 4
When storing a Stone, gain 2.

Pink Stones
Market cost: 7
At the end of the game, gain 6 VP for each Pink Stone you have.

Fairy Market Board - Abilities

Abilities are available on the Fairy Market board for players to buy. They give players benefits throughout the game. When a player gains an ability, they may use it as the ability dictates below.

Abilities on both sides:



When performing **Dust Stones**, gain 1 Coin, 1 Fairy Power, and you may Dust an additional Stone.



When performing **Buy a Stone**, you may buy 1 more Stone from the Fairy Market board by paying its cost.



For **each stored Red Stone,** gain a total of 2 Coins or Fairy Power in any combination.



When performing **Gain a Goal**, you may place an additional Cube on a Goal by paying its cost. You may have 1 additional Cube on each Goal card.

Abilities on side A only:



For **each stored pair of Yellow Stones**, gain 2 Coins. You may not count the same stored Stones multiple times for this effect.



When performing **Buy a Stone**, Stones cost 1 Coin less. If you buy 2 Stones, each gains the discount.



For **each stored pair of 1 Green and 1 White Stone**, gain 3 Coins and 2 Fairy Power. You may not count the same stored Stones multiple times for this effect.



For **each stored Blue Stone**, gain 2 Coins and 2 Fairy Power.



For **each stored Green Stone**, gain 1 Fairy Power.



You may pay **3 Fairy Power** once per round to **perform 1 additional action**.

Abilities on side B only:



For **each stored Yellow Stone**, gain 1 Coin.



For **each stored Charcoal or Pink Stone**, choose to gain either 1 Coin or 1 Fairy Power.



For **each stored White Stone,** gain 2 Coins and 2 Fairy Power.



For **each stored pair of 1 Blue and 1 Yellow Stone**, gain 2 Coins and 3 Fairy Power. You may not count the same stored Stones multiple times for this effect.



For **each stored pair of Green Stones**, gain 3 Fairy Power. You may not count the same stored Stones multiple times for this effect.



When performing **Gain a Goal or Gain an Ability**, pay 1 Fairy Power less if it costs Fairy Power to place the Cube. If you would place 2 Cubes, pay 1 Fairy Power less for each Cube.

Goal Cards

Goal cards contain different tiers of accomplishments. If a player has placed their Cube on a Goal card, they gain Victory Points for the highest tier they achieved during End Game scoring. 4 out of 13 Goal cards will be used for each game:



- If you have **10 or fewer Stones**, gain 4 VP.
- If you have **11-15 Stones**, gain 8 VP.
- If you have **16 or more Stones**, gain 10 VP.



- If you have **2 or more Charcoal Stones**, gain 4 VP.
- If you have **1 Charcoal Stone**, gain 9 VP.
- If you have **no Charcoal Stones**, gain 12 VP.



- If you have **at least 1 Blue and 2 Yellow Stones**, gain 6 VP.
- If you have **at least 2 Blue and 4 Yellow Stones**, gain 9 VP.
- If you have **at least 3 Blue and 7 Yellow Stones**, gain 12 VP.



- If you have **15 or more Stones**, gain 4 VP.
- If you have **11-14 Stones**, gain 9 VP.
- If you have **10 or fewer Stones**, gain 12 VP.



- If you have **at least 1 White and 2 Green Stones**, gain 6 VP.
- If you have **at least 2 White and 3 Green Stones**, gain 9 VP.
- If you have **at least 3 White and 5 Green Stones**, gain 12 VP.



- If you have **at least 3 Stones in Red, White, Blue, and/or Pink**, gain 6 VP.
- If you have **at least 5 Stones in Red, White, Blue, and/or Pink**, gain 9 VP.
- If you have **at least 7 Stones in Red, White, Blue, and/or Pink**, gain 12 VP.



- If you have **placed at least 4 Cubes**, gain 4 VP.
- If you have **placed at least 6 Cubes**, gain 9 VP.
- If you have **placed all 8 Cubes**, gain 12 VP.



- Among all players that have Cubes on this goal, the **player with the most Stones** gains 10 VP. The rest gain 5 VP. If tied for most, they each receive the highest reward.



- Among all players that have Cubes on this goal, the **player with the fewest Stones** gains 10 VP. The rest gain 5 VP. If tied for least, they each receive the highest reward.



- If the **sum of your Yellow and Green Stones is 8 or more**, gain 6 VP.
- If the **sum of your Yellow and Green Stones is between 5-7**, gain 9 VP.
- If the **sum of your Yellow and Green Stones is 4 or fewer**, gain 12 VP.



- Among all players that have Cubes on this goal, the **player with the most Fairy Power** gains 10 VP. The rest gain 5 VP. If tied for most, they each receive the highest reward.

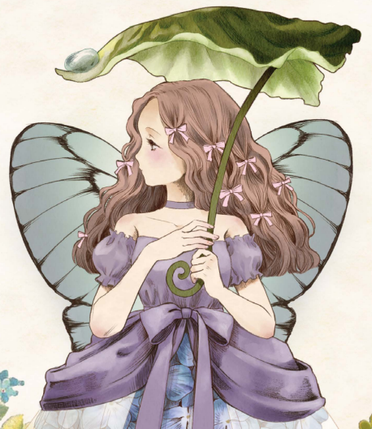


- Among all players that have Cubes on this goal, the **player with the most Coins** gains 10 VP. The rest gain 5 VP. If tied for most, they each receive the highest reward.



- For each **unique Stone** you have, gain 2 VP.







VARIANT

Once players are familiar with the game, they can try the ⭐ Variant side of the Companion Fairy dashboards which offers a distinct gaming experience each time.

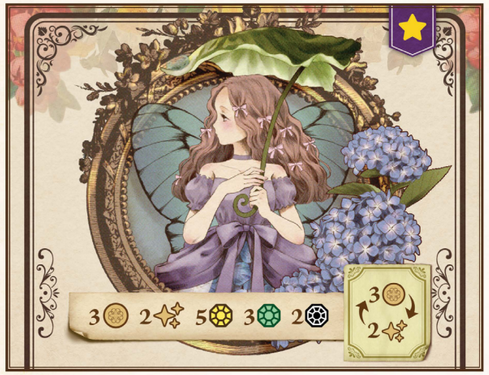
Each Companion Fairy provides a unique Fairy Trait and game setup for each player with varying numbers of Coins, Fairy Power, and Stones in their Bottle.

Royal Fairy



Coins: 3 • **Fairy Power:** 2 • **Yellow Stones:** 5 • **Green Stones:** 3 • **Charcoal Stones:** 4
Fairy Trait: During Setup, place 1 Cube in your Bottle. When you shake a Cube out from your Bottle, you may place it on an ability on the Fairy Market board that doesn't already have any of your Cubes. At the end of each round, return 1 of your Cubes from an ability on the Fairy Market board to your Bottle. Cubes don't count toward Exploding.

Blue Fairy



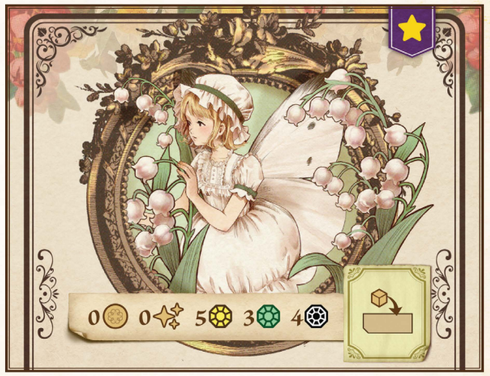
Coins: 3 • **Fairy Power:** 2 • **Yellow Stones:** 5 • **Green Stones:** 3 • **Charcoal Stones:** 2
Fairy Trait: At any time, you may trade 3 Coins for 2 Fairy Power OR 2 Fairy Power for 3 Coins.

Yellow Fairy



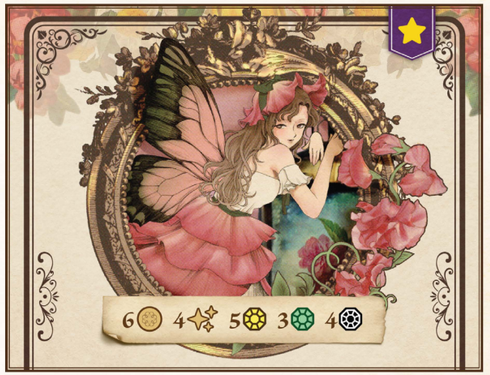
Coins: 1 • **Fairy Power:** 1 • **Yellow Stones:** 7 • **Green Stones:** 5 • **Charcoal Stones:** 0
Fairy Trait: -4 VP at the end of the game.

White Fairy



Coins: 0 • **Fairy Power:** 0 • **Yellow Stones:** 5 • **Green Stones:** 3 • **Charcoal Stones:** 4
Fairy Trait: During Setup, place 1 Cube on any Ability for free.

Red Fairy



Coins: 6 • **Fairy Power:** 4 • **Yellow Stones:** 5 • **Green Stones:** 3 • **Charcoal Stones:** 4
Fairy Trait: No ability.

CLARIFICATIONS

- Charcoal Stones received by players during Phase 2 go to the side of their dashboard. Charcoal Stones on the side of a player's dashboard return to the bottle during Phase 4.
- A player can acquire an Ability or Goal that someone else has also acquired.
- When the Red Stone effect triggers, there is no upper limit to the number of Charcoal Stones that are given to other players. Example: If a Player stored 3 Red Stones, every other player will receive 3 Charcoal Stones, 1 for each Red Stone that was stored.
- If a player needs to gain a Charcoal Stone and there's none left in the pool, they don't acquire it.

CREDITS

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GAME SUMMARY

Phase 1: Shake Stones Out....

- Players shake Stones out of their Bottles. They may stop at anytime.
- The first player to stop, grabs the Hourglass and flips it to start the countdown.
- When the Hourglass runs out, all players must stop shaking their Bottles.

Exploded: When a player has shaken out more Stones than their current dashboard's limit,

- They must stop shaking their Bottle, take 2 from the pool and place it on the side of their Dashboard.
- If they **Exploded** with an empty Bottle, they take 4 , instead.
- **Players that Exploded cannot grab the Hourglass.**

Phase 2: Store Stones and Gain Rewards .....

- Players store Stones they have shaken out of their bottle up to their current limit on their dashboard.
- Stones that are not stored, are placed on the side of the dashboard and do not gain rewards
- Players take turns to gain rewards, starting with the Hourglass player and going clockwise.

Hourglass player Bonus: Choose 1 stored Stone and double its rewards.

Stone	Reward
	Gain 1
	Gain 1
	1 from pool to the side of every other player's dashboard
	Gain 2
	Gain 3
	Gain 6 during End Game Scoring

Phase 3: Perform Actions ....

Starting with the Hourglass player and going clockwise, players take turns peforming 1 action each, until every player has performed 2 actions.

Buy a Stone: Pay the cost and buy a Stone from the Fairy Market board.

Gain an Ability: Pay the cost and place 1 Cube on an Ability on the Fairy Market board.

Gain a Goal: Pay the cost and place 1 Cube on a Goal.

Dust Stones: Return up to 2 Stones you have Stored or are on the side of your Dashboard to the pool.

Get Fairy Help: Gain 1 Coin and 1 Fairy Power.

Phase 4: Check End Game .....

The Game Ends when,

- a player has placed all 8 of their , OR
- no are available on the Fairy Market board.

Otherwise, players start a new round by returning all their Stones, stored or on the side of their dashboard, back into their Bottle.

End Game Scoring

Total up your Victory Points in the following order:

- Gain VP from Goal Cards you have a Cube on.
- Gain 6 VP for each you have.
- Gain 1 VP for every 5 / you have.
- Lose 2 VP for each you have

The player with the most VP wins!