

Example (continued): This turn, **Paul** gets **3 points** (each Guesser placed at least 1 Choice token on "Age-gap Relationship").

Mark gets a total of **5 points**: **3 points** for his Choice tokens on the correct answer, plus **2 bonus points** for the Super Smeller token.

Amelia and **Maria** only get **1 point** each (**Amelia** doesn't earn bonus points for the Super Smeller token because she placed only 1 Choice token on the correct answer, and **Maria** didn't get a Super Smeller token at all).

After calculating their points, each player moves their marker forward the corresponding number of spaces along the Score track.



4. Who's Next?

Prepare for the next player's turn:

- Retrieve your Choice tokens.
- Return the Super Smeller tokens to the center of the table.
- Discard the Essence cards used in this turn.
- Flip the revealed Perfume cards to their other side (or discard them and reveal new ones if you have already used both sides).

The player to the left of the previous Examinee becomes the new Examinee: they take the 4 Task cards, and the game continues following the same rules.

END OF THE GAME

The game ends once each player has been the Examinee the required number of times: thrice with 3 players, twice with 4-6 players and only once with 7-10 players. The player who has advanced the furthest along the track is declared the winner (and the best student, of course!)

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COOPERATIVE MODE

Test your ability to work as a team! In cooperative mode, your goal is to successfully pass a collective exam by jointly composing perfumes in the most understandable way, so that the main Examinee can easily guess the correct perfume. The more points you collectively score, the higher grade you will receive.

Setup and gameplay in cooperative mode follow the rules of the competitive mode with the following changes:

SETUP

1. Place any one of the Player markers on the Score track. Return the unused markers to the box. Each player, as usual, takes 3 Choice tokens of one color.
2. Return the Super Smeller tokens back to the box — you won't need them in this mode.

HOW TO PLAY

1. What's My Task?

- The Examinee draws one of the Task cards **but doesn't look at its front side themselves**; instead, they show it to the other players. Thus, everyone except the Examinee knows the name of the perfume they must create.

- Everyone, except the Examinee, draws 3 cards from the Essence deck. From these, each player must choose only 1 Essence that will be useful for creating the perfume with the given name. Discard the other Essence cards. When playing with 3 or 4 players, each player, except the Examinee, chooses 2 Essences and discards the third one).

- Then the players reveal the chosen Essences and indicate their intensity using their Choice tokens.

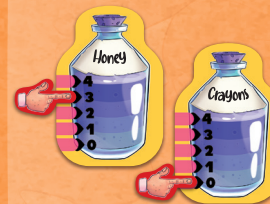
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Important: The players' task in this mode is to create the perfume using their Essences and to do it as accurately as possible, so that the Examinee can guess the correct answer. Discussing your choice aloud isn't allowed, but you can (and should!) look at the other players' Essences and their intensities so that your combination is as logical as possible.

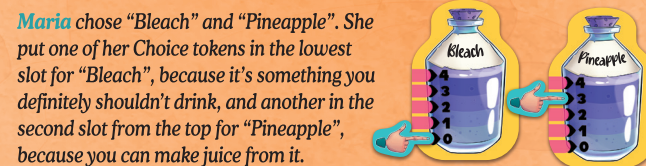
Example: Paul drew and showed the others his Task card — a perfume under number 4 called "Drink Me".



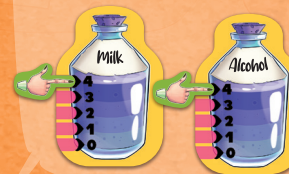
Mark, Maria, and Amelia each chose 2 Essences to create this perfume:



Mark chose "Honey" and "Crayons". He then put one of his Choice tokens in the second slot for "Honey" trying to convey that you can drink it (if you try hard enough). He put another token in the lowest slot for "Crayons" because you obviously can't drink them AND to indicate that this essence has nothing to do with the perfume they're trying to compose (unlike the perfume under number 2).



Maria chose "Bleach" and "Pineapple". She put one of her Choice tokens in the lowest slot for "Bleach", because it's something you definitely shouldn't drink, and another in the second slot from the top for "Pineapple", because you can make juice from it.



Amelia chose "Milk" and "Alcohol", because you can drink them both (though we strongly recommend you abstain from drinking alcohol and go for milk instead). She then put a Choice token in the uppermost slot for each Essence.

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2. What's the Smell?

Once the players have marked the intensity of their Essences, the Examinee can study their combination. The Examinee places their Choice tokens on the options that seem most likely to be the correct answers, in any combination.

3. What's My Score?

Reveal the Task card drawn at the start of the turn. Your team gets as many points as many Choice tokens the Examinee placed on the correct answer. Move your shared marker the corresponding number of spaces along the Score track.

4. Who's Next?

Follow the rules of the competitive mode.

END OF THE GAME

The number of rounds is the same as in the competitive mode. Once each player has been the Examinee the required number of times, the game ends. Evaluate your result using the table:

Players	Score			
	≤ 10	11-18	19-24	≥ 25
7 or 9 players	≤ 9	10-16	17-21	≥ 22
4 or 8 players	≤ 12	13-21	22-27	≥ 28
5 or 10 players	≤ 14	15-25	26-32	≥ 33
6 players	≤ 8	9-14	15-18	≥ 19
7 players				

You failed and will have to retake the exam! *Quite an average score.* *Very impressive, but there's room for improvement.* *Excellent! You've made your professors proud!*

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YOUR LOGO

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Welcome, students, to your final exam at the Perfume Academy! Prepare for the most gloriously absurd test of your life. Your examiners – eccentric geniuses with a twisted sense of humor – have crafted challenges that will make your head spin.

"Essence of Monday Morning"? "Aroma of a Broken Dream"? "Eau de Forgotten Leftovers"?

Your mission is to create these and many other legendary scents from the "finest" ingredients on hand: think mothballs, a whisper of stale strawberry, damp drywall and baby powder.

Can you convince your friends that nostalgia smells like old socks? It's time to think fast and follow your nose – wherever it may lead!

COMPONENTS

58 Perfume cards (double sided)



100 Essence cards



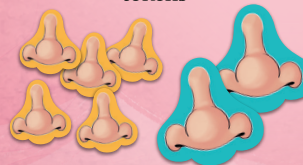
4 Number tokens



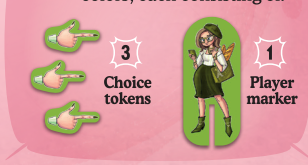
4 Task cards



7 Super Smeller tokens



10 Player sets in different colors, each consisting of:



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COMPETITIVE MODE

GAME OBJECTIVE

In turn, each player becomes the Examinee. They draw 1 of the 4 tasks which determine the perfume name for their turn and choose a limited number of random Essences. Then the Examinee must indicate the intensity of each Essence in their perfume. The others, seeing only the Essences, must guess which of the 4 perfumes the Examinee was trying to create. The Examinee and other players receive points for correct guesses. The one who scores the most points by the end of the game wins and graduates with honors!

SETUP

- Place the box bottom with the **Score track** within reach of all players.
- Each player chooses a player set of one color. Attach your **Player markers** to the edge of the box, positioning it on the "0" space of the track, and place your **Choice tokens** next to you. Return extra player sets to the box.



Game setup for 4 players

- Place the **Number tokens** in a row in the center of the table.
- Shuffle the **Perfume cards**. Place the deck face down on the table. Reveal 4 Perfume cards, then place 1 below each Number token.
- Shuffle the deck of **Essence cards** and place it nearby face down.
- In the center of the table place **Super Smeller tokens** depending on the number of players:

3 players	1	7 players	2 1
4 players	1 1	8 players	2 3
5 players	1 2	9 players	2 4
6 players	1 3	10 players	2 5



- The player with the sharpest sense of smell becomes the first Examinee and takes the 4 **Task cards**.

Everyone ready? The exam begins!

HOW TO PLAY

Players take turns becoming the Examinee. The game lasts a different number of rounds depending on the number of players:

3 players	4-6 players	7-10 players
3 rounds	2 rounds	1 round
Each player becomes the Examinee thrice	Each player becomes the Examinee twice	Each player becomes the Examinee only once

Each round consists of 4 phases:

- What's My Task?
- What's the Smell?
- What's My Score?
- Who's Next?

1. What's My Task?

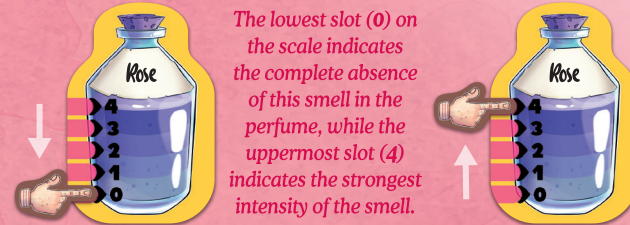
- The first Examinee draws one of the Task cards and looks at its number without showing it to others. The open Perfume card under that number shows the name of the perfume they must create.

Example: Paul drew the Task card with the number 2.

The perfume he will be creating is called "Age-gap Relationship".



- Then the Examinee draws 5 Essence cards from the deck and looks at them without showing to others. From these cards, the Examinee must choose 3 Essences that, in their opinion, are best suited to creating the chosen perfume (discard face down the other 2 cards).
- The Examinee reveals one of the chosen Essence cards to the other players and indicates the intensity of this scent in the perfume by placing one of their Choice tokens in the corresponding slot of the intensity scale.



The lowest slot (0) on the scale indicates the complete absence of this smell in the perfume, while the uppermost slot (4) indicates the strongest intensity of the smell.

Repeat the process with the second and third Essence cards.

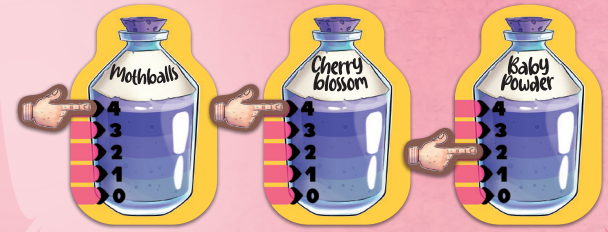
Important: Place the Essence cards facing the other players so everyone can see them well.



Example (continued): The Essences that Paul drew for his perfume are "Mothballs", "Plastic", "Cherry blossom", "Paper", and "Baby powder".



He decided that the most suitable Essences for his Perfume called "Age-gap Relationship" would be "Mothballs" (symbolizing youth and old age) and "Cherry blossom", as well as "Baby powder" (since children are a likely result of a relationship). He places his Choice tokens in the slots of these Essence cards, indicating their intensity: 4 for "Mothballs", 4 for "Cherry blossom" and 2 for "Baby powder".



2. What's the Smell?

- The other players carefully study the combination created by the Examinee and try to guess which of the 4 perfumes they were trying to create.
- As soon as you have a guess about the Examinee's perfume, hurry to place your Choice tokens on the Perfume cards. You may distribute Choice tokens in any combination: either place all 3 tokens on the same perfume; place 2 tokens on one perfume and the third token on another one; or place 1 token each on three different perfumes.
- Once you have placed all your Choice tokens, grab a **Super Smeller token!** At the end of this turn, if at least 2 of your Choice tokens are on the correct perfume, the bigger token will bring you 2 extra points, and the smaller one will bring you 1 extra point.

Example (continued): Mark immediately understood Paul's idea and, confident in his answer, placed all 3 of his Choice tokens on "Age-gap Relationship", then grabbed the bigger Super Smeller token. Amelia thought the resulting concoction was more suited to the perfume called "Bitter Truth", so she placed 2 tokens on that card and only 1 token on "Age-gap Relationship". She took the remaining smaller Super Smeller token. Maria decided to play it safe and placed 1 token each on 3 different perfumes. Since she was last to make her choice, there was no Super Smeller token left to take.



3. What's My Score?

When all players have placed their Choice tokens, the Examinee reveals the Task card they drew at the beginning of their turn. Now that the players know the correct answer, proceed to scoring:

The Examinee gets as many points as the number of players who placed at least 1 Choice token on the correct answer.

Each Guesser gets points based on the number of their Choice tokens on the correct perfume. Guessers also get 1 or 2 bonus points for their Super Smeller token — but only if at least 2 of their Choice tokens are on the correct answer.

