

THE SCENT OF JEALOUSY

You are renowned perfumers.

To create a "fine perfume", harmony of scents is essential.

If a specific scent is too strong, or if too many types are mixed, it degrades into a "foul odor."

Who will create the ultimate perfume and claim the fame?

Game Setup

◆ Card Adjustment

4 Players

Use all 4 suits (36 cards).

3 Players

Use any 3 suits (27 cards).

◆ Initial Score

All players start with 25 points.

Components

◆ Perfume Cards ×36

- 4 Suits (colors), Ranks 1-9 each.

- Odd ranks (1,3,5,7,9) and Even ranks (2,4,6,8) feature different "illustrations" on the cards.

- Since there are 2 illustrations per suit, there are a total of 8 different illustrations across all 4 suits.

◆ Score Record Cards ×4

◆ Score Markers ×4

Round Setup

Note: Rounds are repeated, with scores carrying over until the Game End condition is met.

1 Dealing

Shuffle the cards well and deal them evenly to all players face down. (Each player will have a hand of 9 cards.)

2 Passing Cards (Exchange)

Once hands are dealt, check your cards and choose 2 cards from your hand to pass. Pass the selected 2 cards to the player on your right, keeping them hidden from other players.

How to Play (Round Flow)

This game uses a "trick-taking" mechanic.

- 1 Lead** The person who encountered an impressive scent most recently becomes the first leader. Play 1 card of your choice from your hand.
- 2 Follow** Other players play a card in clockwise order. [Must Follow] If you have a card of the "same suit (color)" as the leader, you must play it. You can play a different color only if you do not have the matching suit. You cannot pass.
- 3 Winner of the Trick** The player who played the "highest rank (number)" of the lead suit wins all of the cards played to the trick.
- 4 Display Won Cards** Sort the won cards by illustration and place them face up in front of you in a tableau so everyone can see.
- 5 Next Trick** The winner of the trick becomes the next leader. Repeat this until all hands are empty.

Example: Winner of the Trick

If you do not have the same suit (color), you may play a card of a different color.



Lead Player

Clockwise

The winner collects all played cards and places them face up in front of themselves for everyone to see.



Same color as the Leader Highest Rank (Number) Winner of the Trick

When you win a trick, include the card you played among the collected cards.

End of Round & Scoring

When all cards have been played, check the cards you have won.

1 Blending Success/Failure (Burst Check)

If your won cards meet either of the following conditions, your blending fails and results in "Negative Points."

[Overpowering Scent]

Collected 4 or more of the same illustration.



[Too Complex Scent]

Collected at least 1 of every illustration in the game (8 types for 4 players, 6 types for 3 players).



*For four people

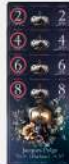
2 Calculating Score

The scoring method changes depending on whether the blending was a success or a failure.

◆ **Success (No Burst)** The number of cards won is added to your score.

◆ **Failure (Burst)** The number of cards won is subtracted from your score.

Example: If you won 12 cards and had 4 of one illustration = Minus 12 points.



Game End

The game ends if any player's score meets the following conditions at the end of a round.

◆ **Fame** Someone's score reaches 50 points or more.

◆ **Retirement** Someone's score drops to 0 points or less.

At that point, the player with the highest score wins as the "Excellent Perfumer."

Strategy Tips

- Won cards are always public.

Try to play in a way that forces cards onto players who are just one card away from bursting.

- In the card passing phase, the trick is to send illustrations you don't want to collect, weak cards, or cards likely to cause a burst.