





FROMAGE

STORY

You are a French cheesemaker in the early 20th century making, aging, and selling artisan cheeses. Become the most prestigious cheesemaker in all of France by running a highly successful creamery and crafting exceptional cheese.

OVERVIEW

Fromage is a simultaneous worker-placement game where you make cheese and gather resources by playing Workers  into the Board Location that is facing you. Once all players have finished their actions, the Board rotates, aging your cheese, and presenting you with a new Location. At game-end you will score Prestige Points  for the cheese you made and for effectively managing your creamery. The player with the most Prestige Points wins.

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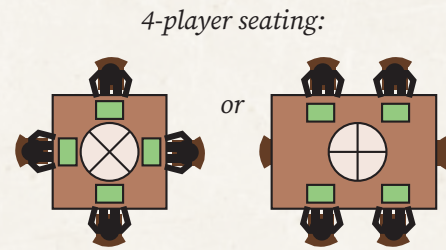
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SETUP

A Fit the 4 **Board** pieces together in any configuration. Place the **Resource Tile** in the center of the Board using a random side and orientation. Orient the Board so 1 quadrant faces each player. For 2-player games, players should sit facing opposite quadrants. For 4-player games, sit in a square formation.



B Each **Insert** shows a player count, a letter (A/B), and a Location name. Find the Inserts that match your player count and slot them into the matching Board Locations. For your first game, use the “A” sides. Experienced players may use any combination of A and B sides. For 4-player games, you may even leave one or more Boards without an Insert to use the 4-player setup that is printed directly on the board. Return unused Inserts to the box.



C Place a random Region Token on each of the Regions in the Villes section of the Board.

D Shuffle the **Order Cards**. Place about half the cards and tokens in each **Resource Tray**. Position them on opposite ends of the table so everyone can reach a tray.

E Each player takes the **Workers** and **Cheese Tokens** of their chosen player color and a random **Player Board**. For your first game, use the side of the Player Board shown below.

F To determine your starting resources, look at the Resource Tile. Take 2 resources matching the resource in the quadrant to your left and 1 resource matching the quadrant opposite you.

- **Structures** go on scaffolding spaces of your choice.
- **Livestock** go in the ring.
- **Fruit** goes in your Basket.
- **Orders** go face-up to the left of your Player Board.



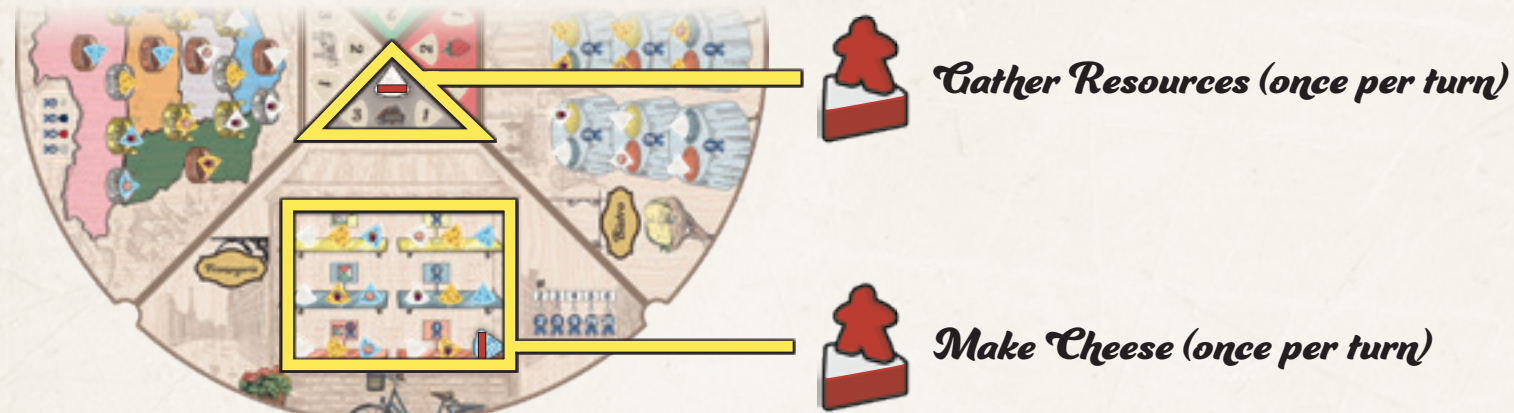
G Advanced Setup: Experienced players may increase the complexity by drafting **Structure Tiles**. Each player takes 4 random tiles. Then draft the Structure Tiles: Set 1 tile aside to keep and pass the others to the left. Repeat until you have chosen 4 tiles. Then, you may place any number of your chosen Structure Tiles over the ones printed on your Player Board. Any tiles you do not wish to keep are removed from the game.



TURN STRUCTURE

At the start of each turn, all players **Retrieve Workers**. Then, all players simultaneously take actions in their current Location. Your current Location is the Board quadrant facing you. Using your available Workers, you may perform ONE **Make Cheese** action and ONE **Gather Resources** action in any order.

When you finish your actions, flip your Ready Token from the “Wait” side to the “Ready” side. When everyone is ready, rotate the board 90 degrees clockwise, flip your Ready Tokens back to the “Wait” side, and begin the next turn.



Your current Location



You



Rotate the board 90 degrees clockwise after each turn

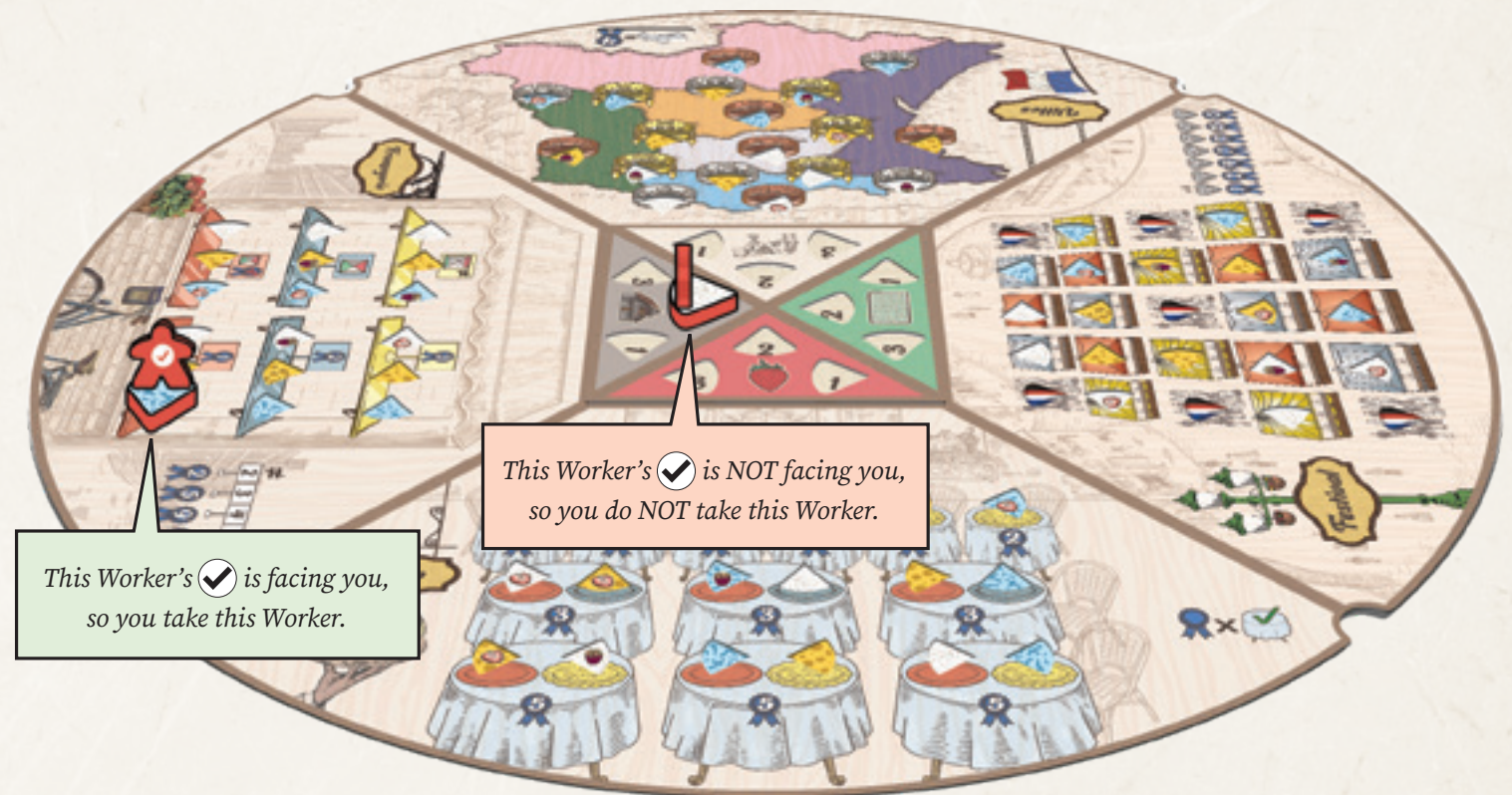
Now you can Make Cheese and Gather Resources in a new Location!

RETRIEVE WORKERS

At the start of each turn, check the 3 Locations NOT facing you. If your Workers' Ready icon (✓) is facing you, take those Workers and place them in front of you. These Workers are now available to Make Cheese or Gather Resources.

Notes:

- At the start of the game, you haven't placed any Workers yet, so all your Workers are available and there are no Workers to retrieve.
- Do not retrieve Cheese Tokens. They will be scored at game-end

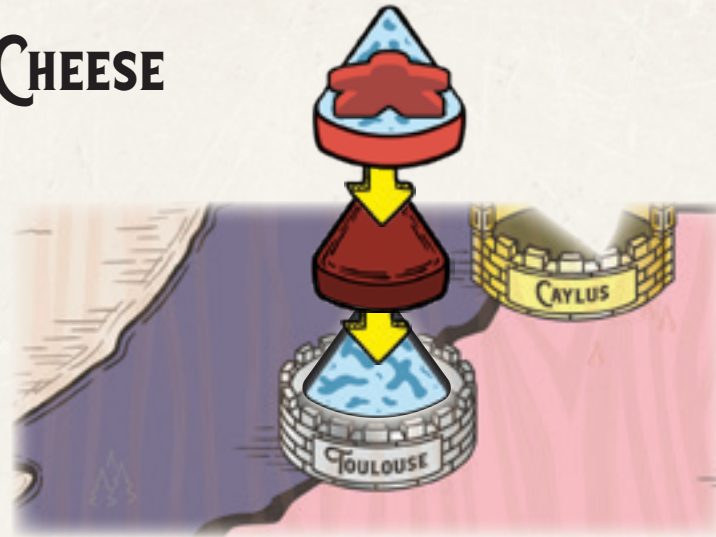


When the Board rotates, your Workers rotate along with it.


This automatically counts down the turns until your Worker is ready to be used again.



The more valuable cheeses take longer to age, and gathering more resources takes more time. So, when you choose a more powerful action, you will have to wait longer to retrieve your Worker.

MAKE CHEESE






To make this Bleu Cheese, place a Cheese Token on the space. Then place your Bleu Cheese Worker on top.

Making cheese is the main way to score Prestige Points .


To Make Cheese, place a Cheese Token  on an empty cheese space in your current Location (the quadrant facing you). Then place your Worker  of matching cheese type on top of it.

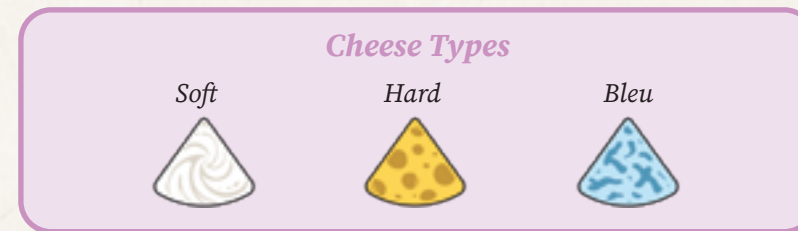
Each cheese space has a **cheese type** (Soft, Hard, or Bleu). A space's cheese type determines which Worker can make that cheese. You may only make cheese in a space if you have the matching Worker available.

Each cheese space also has an **age**. Making cheese with a greater age is more valuable, but comes with a greater cost of having to wait longer before that Worker is available again. Cheese on a bronze space will take 1 turn to age, silver will take 2 turns, and gold will take 3 turns. The benefits of the bronze, silver, and gold spaces vary by Location. (We'll learn about Locations on pages 8-9.)


Some cheese spaces have a  or  icon. You cannot make cheese in these spaces unless you use a Fruit Token . (We'll learn about Fruit on page 10.)


You can only Make Cheese ONCE per turn.

In 2 and 3 player games, some cheese spaces have a . You cannot make cheese here.




GATHER RESOURCES

Send Workers  to gather resources to make your creamery more efficient and increase your scoring potential.


Gather Resources from the quadrant of the Resource Tile  facing you by placing an available Worker on a resource space where a Worker is not already present. Each quadrant offers one type of resource (Structures, Livestock, Fruit, or Orders) with 3 spaces (1, 2, and 3). When placing your Worker in one of these spaces, **immediately** take that number of resources from the resource tray. (We'll learn about each resource on pages 10-11.) Keep in mind that the more resources you gain, the longer it will take for your Worker to be ready again.

You can only Gather Resources ONCE per turn.

Clarifications:

- Do not place Cheese Tokens  on resource spaces.
- The Worker type (Soft, Hard, Bleu) does not matter for gathering resources.
- Resources are unlimited. If ever a Resource Tray runs out, use resources from the other tray or place a x3 Token beside one of your resources.
- You may use resources on the same turn they were acquired.
- Each resource token comes in a variety of shapes, but they are functionally the same.



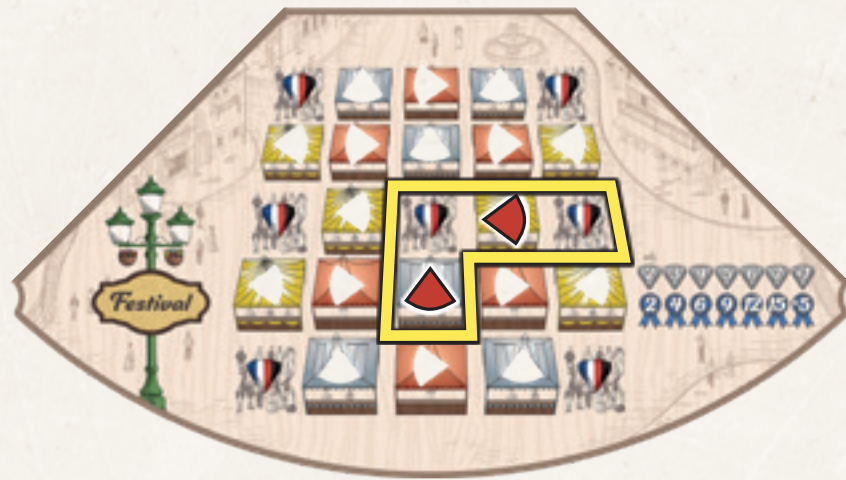
This turn, the Structure  resource action is facing you. You place your Worker on the 2 space and immediately take 2 Structure Tokens. You'll have to wait 2 turns for this Worker to be available again.

LOCATIONS

Festival

Show off your cheese to crowds gathered at the cheese festival in the town square.

Score points by making orthogonally adjacent cheeses (diagonal cheeses are not adjacent). The Free Sample spaces count as having all players' Cheese Tokens there. Bronze spaces are adjacent to 0, silver spaces are adjacent to 1, and gold spaces are adjacent to 2. At game-end, count your adjacent Cheese Tokens (including) and consult the scoring rubric to determine your score. You may score multiple groups of adjacent cheese.



You have a group of 4 adjacent Cheese Tokens.
You score 6 Prestige Points.

Fromagerie

Impress customers with your wide selection of cheeses displayed at the local fromagerie.

Each shelf's Display Sign has a bonus. **Immediately** gain a shelf's bonus when placing a Cheese Token on the shelf. The shelves for cheeses that are aged longer offer more valuable bonuses. At game-end, count the number of unique shelves with your Cheese Tokens and consult the scoring rubric to determine your score.



You (red player) make a cheese on the left silver shelf and immediately gain a resource of your choice. You choose to take a Fruit Token.
You now have Cheese Tokens on 3 different shelves.
At game-end, you would score 5 Prestige Points, plus 1 for the bronze shelf that gives you a point, for a total of 6 Prestige Points.

: Gain 2 different resources.

: Gain 1 of any resource.

: Gain 1 of any resource.
At game-end, reduce your Fromagerie score by 1.

Bistro

Serve cheese to prestigious guests of a famous French restaurant.

For each table containing at least 1 of your cheese tokens, score the points shown on the table. Then, you get a multiplier based on the number of tables where you made both cheeses. If you have 1 table with a pair of cheeses, multiply your Bistro score by 2. If you have 2 pairs, multiply by 4. If you have 3 pairs, multiply by 6.



Your tables score $3 + 2 + 1 = 6$ Prestige Points.
You have 1 table with a pair of cheeses, so you multiply your score by 2.
You score $6 \times 2 = 12$ Prestige Points.

Villes

Deliver cheese to cities across the country to expand your distribution network.

The France map is divided into 6 regions. Cheese spaces influence the regions they touch. Bronze spaces influence 1 region, silver spaces influence 2 regions, and gold spaces influence 3 regions. At game-end, if you have the most influence in a region, take the Region token. The value of a token varies by player count.

If there is a tie for most influence, flip the Region Token to the "Tied" side. Each tied player scores the indicated number of points (the value varies by player count).



You (red player) have the most cheese in the purple, blue, white, and green regions so you take those Region Tokens. You tied for most cheese in the orange region.

RESOURCES

Fruit

Use fruit to make jam and fruited cheeses to add a twist to traditional cheese flavors. Fruit gives you access to some cheese spaces that are otherwise blocked.

When gaining Fruit Tokens, place them in your Player Board's Berry Patch. To make cheese in a space with a Fruited Cheese or Jam icon, you **must** use Fruit. Move the Fruit Token from your Basket to the corresponding spent area. At game-end, score Fruit by multiplying the number of Fruit you used for Fruited Cheese by the number of Fruit you used for Jam.



You just made a cheese with jam. You must move a Fruit Token from your Basket to the Jam space.



You made 2 Fruited Cheeses and 3 Cheeses with Jam. You score $2 \times 3 = 6$ Prestige Points.

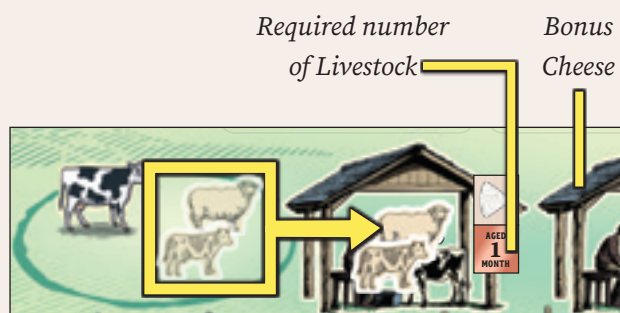
Livestock

Livestock provide milk that helps you make more cheese. When milking livestock, you get to place a Cheese Token without using a Worker. This enables you to make cheese faster and possibly end the game earlier.

When gaining Livestock Tokens, place them in the ring on your Player Board. At any time, move Livestock from the ring to a Milking Parlor of your choice. Once a Milking Parlor has its required number of Livestock, you immediately get its Bonus Cheese. Place a Cheese Token on a space in your Location that matches the type and age of the Bonus Cheese icon. You may use each Milking Parlor once.

Clarifications:

- If placing a Bonus Cheese on a space with a Fruit requirement, you must use Fruit.
- You can place multiple Bonus Cheeses in the same turn.



You decide to milk your 2 Livestock, so you move the Livestock to a Milking Parlor. This Milking Parlor's Bonus Cheese is a Bronze Soft Cheese.



So, you get to place a Cheese Token on a Bronze Soft Cheese Space without using a Worker.

Orders

Fulfill custom orders to build a loyal customer base. Orders can be worth a lot of Prestige Points if you carefully plan which Locations and cheese spaces to use for completing Order Cards.

When drawing Order Cards, place them face-up to the left of your Player Board. To complete an Order, make a cheese that matches the card's requirements. The requirement includes a specific Cheese Type and Age. Place the completed Order below your Player Board under the name of the Location where you made that cheese. At game-end, consult the scoring rubric to determine your score for each Location.

Clarifications:

- You can only complete 1 Order per Cheese Token, even if it would satisfy multiple Orders' requirements.
- You cannot retroactively complete Orders; if you draw an Order and previously made a cheese that matches its requirements, the Order is not completed.
- You may choose to not complete an Order if you would rather wait to complete it in another Location.
- You can complete Orders using Bonus Cheese from milking Livestock.
- Orders can be completed with or without Fruit.

Structures

Build structures to upgrade your creamery and increase its efficiency. Structures give you unique abilities and scoring bonuses.

When gaining Structure Tokens, immediately place them on empty scaffolding spaces of your choice. After filling a set of scaffolding spaces, you can use its effect, including on the turn you filled it. Evaluate scoring bonuses at game-end. Completed Structures score the indicated number of Prestige Points at the end of the game.

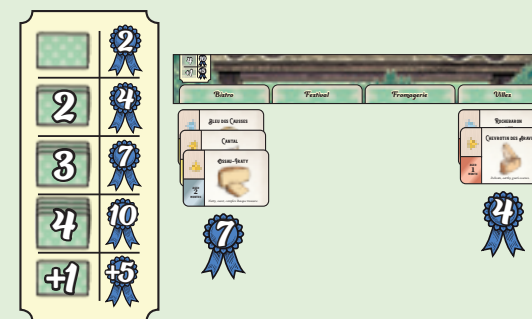
Requirements:

Cheese Type (Bleu)

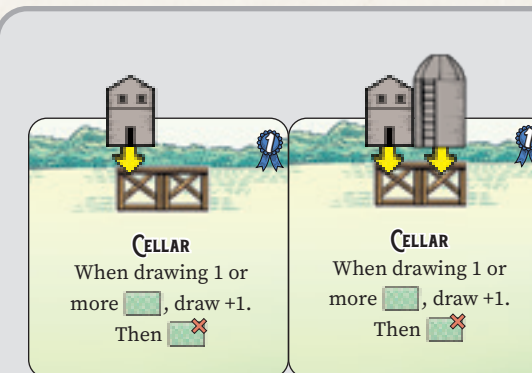
Cheese Age (Aged 3 Months a.k.a "Gold")

BLEU DES CAUSSES

Sharp, robust bleu complexity.



You completed 3 Orders in the Bistro and 2 Orders in the Villes. You score $7 + 4 = 11$ Prestige Points.



You just gathered 3 Structure Tokens. You decide to put 2 of them on the Tasting Room to unlock the ability, and you put the third token on the Farmstand with the intention of completing it later.

STRATEGY TIPS

When placing a Worker, plan where you want your Worker to be available next. Your Worker will become available in the Location that it is pointing at.

Use this method of planning to ensure that you have the desired number of Workers available on future turns.

- If your 3 Workers point in the same direction, you will retrieve all 3 on the same turn. This may be undesirable as you can usually only place 2 of them (unless you have certain Structure abilities), so you may have 1 Worker that can't take an action.
- If none of your Workers point toward a particular Location, then you will have no Workers available that turn. If you want to take actions in that Location, make sure to point your Worker(s) toward it.



You place your Bleu Cheese Worker to gather 2 Livestock. The Worker token is pointed at the Festival, so it will become available when the Festival is facing you. This fits your strategy since you plan to make a Bleu Cheese next to the one you previously made in the Festival.

GAME END

As soon as a player places their final Cheese Token on the Board, they declare that game-end has been triggered. When all players finish the current turn, the game ends.

Remove all Workers from the Board. Total the scores from the 8 categories. The player with the most Prestige Points wins. If tied, the player that made more cheese wins. If still tied, victory is shared.

Clarification:

All Cheese Tokens on the Board count, regardless if they have fully aged or not. So, on the final turn, take the best actions available. Don't worry about waiting to retrieve your Workers because the game is about to end.



Name	Red	Blue
Bistro 	12	8
Festival 	6	20
Fromagerie 	15	6
Villes 	12	12
Structures 	0	2
Fruit 	6	9
Orders 	11	4
per 2 unused	1	0
Total	63	61

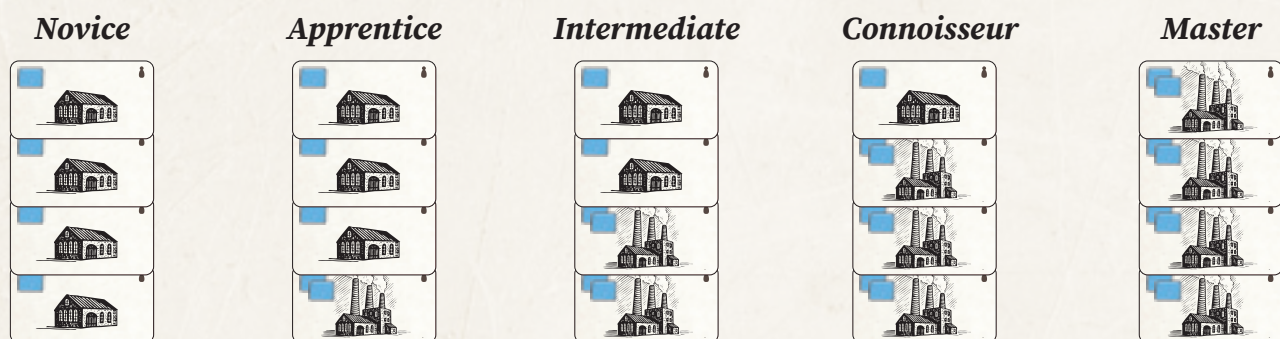
SOLO MODE

As factories rise, your small creamery must now compete against mass production. Can you preserve tradition, and avoid disappearing in the shadow of the corporate cheese manufacturers to secure your place in cheese-making history?

In this mode, you play against the Corporation. Follow all the standard rules of play with the following exceptions:

Setup

Choose your difficulty level and create the Corporation Stack as follows:



Place the Corporation Stack on your starting Location below the Location name.

The Corporation takes a set of 3 Workers.

The Corporation takes 20 Cheese Tokens. You will need to combine 2 different player colors. There will be no functional difference between the Corporation's different color Cheese Tokens.

The Corporation does not get a Player Board or resources.

Form a single deck of all the Order cards.

For experienced players, do the following instead of the Structure Tile draft:

- Draw 4 tiles, place 1 on your Player Board, and discard the rest.
- Then, draw 3, place 1, and discard the rest.
- Finally, draw 2, place 1, and discard the other.



Gameplay

At the start of each turn, the Corporation draws the number of Order Cards shown on the top Corporation Stack tile. For each card drawn, place 1 of the Corporation's Cheese Tokens on an empty cheese space in your current Location that matches the card's requirements. Never place the Corporation's Workers on top Cheese Tokens. If there are multiple cheese spaces that meet the card's requirement, choose one. If there are no available cheese spaces that meet the card's requirement, the Corporation scores the Order Card. Make a stack of cards that the Corporation has scored.

Then, if the Order Card shows a cheese type (Soft, Hard, or Bleu) AND an age (bronze, silver, or gold), the Corporation's corresponding Worker moves to the Resource Tile in your Location. If the Order Card is bronze, place it on the 1 space. If silver, 2. If gold, 3. If that space is already occupied by a Worker, then it does not move its Worker. If the Order Card only has 1 requirement, do not move the Corporation's Workers. If the Corporation draws 2 Order Cards, only move a Worker for the second card drawn. The Corporation never collects resources; it only moves its Workers to block spaces.

If the Corporation was able to make cheese with an Order Card, return it to the bottom of the deck.



At the start of the turn, the Corporation draws 1 Order Card because the top Corporation tile shows 1 card icon.

The card shows a Silver Soft cheese, so the Corporation places a Cheese Token on the Silver Soft space.

Then, the Corporation moves its Soft Worker to the 2 space on the Resource Tile.

After every four turns (when the Corporation Stack returns in front of you), remove the top tile in the Corporation Stack.

Game End

The Corporation triggers game-end if it has no Cheese Tokens remaining, or if no tiles remain in the Corporation Stack.

The Corporation scores 50 Prestige Points, plus 2 points per Order Card.

PLAYER BOARD STRUCTURES

Barn / Garden Shed / Kitchen / Tool Shed: Place a Worker here to gain the resource shown on the tile. Retrieve the Worker at the start of the next turn.

Calf barn / Greenhouse / Tasting Room / Workshop: When placing a Worker in the shown quadrant of the Resource Tile, gain 1 of the shown resource.

Farmstand / Loading Dock / Sheepfold / Spice Garden: When making cheese in the shown Location, gain 1 of the shown resource.

Grooming House / Headquarters / Restaurant / Specialty Cheese Shop: At game-end, gain 1 Prestige Point for each of the shown resource that you have. It does not matter if you have used/completed that resource or not.

STRUCTURE TILES

Aging Room: When you place a Cheese Token on an Aged 3 Months (gold) cheese space, gain a Livestock Token.

Break Room: Each turn, if you decide to place no Workers (or if you have no available Workers to place), you may take an Order, Livestock, Fruit, or Structure.

Byre: When moving a Fruit token to the fruited cheese or jam spaces, gain a Livestock Token.

Café: At game-end, score 2 Prestige Points for each completed Bistro table where you have at least 1 Cheese Token.

Cellar: Any time you draw Order Cards, draw exactly 1 more. Then discard any card from your hand.

Cheese Cart: At game-end, score 2 Prestige Points for each “free” farmstand that is adjacent to your Cheese Tokens.

Creamery: After making a Soft Cheese with Fruit, gain a Fruit Token.

Dairy Barn: You may use each of your Milking Parlours with one fewer Livestock than the shown cost.

Garage: At game-end, score 2 Prestige Points for each different color Truck Token that you have.

Goathouse: Any time you would gain a Fruit Token, you may take a Livestock Token instead of the Fruit Token.

Grocery Store: When Making Cheese at the Fromagerie, gain the shelf’s bonus twice.

Mold Cave: At any time, discard an Order Card to retrieve your Bleu Worker from another Location (not your current Location).

Orchard: Place a Worker here to move A Fruit Token from your Berry Patch to your fruited cheese or jam space. Retrieve the Worker at the start of the next turn.

Sales Office: When completing an Order Card, gain a Fruit Token.

Silo / Water Tower: When placing a Worker in the shown section of the Resource Tile, gain 1 of the shown resource.

Test Kitchen: Place a Worker here to draw 2 Order Cards. Then discard any card from your hand. Retrieve the Worker at the start of the next turn.

Trading House: Any time you would gain a Structure Token, you may take an Order, Livestock, or Fruit instead of the Structure Token.

Utility Room: Place a Worker here to gain an Order, Livestock, Fruit, or Structure Token. Retrieve the Worker at the start of the next turn.

Warehouse: After game-end is triggered, you may rotate the board once more and take one more turn.

Windmill: Any time you would gain an Order Card, you may optionally take a Structure instead of the Order Card.

Workers’ Quarters: Each turn, you may take an additional Gather Resources action by placing a second available Worker on an open space on the Resource Tile.