FROMAGE

STORY

You are a small-town French cheesemaker in the early 20th century making, aging, and selling your artisanal cheeses. Your journey is a symphony of passion and dedication as you strive to create the most prestigious creamery with the most sought-after cheeses in all of France.

OVERVIEW

Fromage is a simultaneous worker-placement game where you make cheese and gather resources by placing Workers 🧍 onto the board quadrant that is facing you. Once all players have finished their actions, the board rotates, aging the cheese, and presenting everyone with a new quadrant. At game-end, you score Prestige Points 🎀 for your cheese and for managing your creamery's resources. The player with the most Prestige Points wins.

Setup

A   Each **Insert** shows a player count and a numeral (I/II). Find the 4 Inserts that match your player count. Use side I for your first game. Experienced players may use any combination of I and II sides, or the additional 4-player setup printed on the Boards. Slot the Inserts into the matching **Board** quadrants. Return unused Inserts to the box.

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

4-player seating:

or
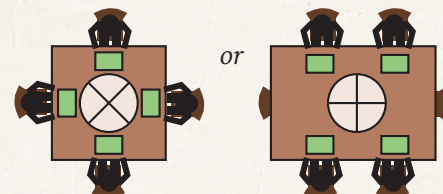
C   Place a random **Customer Token** on each on the *Villes* Board quadrant.

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

E   Each player takes the 15 wood **Cheese Tokens** and 3 **Workers** of their chosen player color. Take a Soft, Hard, and Bleu **Worker Base** and attach your Workers to them.

F   Each player takes a random **Player Board**. 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 in the space to the left of your Structure abilities.

- **Livestock** go in the pasture.

- **Fruit** goes in your basket.

- **Orders** go face-up to the left of your Player Board.

Structure Tiles (Advanced Mode)

G   Draft **Structure Tiles**. Each player takes 4 random tiles. Set 1 tile aside to keep and pass the rest to the left; repeat until you have chosen 4 tiles. Then, place any number of your chosen tiles over the ones printed on your Player Board. Return unwanted tiles to the box.

Turn Structure

At the start of each turn, all players **Retrieve Workers**. Then, all players simultaneously take actions in the quadrant that is currently facing them. Using your available Workers 👤, you may perform ONE **Gather Resources** action and ONE **Make Cheese** action in either order.

When everyone is ready, rotate the board 90 degrees clockwise and begin the next turn.
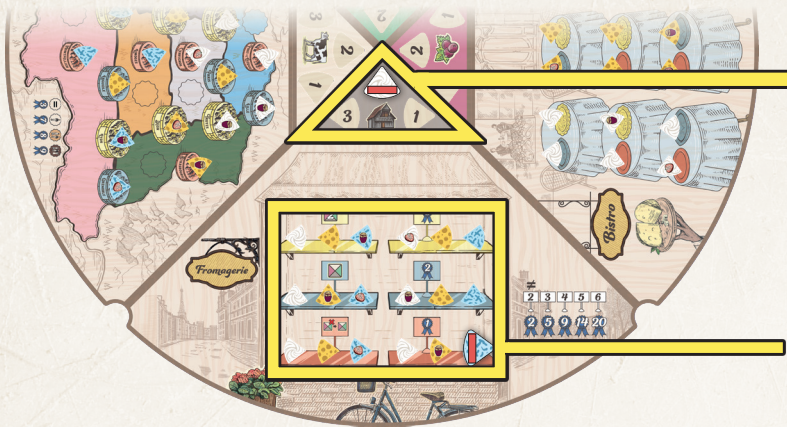
Gather Resources (once per turn)

Make Cheese (once per turn)

Your current quadrant

You

Rotate the board 90 degrees clockwise after each turn
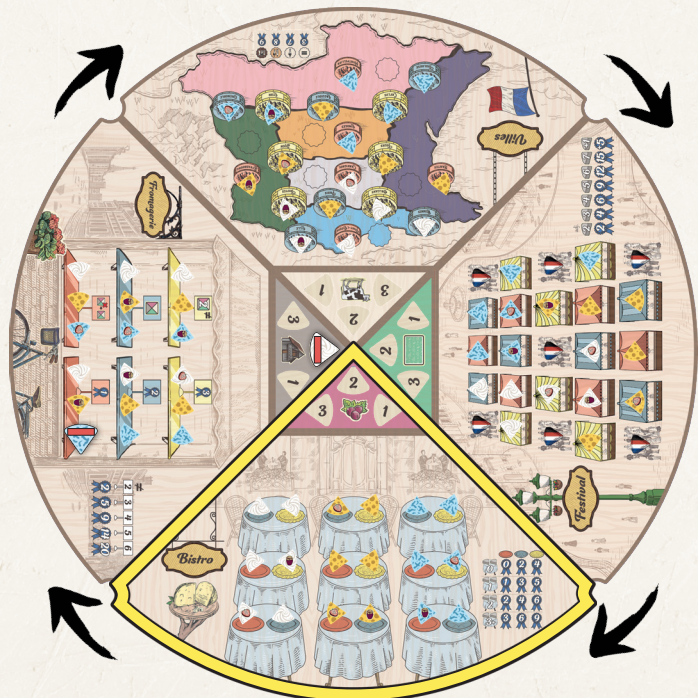
Now you can Make Cheese and Gather Resources in a new quadrant!

*In the rare case that 2 or more players refuse to play until they see each other's action first,
those players take turns clockwise from the player facing the Structure quadrant of the Resource Tile.
(Developer Note: Over hundreds of playtests, we never had to resort to this. This rule is included only because it is theoretically possible.)*

Retrieve Workers

At the start of each turn, check if any of your Workers are facing you. Take those Workers and place them in front of you. These Workers are now available to Make Cheese or Gather Resources.

Clarifications:

- 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 🧀. These will be scored at game-end.

This Worker is NOT facing you, so you do NOT take this Worker.

This Worker is facing you, so you take this Worker.
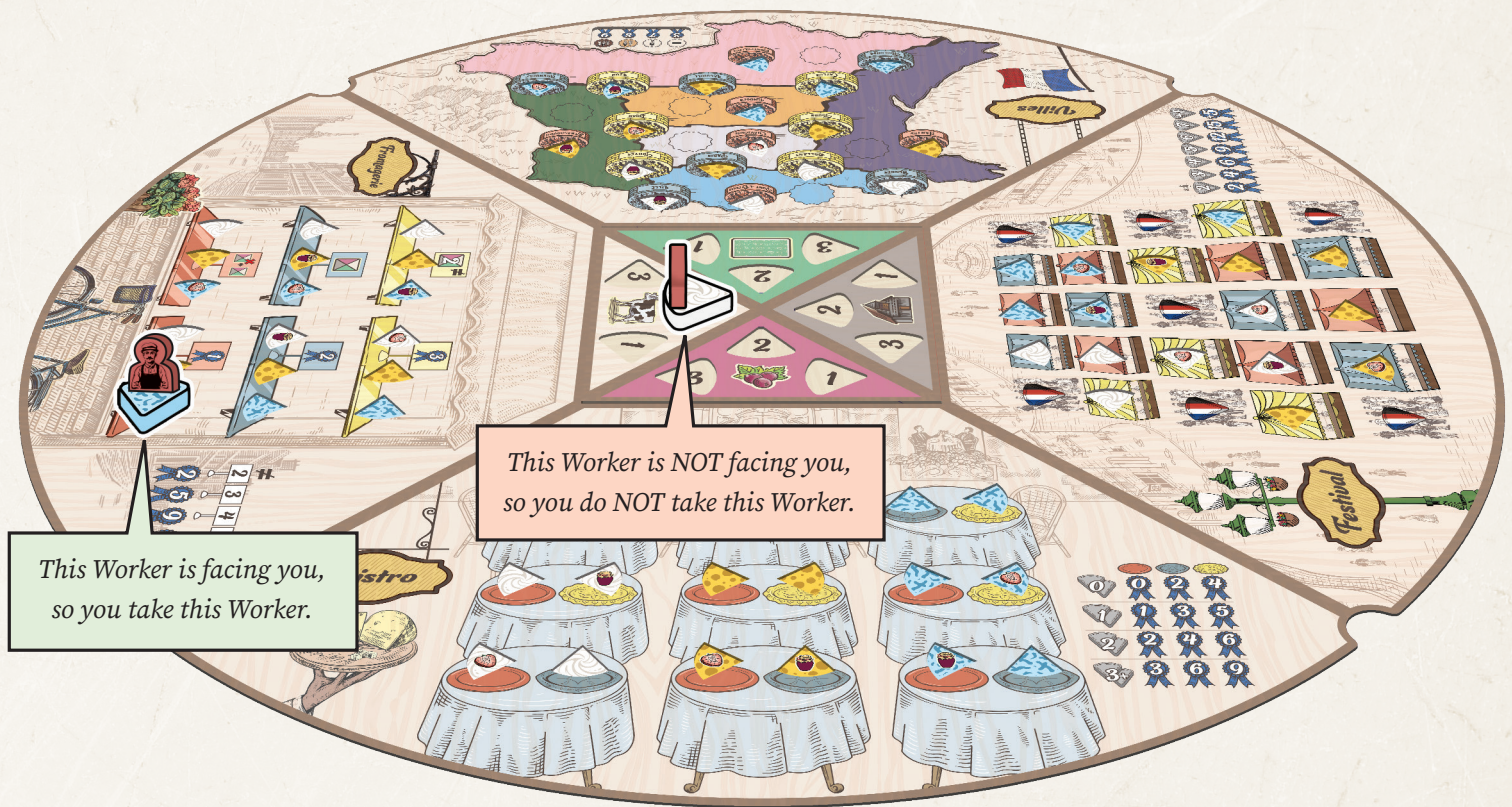
When the Board rotates, your Workers rotate with it.
This automatically counts down the turns until your Worker is ready to be used again.

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

Make Cheese

A creamery is only as good as the cheese it makes! You will score most of your Prestige Points 🎗️ by Making Cheese.

To Make Cheese, place a Cheese Token 🧀 on an empty cheese space in your current quadrant. Then place your Worker ♟️ of matching Cheese Type on top.

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

Each cheese space has a **Cheese Type** (Soft, Hard, or Bleu). A space's Cheese Type determines which Worker you must use to make that cheese.

Cheese Types		
Soft	*Hard*	*Bleu*

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 fully age, Silver will take 2 turns, and Gold will take 3 turns. The benefits of the Bronze, Silver, and Gold spaces vary by Venue. (We'll learn about the 4 Venues on pages 8-9.)

Some cheese spaces have a 🍓 or 🍇 icon. You must use a Fruit Token to make these cheeses. (We'll learn about Fruit on page 10.)

You can only Make Cheese ONCE per turn.

In 1-3 player games, some cheese spaces have a 🚫. You cannot make cheese here.

Cheese Ages			
	Aged 1 Month (Bronze)	*Aged 2 Months (Silver)*	*Aged 3 Months (Gold)*
Villes			
Festival			
Fromagerie			
Bistro			

Gather Resources

Send Workers 👤 to acquire Resources that can be used to expand your creamery and make it more efficient.

To Gather Resources, place one of your available Workers on an empty space in the quadrant of the Resource Tile 🔲 that's facing you. Each quadrant provides a type of Resource (Structures, Livestock, Fruit, or Orders) with 3 spaces (labeled 1, 2, and 3).

When you place a Worker on one of these spaces, **immediately** take the corresponding number of Resources from the Resource Tray. (We'll learn about each Resource on pages 10-11.) Remember, the more Resources you gather, the longer it will take for your Worker to be ready again.

You can only Gather Resources ONCE per turn.

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

Clarifications:

- Do not place Cheese Tokens 🧀 on Resource spaces.

- The Worker type (Soft, Hard, or Bleu) does not matter when Gathering Resources.

- You may use Resources on the same turn you acquired them.

- The Fruit, Livestock, and Structures come in a variety of shapes, but are functionally the same.

- Resources are unlimited. If a Resource Tray runs out, take Resources from the other tray or swap some of your used Resources with a x3/x5 token 🏠 🐄 🍇 🟩.

Strategy Tip

When placing a Worker, plan where you want your Worker to be available next. Your Worker will become available when the quadrant that it points at has rotated to you. (See page 13 for details.)

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 cheeses and consult the scoring rubric on the board. You may score multiple groups of adjacent cheese.
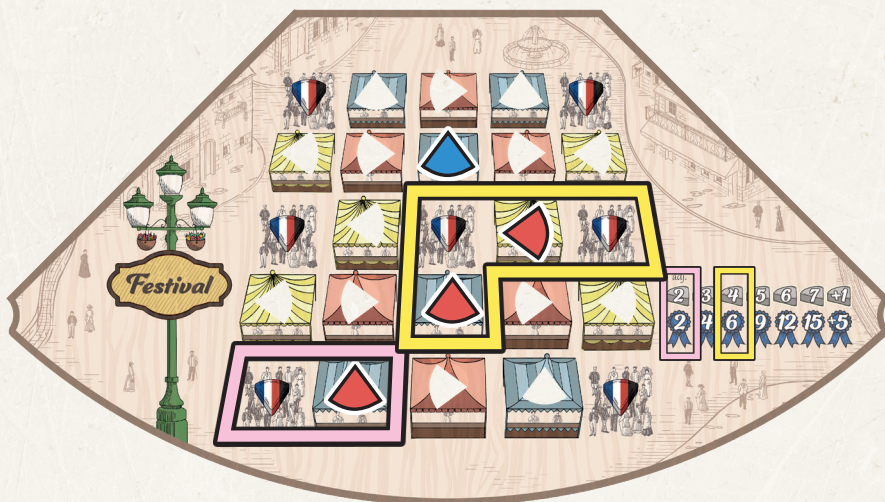
You (red player) score 6 points for your group of 4 Cheese Tokens, and 2 points for your group of 2 Cheese Tokens.
You score 6 + 2 = 8 Prestige Points.

Fromagerie

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

Each shelf's Display Sign 🔖 has a bonus. Shelves for longer-aged cheeses offer more valuable bonuses. If a sign shows a Resource bonus, gain the bonus **immediately** after placing a Cheese Token there. At game-end, count the number of different shelves with your Cheese Tokens and consult the scoring rubric on the board. For each of your Cheese Tokens on a shelf with a point bonus, add the indicated number of points.
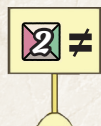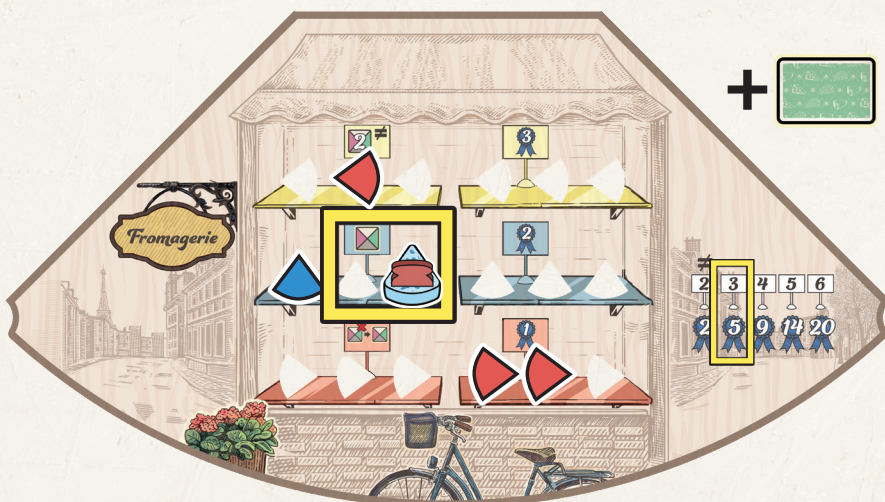
🟨 2≠ : Gain 2 different Resources.

🟦 : Gain 1 of any Resource.
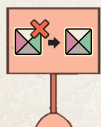
🟥 : Discard an unused Resource. If you do, gain any Resource.

You (red player) make a cheese on the left Silver shelf and immediately gain a Resource of your choice. You choose to draw an Order Card. You have Cheese Tokens on 3 different shelves worth 5 points, plus 1 for each of your Cheese Tokens on the bottom-right shelf.
You score 5 + 1 + 1 = 7 Prestige Points.

Bistro

Serve cheese pairings to prestigious guests of a famous French restaurant.

Score points for each plate with your Cheese Token. Make pairings by placing 2 of your Cheese Tokens on the same table. At game-end, consult the scoring rubric on the board. The number of pairings you made determines how many points each plate is worth.

You (red player) have 1 pairing, so you score using the row marked for 1 pairing.
You score 1 point for your Bronze plate,
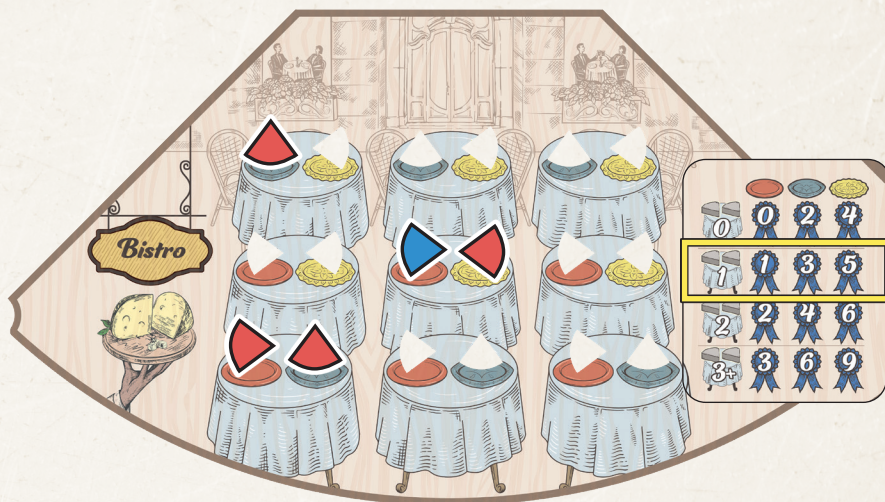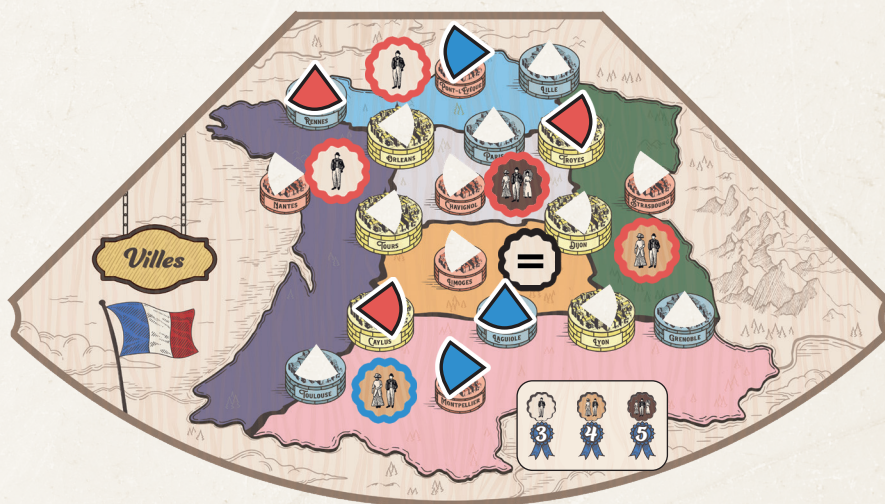*3 points for each of your Silver plates,*
and 5 points for your Gold plate.
You score 1 + 3 + 3 + 5 = 12 Prestige Points.

Villes

Deliver cheese to cities across the country to expand your customer base.

The 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 Customer Token 👤👤👤. The value of a token varies by player count, as indicated on the board.

If tied for most influence, flip the token to the tied side =. Tied players score the indicated number of points. The value varies by player count. In 1-2 player games, ties are worth 0 points.

You (red player) have the most cheese in the purple, blue,
white, and green regions so you take those Customer Tokens.
You tied for most cheese in the orange region.
You score 3 + 3 + 4 + 5 = 15 Prestige Points.

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 basket. 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.
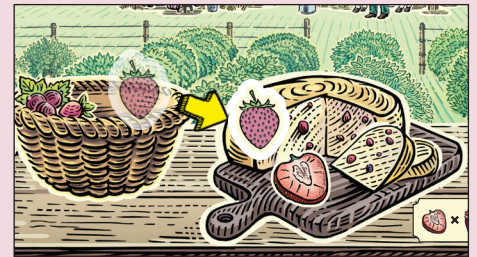

You just made a Fruited Cheese. You must move a Fruit Token from your basket to the Fruited Cheese space.

You have 1 Fruited Cheese and 3 Jams. You score 1 x 3 = 3 Prestige Points.

Livestock

Livestock provide milk that helps you make more cheese. When milking Livestock, you can place a Cheese Token without using a Worker. This enables you to make multiple cheeses in a turn and possibly end the game earlier.
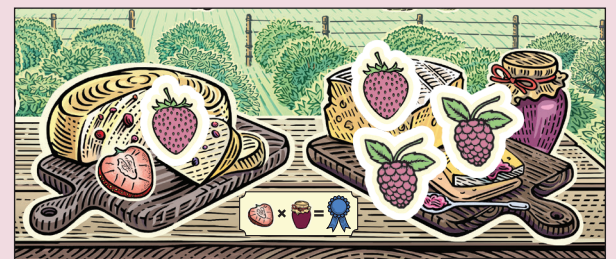
When gaining Livestock Tokens, place them in your Player Board's pasture. At any time, use a Milking Parlour by moving the required number of Livestock from the pasture to the chosen Milking Parlour. Then immediately place that Milking Parlour's Bonus Cheese: Place a Cheese Token on a space in your current Venue matching the Bonus Cheese Type and Age. Do not put a Worker on it. You can use each Milking Parlour once.

Clarifications:

- You can do a Make Cheese action and place a Bonus Cheese in the same turn.
- You can place multiple Bonus Cheeses in the same turn.
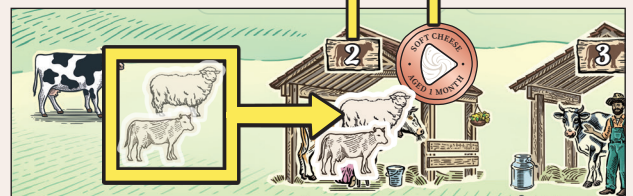- If placing a Bonus Cheese on a space with a Fruited Cheese or Jam icon, you must use Fruit.

Required number of Livestock — Bonus Cheese Type & Age

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

You can now place a Cheese Token on a Bronze Soft Cheese Space without using a Worker.

Orders

Fulfill Orders to build a loyal customer base. Optimize your Order and Venue scoring by carefully planning which cheese spaces to use for completing Order Cards.

When drawing Order Cards, place them face-up to the left of your Player Board. Orders have 2 requirements: a Cheese Type and Age. When you place a Cheese Token that matches the requirements, you may immediately complete the Order by placing it to the right of your Player Board. At game-end, consult the scoring rubric.

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 can complete Orders using Bonus Cheese from milking Livestock.

Requirements:

Cheese Type (Bleu)

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

You completed 4 Orders.
You score 8 Prestige Points.

Structures

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

When gaining Structure Tokens, place them on the space to the left of your Structure abilities. At any time, unlock a Structure ability by moving Structure Tokens from this space to fill the set of empty scaffolding spaces ⊠. Then you can start using its ability. Abilities can be triggered any number of times. Evaluate scoring bonuses at game-end.

(Clarifications for Player Board Structure Abilities are on the back of the rulebook.)
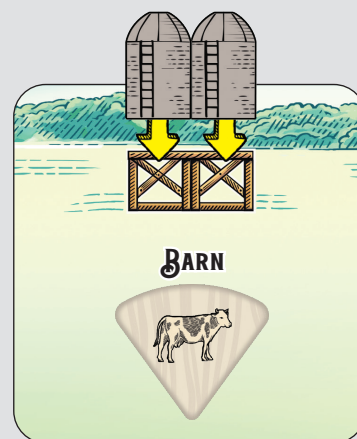
BARN

You decide to build 2 of your Structure Tokens on the Barn to unlock its ability.

GAME-END

When a player places their final Cheese Token, they must declare that game-end is triggered. When all players finish the current turn, the game ends.

Remove Workers from the Board. Total the scores for each Venue and Resource. Score 1 Prestige Point for every 2 unused Resources. 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, make the best available cheese and gather as many Resources as possible.

| Name	Red
Bistro	13
Festival	6
Fromagerie	15
Villes	8
Structures	5
Fruit	6
Orders	8
🎀 per 2 unused ❎	1
Total	62

Strategy Tips

Plan Ahead!

When placing a Worker, plan where you want the Worker to be available next. The Worker will become available when the quadrant that it points at has rotated to you.

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 you want to take actions in a particular quadrant, make sure to point your Worker(s) toward it. If none of your Workers point toward it, you may have no Workers available that turn.
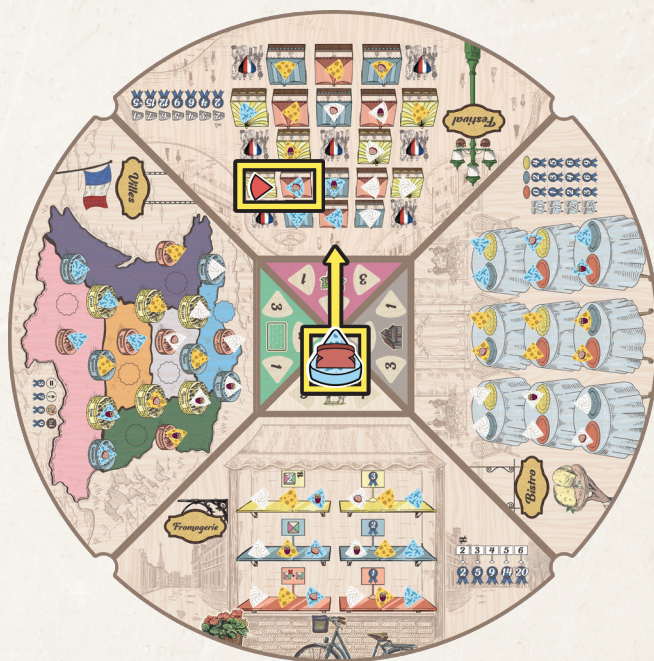

You place your Bleu Cheese Worker to gather 2 Livestock. The Worker token is pointed at the Festival, so it will become available when the Festival is facing you. This fits your strategy since you plan to make a Bleu Cheese next to the one you previously made in the Festival.

Focus on a Few Things

Each Venue and Resource gives an increasing number of points the more you interact with it. So, focus your strategy on a couple Venues and a couple Resources.

Complete Orders Strategically

You should not always complete an Order Card just because you can. If the cheese does not fit your strategy for the Venue, you could end up scoring poorly in that Venue.
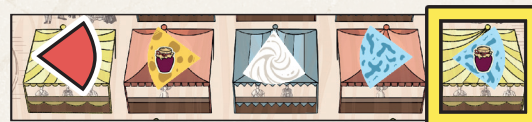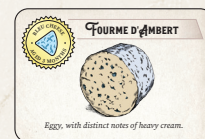
You have an Order requiring a Bleu Gold cheese. You could complete it by making the highlighted cheese. However, this does not fit your Festival strategy since it is not adjacent to your Cheese Token. Perhaps you should complete this Order in another Venue.

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:
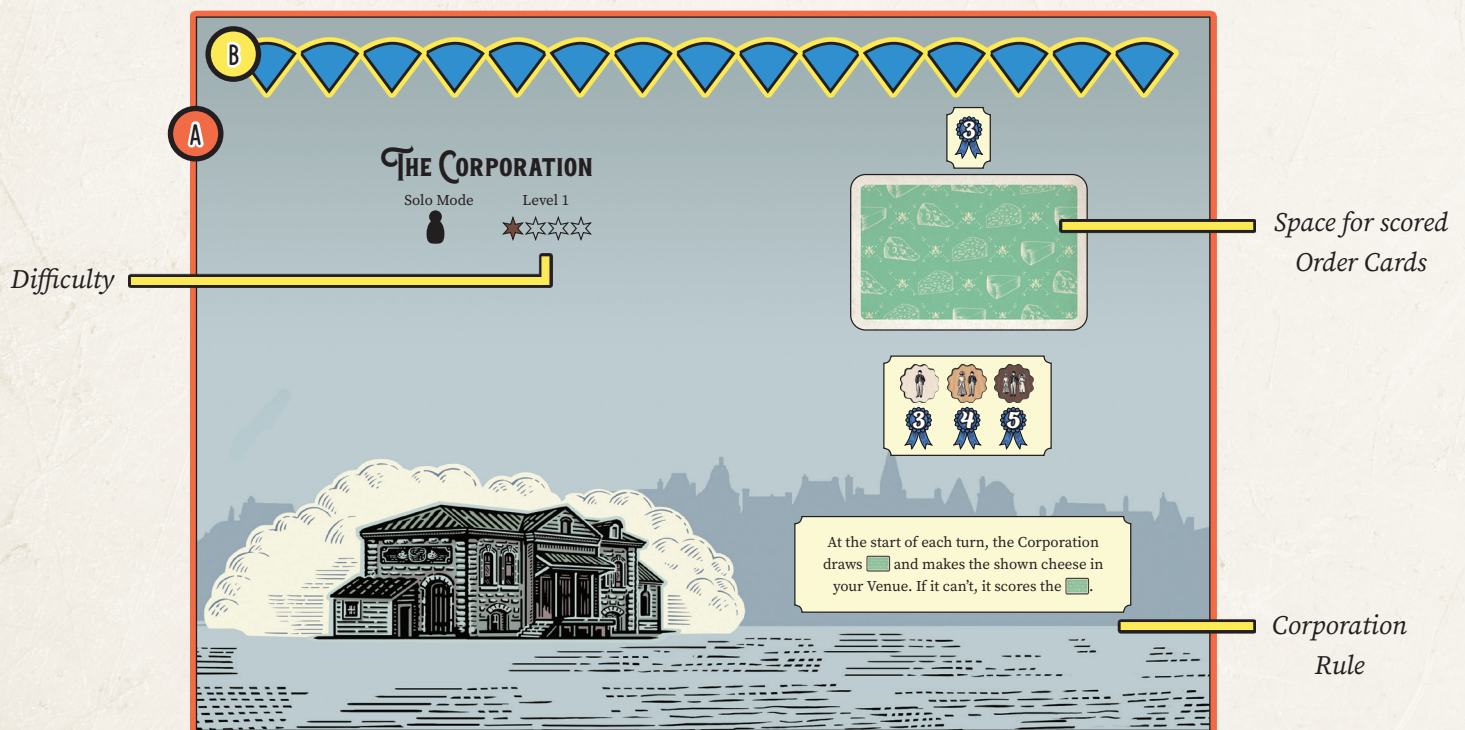
Setup

(A) For your first game, place the Level 1 Corporation Board beside your Player Board.

(B) Place the Corporation's Cheese Tokens on the Corporation Board's cheese spaces. On the higher difficulty boards, 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 use Workers, nor start with any 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, keep 1, and discard the rest.
- Then, draw 3, keep 1, and discard the rest.
- Then, draw 2, keep 1, and discard the other.
- Finally, draw 1.

Difficulty

THE CORPORATION
Solo Mode   Level 1

Space for scored Order Cards

At the start of each turn, the Corporation draws ▭ and makes the shown cheese in your Venue. If it can't, it scores the ▭.

Corporation Rule

Gameplay

Each turn, the Corporation acts first and draws an Order Card. Take the Corporation's leftmost Cheese Token and place it on an empty cheese space in your current Venue that matches the card's requirements. If there are multiple cheese spaces that meet the card's requirement, choose one. The Corporation does not need Fruit to place on a Fruited Cheese or Jam space. Then discard the Order Card. If you run out of Order Cards, shuffle the discard pile.

If there are no available cheese spaces that meet the Order Card's requirement, place it on the Corporation Board's card space to be scored at game-end.

At the start of the turn, the Corporation draws an Order Card.
The card shows a Bronze Soft cheese.
So, you place a Corporation Cheese Token on a Bronze Soft space.

Game End

The Corporation triggers game-end if it has no Cheese Tokens remaining.

The Corporation scores the highest visible number on its cheese track, plus its Customer Tokens, plus 3 points per Order Card.

If you win, try defeating the Corporation at the next Level. Each Level introduces an additional Corporation Rule to increase the difficulty.

The Corporation scores:
36 Prestige Points for its cheeses,
15 points for its 5 Order Cards,
and 5 points for its Customer Token
for a total of 56 Prestige Points.

STRUCTURE ABILITIES

Each Player Board has a set of 4 unique, but parallel, abilities. For example, the leftmost ability on each Player Board functions the exact same way while outputting a different Resource.

Barn	Delicatessen	Greenhouse	Headquarters
🐄	🧀 in Fromagerie ➡️ 🟩	When gaining 🍇 ➡️ 🍇 *(max 1 / turn)*	🏠 on ⊠ ➡️ 🎗️

Barn: Place a Worker here to gain the Resource shown. Retrieve the Worker at the start of the next turn. This does not count as a Gather Resources action, so you could use all 3 Workers in 1 turn.

Delicatessen: When placing a Cheese Token in the Venue shown, gain 1 of the Resource shown. This includes when placing a Bonus Cheese from a Milking Parlour.

Greenhouse: When gaining the shown Resource (whether from Gathering Resources, the Fromagerie, or another Structure ability), gain 1 additional Resource of that type. You can use this ability once per turn.

Headquarters: At game-end, gain 1 Prestige Point for each of the Resource shown that you used. Unused Resources do not count.

COMPONENT LIST

- 4 Board Quadrants
- 1 Resource Tile
- 12 Inserts
- 4 Player Boards
- 2 Resource Trays
- 12 Workers
- 60 Cheese Tokens
- 36 Order Cards
- 36 Structure Tokens
- 36 Livestock Tokens
- 36 Fruit Tokens
- 32 Structure Tiles
- 6 Customer Tokens
- 8 x3/x5 Tokens

CREDITS