TantoCuore たんとくおーれ

English manual

Tanto Cuore
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0. Game overview

Tanto Cuore is a deck building card game for 2–4 players.

The players take the roles of ”masters of house”, employ a lot of cute maids, are served by them while slowly filling out their house (card deck).

But take care. The maids can become sick, or get bad habits.

When the game ends, the player who has most victory point (VP) gaining maids in his staff (all his cards) is the ”perfect master” and the winner of the game.

Go for a maid harem!

** Note: Tanto Cuore means ”Much heart” in Italian.*

1. Game components

This game consists of this rule book and 280 cards. In the limited edition, a special play mat is also provided.

* 198 Maid cards
- 32 maid chiefs (green frame) of 2 kinds
- 156 general maids (blue frame) of 16 kinds
- 10 private maids (black frame)
* 26 event cards (purple frame) of 2 kinds
* 56 love cards (pink frame) of 3 kinds

2. Setup and terminology

Players sit around the game table. In the middle of the table, all available cards are placed; this is called the *town*. Each player should have enough table space before him to play his cards. This is called the player's *house*. Each player's house consists of the player's personal draw deck, called the *waiting room*, discard pile, called the *kitchen entrance*, play area (where cards are played) and the player's *private quarters* (an area for cards that you own but that are set aside).

* First, sort out the maid chiefs ”**Marianne**” and ”**Colette**” and place them in one stack each in the middle of the table (in the town).

* Second, sort out the event cards ”**Illness**” and ”**Bad habit**”, and place them in one stack each in the town.

* Thirdly, sort out the three Love cards ”**1 Love**”, ”**2 Love**”, ”**3 Love**” and place them in one stack each in the town.

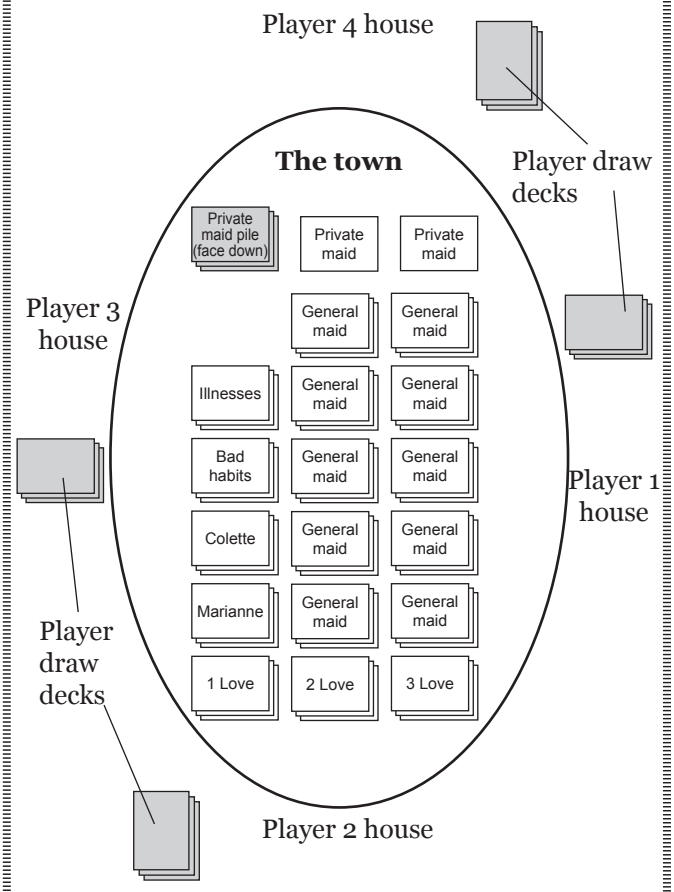
* Fourthly, take all 10 **Private Maids**, shuffle them and place them in one pile face down in the town. Draw the top 2 cards of that pile and place them face up beside the pile.

* Lastly, select 10 of the 16 **General Maids**, randomly or by choice, and place them in ten stacks in two rows of five each in the town, preferrably in cost order (the top right figure on each card). Any combination of General Maids is okay. The unused General Maids are put back in the box and not used in the game.

Recommended selection for the first game

Azure Crescent	Geneviève Daubigny
Viola Crescent	Moine de Lefèvre
Rouge Crescent	Tenalys Trent
Safran Virginie	Sainsbury Lockwood
Kagari Ichinomiya	Anis Greenaway

Set-up example



Each player now takes 7 ”1 love” cards, and 3 ”Colette” cards, shuffles them thoroughly, and places them in a face down stack before him – his *waiting room*. He then draws the top 5 cards and keeps in his hand. This is the staff that *stands by his side*. To draw cards from the draw deck into one's hand is called to *call staff* – ”staff” being generally ”cards”. To play cards from his hand onto the playing area is to *be served by* that staff. Each player's discard pile, where the player discards cards, and also where newly bought cards end up, is called the *kitchen entrance*. To discard cards is generally called to *dismiss staff*. To *get rid of*, or *fire* staff means to return it to the town. To *send staff into your waiting room* means, to put the card on top of your draw deck. To *send staff to the back of the waiting room* means to put it at the bottom of the draw deck.

3. The flow of the game

Decide starting player in any suitable fashion.

Players take turns, with the starting player taking the first turn. Each turn consists of the following four phases (described in detail later in the rules):

1. **Starting phase** (aka "The start of your turn".Certain set-aside cards activate their effect here)
2. **Serving phase** (main game: playing maid cards)
3. **Employ phase** (play love cards, employ new staff)
4. **Dismiss phase** (dismiss used staff, call new)

When the player has finished all four phases, turn goes to the next player in clockwise order. This continues until the game ends, at which point Victory Points are calculated and the winner is decided.

4. The cards

There are three types of cards in this game: **Maid cards**, **Love cards** and **Event cards**.

Maid cards

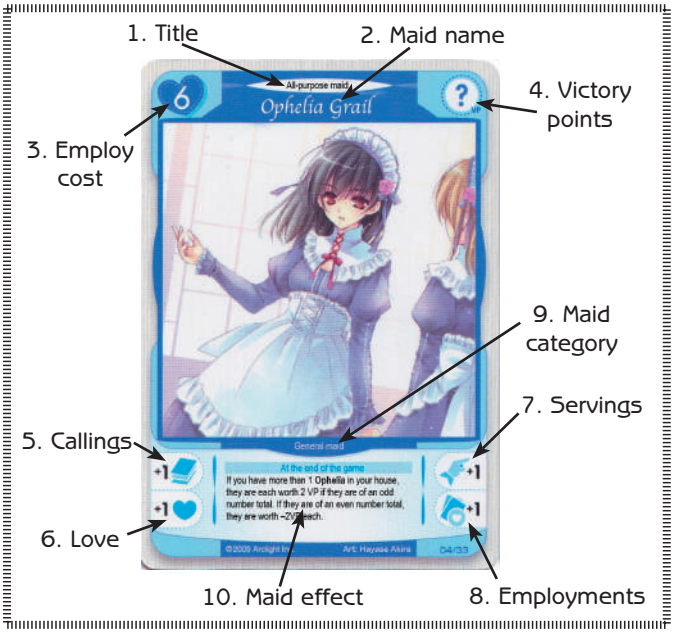
There are three types of Maids: *Maid Chiefs*, *General Maids* and *Private Maids*.

Private Maids (black frame) are a bit special; they never enter the waiting room (draw deck). Instead, they are always chambermaids, i.e. sitting beside your play area. They are described later in the rules.

Maid Chiefs (green frame) mostly only generate Victory Points and have little effect during the game.

General Maids (blue frame) are the cards that form the game. You play these during the Serving Phase.

Playing a maid card from your hand (being served by a maid) costs one "serving". Each player has one serving per turn, so basically, the player can only be served by one maid per turn. (However, certain maids generate more "servings" and will thus allow the player be able to be served by more maids).



Please note: "Maids" in these rules means collectively *general maids*, *maid chiefs* and *private maids*. Love cards are not maids, however, they are part of the staff.

1. Title – The maid's title
2. Name – The maid's name
3. Employ cost – The amount of Love required to employ this maid from the town.
4. Victory Points – The number of Victory Points this maid is worth.
5. Symbol: Callings – The number of extra staff the player will call (number of cards the player must draw from his deck) when being served by this maid.
6. Symbol: Love – The amount of extra Love this maid generates when she serves.
7. Symbol: Servings – The number of extra Servings this maid generates.
8. Symbol: Employments – The number of extra Employments this maid generates.
9. Maid category
10. Maid effect – A text describing the effect the maid has.

Love cards

Love cards generate **Love** that is used to *employ* new staff (buy new cards), and are mostly played during the Employ Phase, but can generally be played at any time.

During a turn, **the player may play as many Love cards as he wishes** to add to his amount of Love (he might have gained some Love from the maids he played during the Serving Phase). **No Servings are needed to play Love cards.**

A **"1 Love"** card will give 1 Love, a **"2 Love"** cards will give 2 Love and a **"3 Love"** card will give 3 Love. Obviously enough.

Love is not kept between turns. Any unused Love is lost when the player's turn ends.

1. Name – card name
2. Employ cost – The amount of Love requires to employ this card from the town.



Event cards

Event cards are **bad cards that give negative effects** to the owner. They are employed during the Employ phase just like other cards, but they usually don't go into the player's decks. Instead, they are placed onto any player's Private Quarters or Chambermaid (chamber maids are maids that have been sent to the players Private Quarters, more on that later). The player who receives this card becomes the owner of the card and suffers the effects.



1. Card name
2. Employ cost – the amount of Love required to employ this card.
3. Victory Points
4. Event effect – The effect the card will have when employed and/or owned.

5. Phase details

5-1 Starting phase

During this phase, effects from certain *Private/Chambermaids* and *Event Cards* take place. Each Private/Chambermaid has the timing of her effect noted on the card, and their effect can only take place once per turn.

Private/Chambermaids who are *ill* do not generate their effect.

A player who has a Illness card placed on any of his Private/Chambermaids may, during the Starting Phase, dismiss a "3 Love" card in order to get rid of the illness (return it to the Town).

As soon as a Private/Chambermaid gets rid of her Illness, she may use her effect immediately.

5-2 Serving Phase

The main phase. It's during this phase that the player plays (is served by) General Maids (sometimes even Maid Chiefs) to gain their effects.

Being served by a maid costs (unless anything else is stated) **one (1) "serving", and each player gets only one serving at the start of his Serving Phase**. This means that each player can only be served by one maid per turn, unless he is served by a maid that generates more servings. (Please note that only playing maid cards from your hand costs servings. Gaining effects from chambermaids (see later) does not cost Servings).

When a player is served by a maid, he first receives the bonuses described by the symbols on the card – *Servings*, *Callings*, *Love* and *Employments*. Of these, **Callings are used immediately**; the player must call the specified number of staff from his waiting room (draw cards from his deck) as soon as he receives Callings. If there are any maids among the staff the player calls, they may serve the player during this same Serving Phase (provided the player has Servings left).

Servings, Love and Employments, though, are stacked. Servings must be used during the Serving Phase, and Employments and Love are used during the Employ Phase, but they do not need to be used immediately. However, no Servings, Love or Employments carry over into the next turn – they are all lost in the players' Dismiss Phase.

Any text on the maid card is resolved after the player has received the symbol bonuses.

Certain maids may, instead of serving the player, become *chambermaids*. To chambermaid a maid means to set her aside from the playing area, in the player's Private Quarters (the area beside the play area, reserved for set-aside cards). **Chambermaids will not be dismissed during the Dismiss phase**, but the player retains ownership. For details, see "6. Chambermaids".

If nothing else is stated, the serving phase ends when the player decides to end it. Usually, it ends when the player has no more Servings or maids by his side. Strictly spoken, however, the phase does not end just because the player runs out of Servings; any effects that must take place during the Serving phase may still be applied even if the player has no Servings left. As stated earlier, no Servings are carried over to the next turn.

5-3 Employ Phase

After the player has been served by his maid(s), he may *employ staff* from the town, which means buy a card from the town. A player can only employ 1 staff member per turn, unless maid effects have increased this number.

To employ a card, the player must have the necessary amount of Love to give to the new staff member. The player may, in the Employ Phase, play any amount of Love cards from his hand to add to any Love he might have gained from being served by maids during the Serving. It does not cost any Servings to play Love cards.

Employing one staff member costs also 1 Employment. Each player gets only 1 Employment at the start of each of his Employ Phases, which means he may employ at least 1 staff member per turn. Howe-

ver, if the player has gained more Employments from maid effects, he may employ as much staff as his number of Employments allow, but he must have enough Love to give to all of the employed staff.

If a player wants a *Private Maid* he can only employ one of the two face-up Private Maids. As soon as anyone employs a Private Maid, draw the next card from the Private Maid stack to replace her.

Newly employed General Maids and Love go to your kitchen entrance, whereas Private Maids go to your Private Quarters, and Events go to any player's Private Quarters. Please note that no newly employed staff goes into your waiting room (draw deck) or to your side (hand), nor into any other player's kitchen entrance, unless specifically stated.

The Employment Phase ends when the player runs out of Employments or Love, or, strictly spoken, when he decides to end it.

5-4 Dismiss Phase

The final part of a player's turn. **All staff that served the player, and all staff still by his side, are dismissed** (all played cards and cards left in hand are put in the player's discard pile). However, the staff in the player's Private Quarters (Private Maids, Chambermaids, Event cards etc) stay where they are, they are not dismissed.

Next, the player calls five staff members from the waiting room (draws five cards from his deck). If the waiting room runs out of staff (no cards in the draw pile), the player calls as many as he can, then all staff in the kitchen entrance rush in total disorder to the waiting room (shuffle the discard pile and form a new draw deck) and then the player calls those missing.

As mentioned earlier, **all excess Love, Servings and Employments are lost at this point. They do not carry over to the next turn.**

Generally about the reshuffling the deck:
The staff doesn't reorganize just because the Waiting Room is empty. They don't notice anything until the master Calls and no one is there. When that happens, they run so chaotically to the Waiting Room that they're all mixed up and the ones who happen to end up closest to the door go to their master's side.

Technically spoken, this means that you don't reshuffle your discard pile until you must draw a card and your draw deck is empty.

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6. Details: Chambermaids

Certain maids have the title *Chambermaid* or *Chambermaid chief*. These may become Chambermaids, which means they can be **set aside of the playing area, in the player's Private Quarters, instead of serving the player.** None of their bonuses or effects will happen and they and will not be dismissed in the Dismiss phase. They will stay in the player's private quarters until the end of the game or some effect forces them away. The player retains ownership and any Victory Points are still valid.

To chambermaid a maid usually costs 1 Serving, but chambermaiding a maid chief can cost 2 Servings – it's noted on the card.

Some Chambermaids have a so-called *Chambermaid Bonus*. The Chambermaid bonus is not applicable unless the maid is a chambermaid, and can thus not be activated if you are served by her normally or, in the case of end-game Victory Point bonuses, she is in your waiting room when the game ends.

7. Details: Private Maids

Private Maids can be seen as *instant chambermaids*. **Once employed, a Private Maid goes straight to your private quarters and will generate her effect once (and only once) each turn.** Some Private Maids are sent to other players' private quarters instead and might generate bad effects. **They can never enter any waiting room nor kitchen entrance.**

A player may only employ (or gain from a card effect) one of the two face-up Private Maids. When one of these are employed, draw the next Private Maid from the stack in town (if possible).

Gaining the effect of a Private Maid does not cost any Servings. Each Private Maid effect has its own timing, please refer to the card text. Also, please note that the symbol bonuses on Private Maids sometimes are conditional; again, refer to the card text.

A player may employ any number of Private Maids but **each player can only have one active Private Maid at any given time.** If a player with a Private Maid gains a new Private Maid, the new maid is placed on top of his former one, who loses all her effects **except her VP and/or end game bonuses**. The player may not change the order of his personal stack of Private Maids.

If a Private Maid is *fired*, she is placed face down at the bottom of the Private Maid draw pile in town.

8. Details: Events

Events are cards with bad effects. They never enter any player's kitchen entrance. Instead, they are put on any other player's private quarters (or private/chambermaid). You may put an event on your own private quarters or private/chambermaid if you wish.

8-1 Bad Habits

A Bad Habit card must, when employed or gained by a card effect, be sent into **Private Quarters containing at least one Private Maid, Chambermaid or Chambermaid chief.** The active player decides which player should get the Bad Habit. The player who receives the Bad Habit cannot refuse it, unless he has a card

in his hand which allows him to (like Claire). There is no limit as to how many Bad Habits a player may have.

Players may be served by Claire during the serving phase to get rid of a bad habit.

8-2 Illnesses

An Illness must, when employed, be **played onto either a Private Maid, a Chambermaid or a Chambermaid chief,** the active player decides which. The player who receives the Illness cannot refuse it, unless he has a card in his hand which allows him to (like Claire). The Illness card is placed on top of the Private Maid or the Chambermaid (chief).

Only the top Private Maid in a player's Private Maid pile can be made ill. Players may place Illnesses on their own private maid if they wish.

A Private/Chambermaid who is ill loses all her power and all her VP. Simply, she counts as if she's not there, though an ill Private Maid still blocks the power of any Private Maids beneath her.

Several illnessess may be played onto the same Private/Chambermaid.

Players may dismiss a "3 Love" card during the Starting Phase, or be served by Claire during the Serving phase, in order to get rid of an illness. A Private/Chambermaid who gets rid of her illness may immediately generate her effect, provided the timing allows.

9. Example of play

Raoul, Baron and Claris are playing the game. It's Raoul's turn.

Raoul has **Colette**, **Colette**, **1 Love**, **1 Love** and **Geneviève** by his side (in his hand).

Raoul has no Private Maids nor Chambermaids, so nothing happens during the Starting Phase.

Serving: Raoul gets one **Serving**, and uses it to be served by **Geneviève**. Her bonus is **1 Calling**, **1 Love** and **1 Serving**.

First, Raoul calls one staff member (draws a card), and it turns out to be **Kagari**.

Raoul still has one **Serving** left (the one **Geneviève** generated) so he decides to be served by **Kagari**, who was just called.

Kagari generates **2 Servings**. Raoul uses both of these to chambermaid **Colette**. He places her in his **Private Quarters**, beside the playing area.

Now Raoul has run out of **Servings**, so he continues to the **Employ Phase**. He receives one **Employment**. He didn't get any extra **Employment** from his maids.

Raoul has two "**1 Love**" by his side, and plays them both. He also got **1 Love** from **Geneviève**, so he has a total of **3**. He uses **2** of his **Love** and his **1 Employment** to employ **Rouge**. He send her to his **Kitchen Entrance**. He has **1 Love** left, but no **Employments** left, so the Employ Phase ends.

Time for the Dismiss phase. Raoul dismisses **Geneviève**, **Kagari** and the two "**1 Love**" that he played, and he also dismisses the **Colette** that still stands beside him. They all go to the kitchen entrance (discard pile). He then calls five new staff members (draws five cards).

Raoul's turn is finished, and it's Baron's turn.

10. Game end and victory

When two maid piles in the town has run out, the game ends when the current player has finished his turn.

Please note that *Events* and *Love cards* are not maid cards. Also, the Private Maid stack is regarded as depleted when the Private Maid *draw pile* is empty (there might still be face-up cards).

Each player counts his number of Victory Points on all his cards. **Victory points are marked in the top right of each card.** Some cards have a '?' mark there – their victory points only count if the requirement is met. Also, even cards that have a fixed VP number may have bonuses or penalties – don't forget to check the end game bonuses.

* For easiness sake, all staff still standing by their master's side, and in the Kitchen Entrances, go to their respective Waiting Rooms to match up (put all cards in hand and in the discard pile into the draw deck).

* Then remove all your Private/Chambermaids that are are ill.

* Then count all Victory Points from the maids in your Private Quarters, not forgetting any Chambermaid end game bonuses.

* Then add to that all Victory Points from the maids in your Waiting Room. Don't forget any final bonuses that apply to both your Private Quarters and your Waiting Room, like Colette's bonus that gives 5VP to the player who has employed most of her.

* Finally, subtract any penalties you get from Bad Habits.

The player with the most Victory Points is the winner. In the case of a tie, the tied player with the most non-VP generating maids win. If it's still a tie, then it's a tie. **The winner is crowned the King of maids.**

11. Rule notes

How much staff are left in each waiting room, how many maids left in each pile in the town, and any face-up cards in player's private quarters (chambermaids et al) are always open information to all. However, the players' kitchen entrances are not. Only the top card should be visible, and players are not allowed to walk into any one's kitchen. For holiness' sake, a master of house doesn't walk into the kitchen!

For a speedier game **when playing 2 players**, remove 3 cards from each stack of General Maids, Maid chiefs and Events.

You can play 5 or more players if you have access to two sets of Love cards. Also, game end condition changes to when **three** (not two) maid piles are exhausted.

FAQs and others can be found at the Arclight website http://www.arclight.co.jp/tc/