

Tanto Cuore たんたくおーれ

Expanding the house

Manual

1. Game Overview

Tanto Cuore: Expanding the House is a sequel to Tanto Cuore for 2-4 players, which can be played separately or with the Tanto Cuore base set.

In Tanto Cuore: Expanding the House, players take the roles of "Masters of the House," employ lots of cute maids, and are served by them while slowly filling out their house.

When the game ends, the player who has the most Victory Points from maids and buildings (new to this set) in his house is the "Perfect Master" and winner of the game!

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

2. Game Components

This game consists of this rule book and 279 cards.

● 199 Maid Cards

- 32 Maid Chiefs (green frame) of 2 types
- 158 General Maids (blue frame) of 16 types
- 9 Private Maids (black frame)

● 24 Building Cards (orange frame)

● 56 Love Cards (pink frame)

Symbols & Keywords

In this manual, we will use keywords that can also be represented by symbols. Below are the symbols with their corresponding keywords.

 +1 = [Draw +1]

 +1 = [Serving +1]

 +1 = [Love +1]

 +1 = [Employment +1]

■ 3. Setup and Terminology

Players are seated around the table. At the center of the table is the "Town," where all the available cards are placed. Each player should have enough space in front of them to play their cards. This area is known as the player's "House." Each player's **house** consists of the player's personal draw deck, discard pile, play area, and **Private Quarters** (an area for cards that you own but which are set aside).

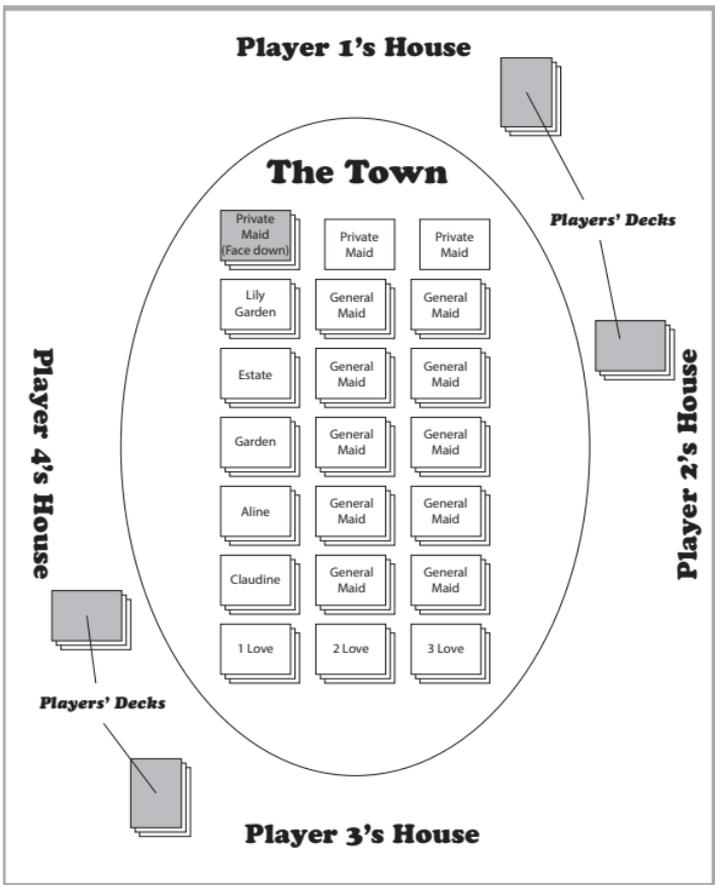
- First, sort out the Maid Chiefs "**Claudine**" and "**Aline**" and place them in one stack each in the middle of the table ("**The Town**").
- Second, sort out the building cards "**Garden**," "**Estate**," and "**Lily Garden**," and place them in one stack each in the town.
- Third, sort out the three Love cards "**1 Love**," "**2 Love**," and "**3 Love**," and place them in one stack each in the town.
- Fourth, take all **9 Private Maids**, shuffle them, and place them in one pile face down in the town. Draw the top 2 cards from that pile and put them face up beside the pile.
- Fifth, select 10 of the 16 **General Maids**, randomly or by choice, and place them each in the town, preferably sorted by cost (the number in the top right on each card). Any combination of **General Maids** is okay. Unused **General Maids** go back in the box and are not used in the game.
- Finally, each player now takes 7 "**1 Love**" cards, and 3 "**Aline**" cards, and shuffles them thoroughly. This is their deck. They then draw the top 5 cards and keep them in their hand.

Recommended Selection for the First Game

Tiffany Wise	Carillon Vandoor
Amaretto Renard	Emily Raymond
Rutile der Sar	Phyllis Lumley
Lilac Hawkwind	Felicity Horn
Suzuna Kamikawa	Ririko Hiiragi



Set-up Example



■ 4. The Flow of the Game

Decide on the starting player in any suitable fashion. Each turn consists of the following four phases (described in detail later in the rules):

- 1) **Starting Phase**
- 2) **Serving Phase**
- 3) **Employ Phase**
- 4) **Dismiss Phase**

When a player has finished all four phases, the next player clockwise from them takes a turn. This continues until the game ends, at which point Victory Points are calculated and the winner is decided.

■ 5. The Cards

There are three types of cards in this game: Maid Cards, Love Cards, and Building Cards.

● **Maid Cards**

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

Maid Chiefs (green frame) mainly serve to generate Victory Points, and have little effect during the game.

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

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

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

- ① **Maid's Title**
- ② **Card 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: Draw

The number of extra cards the player will draw when being served by this maid.

⑥ Symbol: Love

The amount of extra **Love** this maid generates when played. This **Love** is used along with Love cards to Employ more maids.

⑦ Symbol: Serving

The number of extra **Servings** this maid generates. More **Servings** lets you play more maids.

⑧ Symbol: Employment

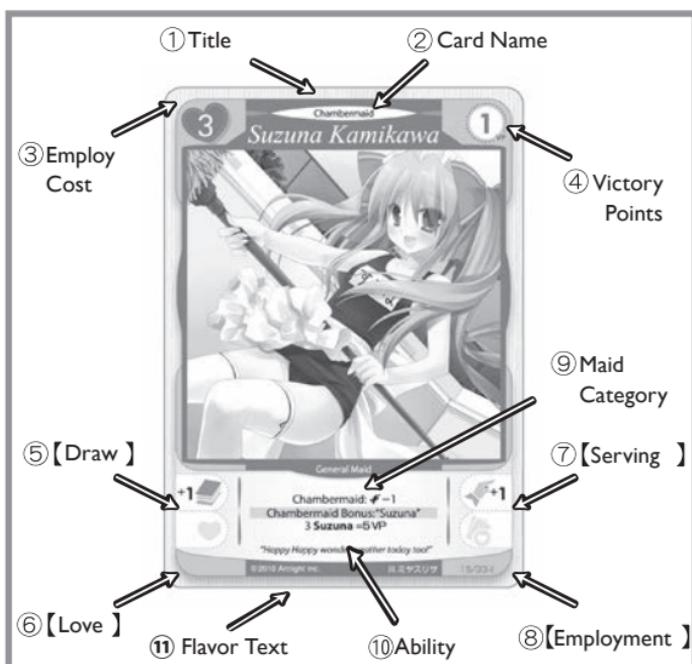
The number of extra **Employments** this maid generates. Extra **Employments** let you Employ multiple maids during your turn.

⑨ Maid Category

⑩ Maid Ability

A text describing the effect the maid has.

⑪ Flavor Text



● Love Cards

Love cards generate **Love** points that are used to **employ** new staff (buy new cards). They 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 available **Love** (he may 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" card will give 2 Love, and a "3 Love" card will give 3 Love.

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

① Card Name

② Employ Cost

The amount of **Love** required to **employ** this card from the town.



● Building Cards

Building cards never enter your deck. When employed, they are immediately put in your Private Quarters. They generate a good amount of Victory Points (VP) and some beneficial effects, but have certain requirements that you must fulfill before they can be employed.

① Card Name

② Employ Cost

The amount of **Love** required to employ this building.

③ Victory Points (VP)

④ Building Effect

Any requirement for employing the building and/or the effect it will have when owned.



■ 6. Phase Details

● 6 – 1: Starting Phase

During this phase, effects from certain Private Maids and Event Cards take place. Each Private Maid has the timing of her effect noted on the card, and their effect can only take place once per turn. If you are going to use the set with the previous **Tanto Cuore** set, also see **Illness** rules.

● 6 – 2: Serving Phase

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

Being served by a maid costs (unless anything else is stated) one **Servings**, and each player gets only one **Servings** 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 a **Servings**.

When a player is served by a maid, he first receives the bonuses described by the symbols on the card: **Draw**, **Servings**, **Love**, and **Employments**. Of these, **Draw** is used immediately; the player must draw the specific number of cards before taking any other actions, including resolving the text on the card played. If there are any maids among the cards the player draws, they may be used during the same Serving Phase (provided the player has **Servings** left).

Servings, **Love** and **Employments**, though, remain for the rest of your turn. **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' Discard 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 discarded during the Discard phase, but the player retains ownership. For details, see "7. Chambermaids."

The Serving Phase ends when you have run out of cards in your hand to play, or you choose to end it. Any effects that must take place during the Serving Phase can still be applied even if the player has no **Servings** left. As stated earlier, no **Servings** are carried over to the next turn.

● 6 – 3 : Employ Phase

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

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

Employing one staff member also costs 1 **Employment**. Each player gets only 1 **Employment** at the start of each of his Employ Phases, which means he may employ only 1 staff member per turn. However, if the player has gained more **Employments** from maid effects, he may employ as many staff as his number of available **Employments** and **Love** allow.

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 cards go to your discard pile, not your hand. Private Maids go to your Private Quarters.

The Employ Phase ends when the player runs out of **Employments** or **Love**, or when they decide to end it.

● 6 – 4: Discard Phase

This is the final part of a player's turn. All staff that served the player, and all cards still in their hand are discarded (i.e., all played cards and cards left in their hand are put in the player's discard pile). However, staff in the player's Private Quarters (Private Maids, Chambermaids, Building cards etc.) stay where they are; they are not dismissed.

Next, the player draws 5 new cards from their deck. If the deck runs out of cards, the player draws as many as they can, then shuffles all of the cards in their discard pile together and draw the rest of the missing cards until they have a hand of 5.

Any excess Love, Servings, or Employments are lost at this point. They do not carry over to the next turn.

Reshuffling the Deck:

You don't reshuffle your discard pile until you must draw a card and your deck is empty.

If you have zero cards left in your deck, do not shuffle your discard pile until you are required to draw a card.

7. Details: Chambermaids

7 – 1: Chambermaids

Certain maids have the title Chambermaid or Chambermaid Chief. These may become Chambermaids, which means they can be set to the side 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 will not be discarded in the Discard Phase. They will stay in the player's Private Quarters until the end of the game or some effect removes them. The player retains ownership, and any Victory Points (VP) are still valid.

7 – 2: How to Chambermaid

To Chambermaid a maid usually costs 1 **Servings**, but chambermaiding a Maid Chief can cost 2 **Servings**; it's noted on the card.

7 – 3: Chambermaid Bonus

Some Chambermaids have a 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 deck, discard pile, or hand when the game ends.

7 – 4: Black Maid - Domino Bonaparte

Please note that the Black Maid Domino Bonaparte, as an exception, is chambermaided after her normal serving (provided the player has any **Servings** left with which to chambermaid her), not instead of serving. Also, she doesn't become your chambermaid, but rather becomes the chambermaid of another player of your choice.

■ 8. Details: Private Maids and Building Cards

● 8 – 1 : Employing Private Maids and Buying Buildings

Private Maids and Building cards are not placed in the discard pile when employed.

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

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.

Buildings are, strictly speaking, Victory Point cards that do not enter your deck. Instead, when bought they go in your Private Quarters, and will remain there for the rest of the game unless some card effect removes them. Buildings can generate some beneficial effects, but the player must meet certain requirements in order to be able to buy them.

● 8 – 2 : Special Effects of Private Maids

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 of her effects, except her VP and other end game bonuses. The player may not change the order of his personal stack of Private Maids.

● 8 – 3 : Private Maid - Mika Yakushido

If you employ **Mika Yakushido** or gain her through a card effect, you may place her in any player's Private Quarters, on top of his Private Maid if he had a previous one. A player who has **Mika** in his Private Quarters must discard a **I Love** card from his hand at the beginning of each of his turns.



■ 9. Example of Play

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

Raoul has **Emily**, **Suzuna**, two **1 Love** cards, and **Carillon** in his hand.

Raoul has no Private Maids or Chambermaids, so nothing happens during the Starting Phase.

Now it's his Serving Phase. Raoul gets one **Serving**, and uses it to be served by **Emily**. Her bonus is **[Serving +2]** and **[Employment +1]**.

Raoul now has 2 **Servings**. Raoul uses 1 **Serving** to chambermaid **Suzuna**. He places her in his Private Quarters, beside his playing area.

He still has 1 **Serving** left. He decides to use that to play **Carillon** from his hand. He receives **[Draw +3]** from her effect.

Raoul immediately uses the **[Draw +3]** to draw three cards. He draws **Lilac**, **1 Love**, and **2 Love**.

He has now run out of **Servings**, so he continues to his Employ Phase. He receives one **Employment**. Raoul has two "1 Love" cards and two "2 Love" cards in his hand, and he plays all of them. He also received 1 additional **Employment** from his maids during the Serving Phase. At this point, he has 6 **Love** and 2 **Employments** to work with.

He decides to get a **Garden**, the cost of which is reduced by 1 because of **Emily's** effect. He spends 1 **Employment** and 3 **Love** for that, and puts the card in his Private Quarters.

He still has 1 **Employment** and 3 **Love**, so he employs a **Felicity**, and sends her to his discard pile.

He has run out of his **Employments**, so the Employ Phase ends.

Time for the Discard Phase. Raoul discards **Emily**, **Carillon**, two "1 Love" cards, and two "2 Love" cards that he played. He also discards the **Lilac** that is still in his hand.

They all go to the discard pile, but not the chambermaided **Suzuna** or **Garden** that are in his Private Quarters.

Finally, he draws 5 new cards from his deck.

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

■ 10. Game End and Victory

● 10 – 1: End of the Game

When two maid piles in the town have run out, the game ends when the current player finishes their turn.

Please note that Buildings and Love cards are not maid cards. Also, the Private Maid stack is regarded as depleted when the Private Maid draw pile is empty, even if there are still face-up cards.

● 10 – 2: Victory Points (VP)

Each player counts up the number of Victory Points on all his cards. Victory Points are marked in the top right of each card. Some cards have a question 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 for end game bonuses.

- All staff still in a player's hand and discard pile are combined with the player's deck to match up (put all cards in hand and in the discard pile into the deck).
- Count all Victory Points from the maids in your Private Quarters, remembering any Chambermaid end game bonuses.
- Add to that all Victory Points from the maids in your deck. Don't forget any final bonuses that apply to both your Private Quarters and your deck, like **Aurélie's** bonus that gives 4 VP if you have both **Courtney** and **Aurélie**.

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. Optional Rules

Here are some optional rules we suggest.

● 11 – 1: Two-Player Games

For a speedier game when playing with 2 players, remove 3 cards from each stack of General Maids, Maid Chiefs, and Buildings.

● 11 – 2: Combining Expansion with the Base Set:

- Use both of the Event card stacks from the base set and the three Building card stacks from the Expansion.
- Use either the set of 2 Maid Chiefs from the base set (**Colette** and **Marianne**) or the two from the Expansion (**Aline** and **Claudine**).
- Use either set of Love cards (unless you're playing with 5 or more players).
- Use both sets of Private Maids, shuffled into one pile of 19 cards.
- Select 10 General Maids, randomly or by choice, in any combination, from one or both sets.
- The game end condition doesn't change.

When playing with 5 or more players, you need to use two sets of Love cards, either from two copies of this expansion, or one set from this expansion and one set from the **Tanto Cuore** base set. Also, the game end condition changes to when three (not two) maid piles are exhausted.

● 11 – 3: Optional Playing Rule

How much staff is left in each draw pile, how many maids are left in each pile in town, as well as any face-up cards in a player's Private Quarters (Chambermaids, Private Maids, etc.) are always open information to all. A player's discard pile is not however; only the top card should be visible.

● 11 – 4: FAQ

FAQs and others can be found at the Tanto Cuore website:

<http://www.tantocuore.com/>

■ 12. Card Details

● 12 - 1 : Maid Chiefs



Claudine de La Rochelle (Qty: 8)

VP: 5

Details: The representative maid for this expansion set. At the end of the game, each Claudine a player has is worth 5 VP.



Aline Du Roy (Qty: 24)

VP: 1

Chambermaid ⇒ [Serving -2]

Details: Making Aline into a Chambermaid costs 2 Servings. Aline is always worth 1 VP, regardless of whether or not she is a Chambermaid.

● 12 - 2 : General Maids



Tiffany Wise (Qty: 8)

VP: 2

[Love +3]

You may exchange the top of your Private Maids for one of the Private Maids available in the Town. The Private Maid you get rid of is put face down on the bottom of the Private Maid pile.

Details: You may choose either of the 2 face-up Private Maids in the town.



Carillon Vandoor (Qty: 10)

[Draw +3]



Francine Barbier (Qty: 10)

[Serving +2]

You may return two "2 Love" cards from your hand to town to get one Maid Chief of your choice from the town.

Details: You may only apply this effect once per Francine played. You may not take two Maid Chiefs for four "2 Love" cards.



Renée R Rieussec (Qty: 10)

[Draw +2] [Serving +1]

If you have 6 or more cards in your hand, you must return a card from your hand to the top of your deck.

Details: The active player first draws 2 cards. If he at that point has 6 cards or more in hand, he must then put one card back on the top of his deck.



Domino Bonaparte (Qty: 10)

VP: X

[Draw +2] [Employment +1]

After her serving, you may [Serving -1] to send her to any player's Private Quarters as Chambermaid.

—— During your Employ Phase ——

Return this card to town ⇒ [Serving -2]

—— Chambermaid Bonus ——

Details: The active player first plays Domino as usual. After having played her, the player can spend 1 additional Serving to chambermaid Domino in another player's Private Quarters. A player who has Domino in his house can spend 2 Servings during his Serving phase to return Domino to the town. At the end of the game, each Domino that a player has as a chambermaid is worth -2 VP.



Amaretto Renard (Qty: 10)

During this turn, you treat the "2 Love" cards as cost 2 and the "3 Love" cards as cost 4.

Details: Amaretto's effect is applied to all cards in the game: those in your hand, in town, your deck, discard pile, etc. If you play Lilac after having played Amaretto, you may choose a "3 Love" card.



Victoria Calderan (Qty: 10)

[Love +2]

Discard the top card of your deck and an opponent's deck. If your discarded card was of an employ cost of 2 or more than that opponent's, you may return one of their buildings to town.

Details: You must decide which player should discard his top card before you apply Victoria's effect.



Emily Raymond (Qty: 10)

[Serving +2] [Employment +1]

During this turn, your cost for each building is reduced by 1 (to a minimum of 1)

Details: If you play several Emilys, the cost is reduced by 1 for each Emily you play. However, the cost for any building cannot go below 1. Emily's cost lowering effect is applied after Ririko's.



Rutile der Sar (Qty: 10)

Discard the top card of any player's deck. Gain the following bonus based on the card type.

Love ⇒ [Love +2]

General Maid ⇒ [Serving +2]

Maid Chief ⇒ [Draw +2]



Phyllis Lumley (Qty: 10)

[Love +2]

You may discard the top card of your deck. If it was a card with an employ cost 5 or more, you gain an additional [Love +1] .

Details: If the discarded card had a cost of 5 or more, the active player gains an extra +1 Love, totalling +3 Love from Phyllis.



Lilac Hawkwind (Qty: 10)

All players must discard the top card of their deck. After that, put a love or maid card from town costing 4 or less on the top of your deck.

Details: If you played Amaretto this turn, you may choose a "3 Love" card.



Felicity Horn (Qty: 10)

[Love +1]

You may chambermaid a "Chambermaid Chief" from your hand for free.

Chambermaid => [Serving - 1]

———— Chambermaid Bonus ———

4 Felicity=12VP / 3 Felicity=8VP / 2 Felicity=4VP

Details: The active player can choose to play Felicity as normal or to make her a chambermaid. If he chooses to play her, he gains +1 Love and may then chambermaid one Chambermaid Chief from his hand without paying the 2 servings it costs. At the end of the game, players who have 2 or more Felicities as chambermaids, receive the VP bonus.



Suzuna Kamikawa (Qty: 10)

[Draw +1] [Serving +1]

Chambermaid ⇒ [Serving - 1]

———— Chambermaid Bonus ———

3 Suzuna = 5VP

Details: The active player can choose whether to play Suzuna as normal, gaining her bonuses, or to make her a chambermaid. At the end of the game, for each set of 3 Suzuna cards that the player has as chambermaids, he receives a bonus of 5 VP total (not per card). 6 Suzuna counts as 2 sets. For example, having 2 Suzuna cards is 2 VP, while having 3 Suzuna cards is 1+1+1+5=8 VP.



Grace Saulsbury (Qty: 10)

[Love +1]

You may place any maid costing 3 or less from the town in any player's discard pile.

Details: You may target your own deck.



Pauline Dumond (Qty: 10)

[Serving +1]

You may discard two identical cards from your hand. If you do, draw 3 cards.

Details: The effect can only be applied once per Pauline played. You may not dismiss 4 identical cards to draw 6 extra cards.



Ririko Hiiragi (Qty: 10)

[Love +1]

Chambermaid ⇒ [Serving -1]

———— Chambermaid Bonus ———

As long as Ririko is your chambermaid, you may treat "Lily Gardens" as if they cost 5.

Details: The active player can choose whether to play Ririko as normal, gaining her bonuses, or to make her a chambermaid. Players who have at least one Ririko as chambermaid may treat the Lily Garden Building cards as having a cost of 5. Emily's effect (lowering the building cost by 1) is applied after Ririko's.

● 12 - 3 : Private Maids



Clymene Silvestri (Qty: 1)

VP: 4

Details: Despite her title, Clymene does not count as a "Maid Chief."



Mika Yakushido (Qty: 1)

VP: -2

This maid may be placed in any player's Private Quarters.

—— During your Starting Phase ——

You must discard a "I Love" from you hand. If you can't, reveal your hand, and put Mika back face down at the bottom of the Private Maid pile.

Details: If you employ Mika or gain her through another card's effect, you may place her in any player's Private Quarters, on top of his Private Maid if he had a previous one. A player who has Mika in his Private Quarters must discard a "I Love" card from his hand at the beginning of each of his turns.



Courtney Jewel (Qty: 1)

VP: 1

—— During your Starting Phase ——

You gain [Serving +1]

—— At the end of the game ——

If you have Aurélie in your Private Quarters, this maid is worth an additional 4VP.

Details: A player who has both Courtney and Aurélie receives a total of 10 VP (1+4+1+4).



Aurélie Lambert (Qty: 1)

VP: 1

— During your Starting Phase —

[Draw +1]

— At the end of the game —

If you have Courtney in your Private Quarters, this maid is worth an additional 4VP.

Details: A player who has both Courtney and Aurélie receives a total of 10 VP (1+4+1+4).



Roanne Shiraz (Qty: 1)

— During your Starting Phase —

You may discard one "2 Love" card from your hand. If you do, [Draw +3] .

Details: You can't use this ability once you've entered the Serving Phase.



Shion Tsuwabuki (Qty: 1)

VP: 1

— During your Starting Phase —

You may discard all your entire hand. If you do, [Draw +5] .

Details: You can't use this ability once you've entered the Serving Phase.



Chrysta Antibes (Qty: 1)

— During your Starting Phase —

You may discard one Maid Chief card from your hand. If you do, [Draw +2] .

Details: You can't use this ability once you've entered the Serving Phase.



Eve Valentine (Qty: 1)

VP: 1

— During your Starting Phase —

You gain [Employment +1] .



Silk Amanohara (Qty: 1)

VP: 1

— During your Starting Phase —

If you have 3 or more buildings in your Private Quarters, you may draw a card.

Details: You will only get to draw 1 card total, even if you have 6+ buildings.

● 12 – 4 : Buildings



Lily Garden (Qty: 8)

VP: 4

You cannot buy a Lily Garden unless the total number of Gardens and chambermaided Ririko in your Private Quarters exceeds your number of Lily Gardens.

Details: In order to buy a Lily Garden, you must either have bought a Garden or have chambermaided a Ririko.

If card effects cause you to lose your Garden or Ririkos, you do not need to return your Lily Garden, but you can't buy any further Lily Gardens until you have more Gardens/chambermaided Ririkos than you have Lily Gardens.



Estate (Qty: 8)

VP: 2

You cannot buy an Estate unless you can place a Maid Chief from your hand under it. The Maid Chief is put beneath the Estate and cannot be the target of an Event Card.

Details: Not only Aline, but also Claudine, Marianne, or Colette from the base Tanto Cuore set may be placed beneath the Estates. If a card effect returns your Estate to the town, the Maid Chief that was below it is not returned to the town, but placed on your discard pile.



Garden (Qty: 8)

VP: 1

If you have 4 or more Gardens in your Private Quarters, you cannot be the target of any further Events.

Details: Events are included in the basic Tanto Cuore set. Any events that you have when you buy your fourth Garden still stay, but you cannot be the target for any further Events.

● 12 – 5 : Love Cards



1 Love (Qty: 36)



2 Love (Qty: 12)



3 Love (Qty: 8)

Illustration

宮下未紀

Card Illustrations

イシガー

狗神煌

江草天仁

久坂宗次

棕本夏夜

KEI

KENGOU

COMTA

相音うしお

ささきむつみ

さとーさとる

さんぼ挿

立川虫麻呂

館川まこ

篤見唯子

長月みそか

奈月ここ

888

藤真拓哉

ぼよよん♥ろっく

真時未砂

みづきたけひと

水瀬凜

宮下未紀

ミヤスリサ

村上水軍

もみじ真魚

refeia

Game Design

Masayuki Kudoh

Developers

Naoki Kubouchi

Tomohiko Sekine

Development Assistance

Youhei Morizono

Jun-ichi Itoh

Yosito Huruya

Takatoyo Katoh

Art Direction

Kazuna Shizukuishi

Graphic Design

Jun-ichi Narusawa (Media desk N)

Translation

Simon Lundstrom

English Production

Daisuke Kamenno

Joe Timidaiski

David Sandell

Japanime Games

www.tantocuore.com



©2010 Arclight Inc.