



Manual

■ 1. Game Overview

Tanto Cuore: Oktoberfest is a sequel to Tanto Cuore for 2-4 players. It can be played alone or with Tanto Cuore, Expanding the House, Romantic Vacation, or a mixture of them.

In Tanto Cuore: Oktoberfest, the game shifts from the mansion to the Beer Fest. Players take the role 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 their Maids and Beer cards is the "Perfect Master" and the winner of the game!

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


■ 2. Game Components


This game contains this rule book and 301 cards.


- 188 Maid Cards
 - 32 Maid Chiefs (green frame) of 2 types
 - 156 General Maids (blue frame) of 16 types
- 24 Event Cards (purple frame)
- 8 Building Cards (orange frame)
- 25 Beer Cards (tan frame)
- 56 Love Cards (pink frame)


Symbols & Keywords

In this manual, we use symbols to represent certain keywords. Below are the symbols and their corresponding keywords.

 +1 = [Draw +1]

 +1 = [Serving +1]

 +1 = [Love +1]

 +1 = [Employment +1]

■ 3. Setup and Terminology

Seat all of the players around the table. The center of the table is the **Town**, where you place all of the available cards. Each player should have enough space in front of them to play their cards during the game; this area is 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 are set aside).

- First, sort out the **Maid Chief** cards, "**Anja**" and "**Matilde**," and place them in one stack each in the **Town**.
- Second, sort out the three types of "**Love**" cards ("**1 Love**," "**2 Love**," and "**3 Love**") and place them in one stack each in the **Town**.
- Third, select 10 of the 18 **General Maids**, randomly or by choice, and place them in the town, preferably in order of cost (the top right number on each card). Any combination of General Maids is acceptable. Return the unused **General Maids** to the game box.

Recommended Selection for the First Game

Elsa Reinmaier	Toni Darling
Nora Morgenstern	Nadja Kersten
Sara Leonhardt	Kirika von Heidemann
Anna Hartmann	Ute Krombach
Kaori Hamasaki	Paula Lauenburg

"**Nicole Schmieg**" is highly recommended after your first game. Also, it's always a good idea to use cards from other Tanto Cuore sets with this one.

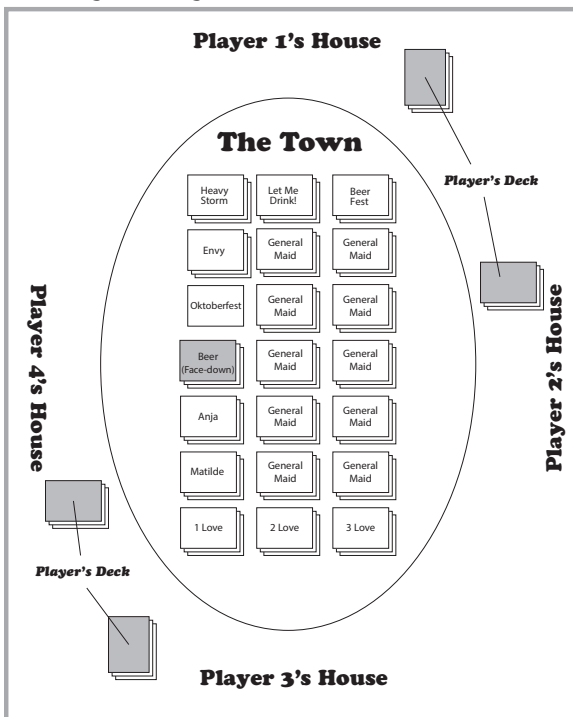
- Fourth, place the "Beer Fest" pile besides the "Matilde" pile.
- Fifth, separate the **Oktoberfest** card from the Beer cards. Shuffle the rest of the Beer cards, and place them face-down. Put the **Oktoberfest** besides the Beer pile, face-up.
- Sixth, sort out the three types of Event cards, and place them in one pile each in the Town.
- Finally, each player now takes 7 "1 Love" cards and 3 "Matilde" cards and shuffles them together. This is the starting deck for each player. Each player then draws 5 cards from their deck. Now you're ready to begin the game!

Decks and Piles

The stacks of cards (Maid cards, Beer cards, Event cards, etc.) in the town are called "Piles." A Pile is not a "Deck." When any ability indicates to choose a "Deck," you can only choose a player's deck.

Any cards that are chambermaided, in a player's hand, or placed on your Private Quarters are not included as a part of your deck.

Set-up Example



■ 4. The Flow of the Game

Decide 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) **Discard Phase**

When you finish the four phases of your turn, play passes to the player on your left. This continues until the game ends, at which point Victory Points are calculated and the “Perfect Master” is decided.

■ 5. The Cards

There are five types of cards in Oktoberfest: Maid cards, Love cards, Event cards, Building cards, and Beer cards.

● **Maid Cards**

There are three types of Maids: **Maid Chiefs**, **General Maids**, and **Private Maids**. There are no **Private Maid** cards in Oktoberfest.

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

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

Private Maids (black frame) are a bit special. They are described later in the rules.

Playing a maid card from your hand (being served by a maid) costs one “**Serving**.” You only have one **Serving** per turn. Certain maids generate an extra **Serving** and will thus allow you to be served by more maids that turn.

- ① **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 (VP) this maid will grant.

⑤ Symbol: Draw

The number of extra cards you 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 maids.

⑦ Symbol: Serving

The number of extra **Serving** points the maid generates when played. Each extra **Serving** lets you play another maid this turn.

⑧ Symbol: Employment

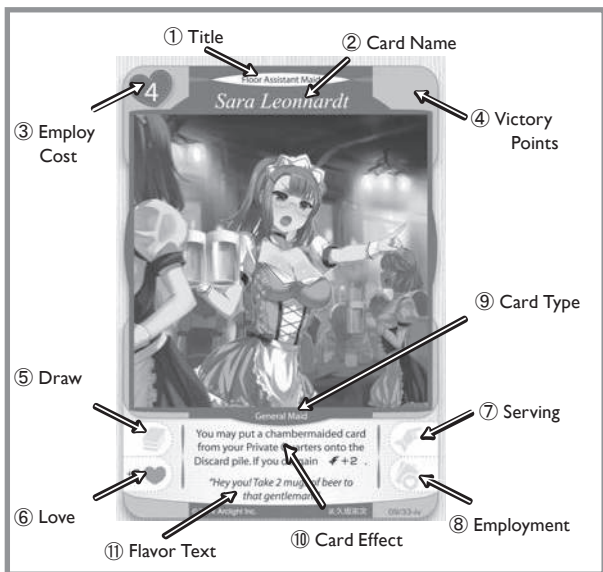
The number of extra **Employment** points this maid generates when played. Each extra **Employment** lets you employ an extra maid this turn.

⑨ Card Type

⑩ Card Effect

Text describing the effect the maid has.

⑪ Flavor Text



● Love Cards

“**Love**” cards generate **Love** points which are 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 your **Employ Phase**, you may play as many **Love** cards as you wish from your hand. Combine the **Love** you gain with any **Love** you gained from **General Maids** during the **Serving Phase** to employ new maids. Playing a **Love** card does not cost a **Serving**.

A “**1 Love**” card will grant 1 **Love**, a “**2 Love**” card will grant 2 **Love**, and so on.

Love is not kept between turns. Unused **Love** is lost when your turn ends.

① Card Name

② Employ Cost

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



● Event Cards

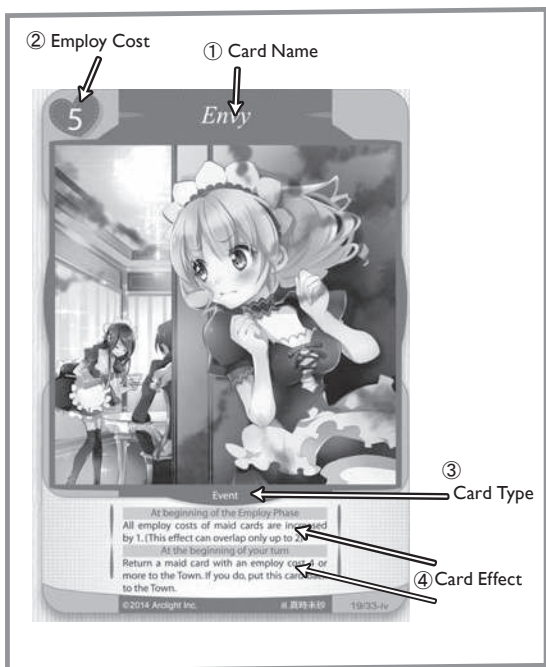
Event cards apply various kinds of effects (usually negative ones) to the owner. They are employed during the Employ Phase just like other cards, but they usually don't go into the player's decks. Instead, they are placed in a player's Private Quarters or on a Chambermaid. (Chambermaids are maids that have been sent to the player's Private Quarters; more on that later.) The player who receives this card becomes the owner of the card and suffers effects.

① Card Name

② Employ Cost

③ Card Type

④ Card Effect



● 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 provide some beneficial effects, but they have certain requirements that you must fulfill before you can employ them.

① Card Name

② Employ Cost

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

③ Victory Points (VP)

④ Employ Bonus

If there is text next to an Employment symbol in the text area, that is an Employ Bonus. A player can only use the effect once, and only when he employs this card.

⑤ Building Effect

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



● Beer Cards

Beer cards cannot be employed during the Employ Phase. Instead, players can get Beer cards from other cards' effects. Once you get Beer cards, stack them face down in your Private Quarters. A player can take a look at their own Beer cards at any time.

Some Beer cards have effects that happen when they're revealed or gained. If a Beer card has such an effect and the conditions listed have been met, the effect happens immediately.

Most Beer cards have an Alcohol Value. Some cards require you to count up your total Alcohol Value.

- ① **Card Name**
- ② **Victory Points (VP)**
- ③ **Alcohol Value**
- ④ **Beer Effect**

Text describing the Beer's effect and its timing.



■ 6. Phase Details

● 6–1: Starting Phase

Certain **Chambermaids** or **Private Maids** will have effects that are applied in this phase. For instance, if you have “**Matilde**” as your chambermaid, now is when you would choose to apply her effect if you wish.

● 6–2: Serving Phase

It's during this phase that you play (are served by) **General Maids** (sometimes even **Maid Chiefs**) to gain their effects.

Unless otherwise stated on the card, being served by a maid costs one **Serving**. You only start with one **Serving** each turn, so you will only be able to be served once unless you can generate an extra **Serving**.

When you are served by a maid, you receive the bonuses from the symbols on the card first: **Draw**, **Serving**, **Love**, and **Employment**. Of these, **Draw** is used immediately; draw the cards before taking any other actions. If there are any maids among the cards you've drawn, they may be played this turn, provided you have a **Serving** left to use.

Servings, **Love**, and **Employment**, are stacked. If you gain an extra “**Serving**” it must be used during your Serving Phase. **Love** and **Employment** are used during the Employ Phase. Note that no **Serving**, **Love**, or **Employment** gains carry over to your next turn.

Resolve any text on the maid card after you receive the symbol bonuses. Certain maids may, instead of serving you, become **Chambermaids**. To chambermaid a maid means to set her aside from the playing area into your **Private Quarters**. **Chambermaids** will not go to your Discard Pile during the Discard Phase, but stay in your **Private Quarters**. For details, see “7: Chambermaids.”

The Serving Phase ends when you cannot or choose not to play any more cards from your hand. Any effects that must take place during the Serving Phase may still be applied even if you do not have a **Serving** left.

● 6 – 3 : Employ Phase

After you have been served by your maids, you may employ staff from the **Town**. You have one “**Employment**” per turn. This can be increased by effects from servings or **Private Maids**.

To employ a card, you must have the necessary amount of **Love** to gain the new staff member. During your Employ Phase, you may play as many **Love** cards as you wish from your hand. Combine the **Love** you gain with any **Love** you gained from **General Maids** during the Serving Phase and use it employ new maids. Playing a **Love** card does not cost a **Serving**.


If you gained an extra **Employment** on your turn, you may use it to split the **Love** you have among multiple cards. For instance with 5 **Love** and 1 **Employment** you could employ any one card with a **Love** cost of 5 or less. But with 5 **Love** and 2 **Employments**, you could employ one 2-cost card and one 3-cost card, or two 2-cost cards, and so on. Have enough **Love** and extra **Employments** and you could employ the whole **Town**!

To employ a **Private Maid**, choose from the two available and pay the requisite **Love** and **Employment**. Put your **Private Maid** into your **Private Quarters**, and replace the employed card with the top card from the **Private Maid** pile.

Newly employed **General Maids** and **Love** cards go to your Discard Pile.

If you used **Bar Maids** or **Beer Stands** during the **Serving Phase**, you may gain Beer cards. Getting Beer cards does not consume any Employments.

The Employ Phase ends when you cannot or choose not to employ any more cards from the **Town**.

Some cards have an “Employ Bonus.” Employ Bonuses appear with the following icon: 

The Employ Bonus is an ability that you can use during your Employ Phase when you employ that card. You cannot use it during your Serving Phase.

● 6 – 4: Discard Phase

This is the final phase of your turn. Put all staff that served you and all cards still in your hand into your Discard Pile. Do not discard any cards from your **Private Quarters**.

Next, draw 5 cards. If there are fewer than 5 cards in your deck, draw as many as you can, then shuffle your Discard Pile to form your new deck, and draw more cards until you have 5 in your hand.

Any extra **Love**, **Serving**, and **Employment** points are lost at this time. These bonuses do not carry over to your next turn.

Reshuffling Your Deck:

Do not reshuffle your Discard Pile to make your new deck until you must draw a card and cannot. If you have zero cards in your deck, do not reshuffle your Discard Pile until you are required to draw a card.

7. Chambermaids

●7-1: Chambermaids

Certain maids have the title **Chambermaid** or **Chambermaid Chief**. They may become chambermaids by using a **Serving** (or sometimes two), in which case you put them into your **Private Quarters** instead of having them serve you. Their bonuses and effects will not happen, and they go in your **Private Quarters** instead of your Discard Pile. They will stay in your **Private Quarters** until the end of the game or until an effect removes them.

●7-2: How to Chambermaid

It usually costs 1 **Serving** to chambermaid a maid. Some require an extra **Serving** (two total) to become a chambermaid. The **Serving** cost to chambermaid is noted on the card.

●7-3: Chambermaid Bonus

Some **Chambermaids** have a **Chambermaid bonus**. The **Chambermaid bonus** is not applicable until the maid has become a chambermaid. Abilities cannot be activated and bonus end-of-game Victory Points will not apply unless the maid is in your **Private Quarters**.

8. Beer Cards

You cannot employ Beer cards like you would maid cards. Beer cards can be gained through the use of a Bar Maid or Beer Stand, or you can gain them from an opponent by playing Get Drunk or Let Me Drink.

You can gain Beer cards during your Serving Phase or Employ Phase.

●8-1: Gaining Beer Cards

There are two maids who have "Bar Maid" as their title. When you play these maids and pay the requirements, you can gain a Beer card.

Also, when a player gains the Beer card named “**Beer Stand**,” all players may gain a Beer card during their Employ Phase if they pay the cost. **Beer Stand** only remains in play for one round.

When a player gains a Beer card, the player can choose either a card from the top of the Beer pile (face-down) or face-up Beer card beside the Beer pile (this will be **Oktoberfest** when the game begins). Once you gain a Beer card, read the card and then put it in your Private Quarters face-down. If the card has an effect that happens when it is revealed or taken, you must reveal the card to all players and resolve the effect. You may look at your Beer cards at any time.

If you chose to gain a face-up Beer card, you must put another Beer card in its place. Take the top card from the Beer pile and put it in Town face-up. If the card is “**Get Drunk**,” you must resolve the effect first, and then refill one more Beer card.

● 8 – 2 : Alcohol Value

Most of the Beer cards have an Alcohol Value. When the Beer card “**Get Drunk**” is revealed or the maid card “**Ute Krombach**” is played, you may need to count up your Alcohol Value. When you count up your Alcohol Value, collect all Beer cards in your Private Quarters, and add up their Alcohol Values. (If the card that requires you to count the Alcohol value is “**Get Drunk**,” ignore the Beer cards that are under the “**Beer Fest**” card). After totalling up your Alcohol Value, put all of your Beer cards back in your Private Quarters face-down.

■ 9. Events, Buildings and Private Maids

Event cards, Building cards, and Private Maid cards will not be placed in your discard pile when you employ them.

● 9 – 1 : Event Cards

There are three new Event cards in this set.

When an Event card is employed, it will go to any player's Private Quarters of the employer's choice. Certain Event cards are placed onto a Maid card or Building card directly.

The Event cards that are in a Player's Private Quarters remain there until the end of the game unless another effect removes it. An Event card's effect continues so long as it is in a player's Private Quarters.

If an Event card would be discarded, it is returned to town. If the town runs out of an event card, no more of that card can be employed until one is returned to town.

● 9 – 2 : Building Cards

This set includes a new Building card, the “Beer Stand.”

When a player buys a Building card, it is put in their Private Quarters, where it will stay for the remainder of the game unless some card effect removes it.

● 9 – 3 : Employing a Private Maid

Private Maids are not used in **Oktoberfest**, but are part of other Tanto Cuore sets. Once employed, a **Private Maid** goes directly into your **Private Quarters**, and will generate an effect each turn (but only once per turn). Some **Private Maids** are sent to other players’ **Private Quarters** instead, and may generate harmful effects. For details, please refer to the rule books from the sets that contain those **Private Maids**.

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

You may employ any number of **Private Maids**, but only one can be active at a time. When you employ a new **Private Maid**, put the card on top of the previous one. The replaced one will not grant any effects, but will grant Victory Points at the end of the game. Only the top **Private Maid** in your stack will be able to use her abilities for you. You cannot change the order of the stack.

■ 10. Example of Play

Ludek, Kimberly, and Alec are playing **Oktoberfest**. It is Ludek’s turn.

Ludek has **Anna**, **Gina**, **Kirika**, **Matilde**, and a **I Love** card in his hand.

In his Starting Phase, no effects happen because he does not have any Event cards. The Starting Phase ends immediately.

Now it’s his Serving Phase. Ludek uses his one **Serving** to be served by **Anna**. Her bonus is [**Serving +2**]. She also has an Employ Bonus. However, Ludek can only use the Employ Bonus when he employs the card, so the Employ Bonus does not happen at this time.

Ludek now has 2 **Servings**. He uses 1 **Serving** to play **Kirika** from his hand. He receives **[Draw +2]** from her effect. He draws 2 cards, which turn out to be **Matilde** and **3 Love**.

Ludek still has 1 **Serving**. He decides to use that to play **Gina**. Now he can gain a Beer card during his Employ phase from Gina's effect.

He has run out of **Servings**, so he continues on to his Employment Phase. The **Matilde** in his hand is a Maid card, but he can treat the card as **1 Love** in this Employ Phase because of **Kirika's** effect. Ludek plays **Matilde (1 Love)**, **Matilde (1 Love)**, **1 Love**, and **3 Love** from his hand. Now he has 6 Love and 1 **Employment**.

Ludek may gain a Beer card for 4 Love because he played **Gina** in his Serving phase. The currently revealed Beer card was a **Weissbier**. He thinks about it a moment, and decides to get a new Beer card from the Beer pile instead. It turns out to be an **Altbier**.

Ludek got a **Pilsner** a while ago. This card is face-down in his Private Quarters. He put his new **Altbier** on top of the **Pilsner** card. Both of the Beer cards are still face-down.

Gaining a Beer card does not require any **Employments**. Ludek still has 2 Love and 1 **Employment**. He decided to employ a **Nicole** from the Town. **Nicole's** Employ Bonus is "When you employ this card, put it onto any player's discard pile." Ludek puts **Nicole** on top of Alec's discard pile.

In his Discard Phase, he discards the **Anna**, **Gina**, and **Kirika** cards that he played during the Serving Phase. He also discards **1 Love**, **3 Love**, and 2 **Matilde** cards that he played during the Employ Phase. He must discard all of the remaining cards in his hand too. However, he already ran out of cards this turn, and had no cards to discard from his hand. All of the discarded cards go into his Discard Pile.

He then draws 5 new cards and passes the turn to Kimberly.

11. Game End and Victory

11 – 1: End of the Game

When the beer pile runs out or any two maid piles are exhausted (not including the Love, Building, Event, Reminiscence, or Beer piles), the game will end after the current player finishes their turn.

11 – 2: Victory Points (VP)

Each player counts up the Victory Points (VP) on all of their cards. Victory Points are noted in the top right of each card. Some cards have a question mark (?) in this spot; their VP only count if the stated requirement is met. Also, note that even cards which have a fixed VP number may have bonuses or penalties; don't forget to check the card for end-game bonuses.

- Check your hand, deck, and Discard Pile for cards with VP and total them up.
- Then count all VP from maids in your **Private Quarters**, remembering to include any end-game bonuses.
- Then add all VP from your **Beer** cards.

The player with the most VP is the winner! In case of a tie, the player with the most non-VP generating maids wins. If it's still a tie, the player who likes Tanto Cuore the most is the winner.

The winner is crowned the “Perfect Master”!

12. Optional Rules

Here are some optional rules we suggest.

12 – 1: Two-Player Game

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

12 – 2: Combining with Other Tanto Cuore Editions:

- Use all of the set's special cards from the editions you are using: **Event** cards from the base set, **Building** cards from Expanding the House, and **Reminiscence** cards from Romantic Vacation.
- Use the set of 2 **Maid Chiefs** from the base set (**Colette** and **Marianne**), the two from Expanding the House (**Aline** and **Claudine**), or the two from Oktoberfest (**Anja** or **Matilde**).

- Use one set of **Love** cards (unless you are playing with 5 or more players).
- Use all **Private Maids**, shuffled together into one pile.
- Use all Reminiscence ① cards but not Reminiscence ② cards.
- Select 10 **General Maids** from all of the sets you have available. However, you must select one or both of the **Bar Maids** in this set first, and then select the rest of the **General Maids**, randomly or by choice, in any combination from one or more editions.
- In a 2-4 player game, the game ends when any 2 Maid piles or the Beer pile is exhausted. To play with 5 or more players, use two sets of “**Love**” cards from any Tanto Cuore editions. Also, the game-end condition will be when 3 maid piles are exhausted instead of 2.

● 12 – 3: Optional Playing Rule

The number of cards in a player’s deck, the number of cards in a maid pile in Town, as well as any face-up cards in a player’s **Private Quarters** (**Chambermaids**, **Private Maids**, etc.) are always open information. A player’s Discard Pile is not, however; only the top card should be visible.

● 12 – 4: FAQ

The FAQ can be found on the Tanto Cuore website:

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

13. Card Details

13 - 1 : Maid Chiefs



Anja Brunner (Qty: 8)

VP: 6

———— At the end of the game ————
If you have more than 3 Nicole in your deck, Anja gains an extra 1 VP.

Details: The representative maid for this edition. Anja grants additional 1 VP if you have 3 or more Nicole cards at the end of the game. She really likes this apprentice maid!



Matilde Wiese (Qty: 24)

VP: 1

Chambermaid ⇒ [Serving -2]
———— During your Starting Phase ————
You may put a chambermaided Matilde into your Discard pile. If you do, choose a card from your hand and put it back to the Town.

Details: This card is worth 1 VP even if she is not chambermaided. If she is chambermaided at beginning of your Starting Phase, you can put her into your discard pile in order to return one card in your hand to town.

13 - 2 : General Maids



Elsa Reinmaier (Qty: 8)

VP: 2

[Employment + 2]

Draw 3 cards. Afterwards, every player who has 4 or more cards in their hand chooses and discards a card from their hand.

Details: In the simplest terms, her ability is Draw +3, Employments +2, and she forces everyone with 4 or more cards (including you!) to discard a card from their hand.



Hermina Baum (Qty: 8)

VP: 1

[Love + 3]

After you draw your new hand at your Discard phase of this turn, you may discard a card from your hand and draw a card.

Employ Bonus Details: At the end of this turn, after you draw up to 5 cards, you are allowed to discard one card and then draw another card.



Toni Darling (Qty: 10)

[Draw +1]

[Love +1]

[Serving +1]

You may Discard a card from your hand. If you do, gain Employment +1.

Details: If you want to get Employment +1 from Toni's ability, you have to discard a card from your hand before you play another card.

You can only activate her ability once per turn. You cannot discard 2 cards from your hand to receive Employment +2.



Nora Morgenstern (Qty: 10)

[Serving + 2]

You may pay 1 Serving. If you do, reveal 2 cards from the top of your deck. Put all of the Love cards into your hand, and discard the rest.

Details: Nora gives you 2 Servings when you play her. If you want to reveal 2 cards for spending 1 Serving with her ability, you can use one of the 2 Servings that she gave you.



Nadja Kersten (Qty: 10)

[Love +1]

When you employ Nadja, you may gain a Beer card for 1 Love.

You may discard a Love card from your hand and pay 1 Serving. If you do, gain a Beer card.

Employ Bonus Details: Nadja's employ cost is 5, but you can pay an additional 1 love to receive a Beer card with her Employ bonus.

Details: Once you play Nadja from your hand, you may discard a Love card (a 1 Love, 2 Love, or 3 Love card) and pay 1 Serving to receive a Beer card. For example, if you play Anna to receive 2 Servings before playing Nadja, you can spend 1 Serving from the Servings that Anna gave you to gain a Beer card when playing Nadja.



Gina Kersten (Qty: 10)

[Draw + 1]

When you employ Gina, you may gain a Beer card for 2 Love.

During your Employ phase you may gain a Beer card for 4 Love.

Employ Bonus Details: Gina's employ cost is 4, but you can pay an additional 2 Love to receive a Beer card with her Employ bonus.

Details: Once you play Gina from your hand, you can pay 4 Love during the Employ Phase in the same turn to receive a Beer card. This action does not count as Employing a card.



Sara Leonhardt (Qty: 10)

[Love + 2]

You may put a chambermaid card from your Private Quarters onto the Discard pile. If you do, gain Serving +2.

Details: If you want to use her ability effectively, you should have several chambermaid cards that you can chambermaid for 1 Serving. Ute and Kaori are the best partners for Sara.



Julia Kunster (Qty: 10)

[Draw + 2]

[Employment + 1]

Sneak a peek at 2 cards from the top of the Beer deck. You may change the order of the cards.

Details: Julia works very well if you want to get specific Beer cards from the Beer deck. Weissbier and Pilsner will generate more and more VP if you have several copies of them, so it is great idea to have Julia to collect them!

If you see "Get Drunk" or "Beer Stand" cards with Julia's ability, these cards' abilities will not be triggered. These abilities will be triggered only when they are revealed in Town or if someone acquires them.



Kirika von Heidemann (Qty: 10)

[Draw + 2]

During this turn, you treat the Chambermaid Chief cards in your hand as "I Love" cards.

Details: If the current player played Kirika during his Serving Phase, all "chambermaid chief" cards in player's hand are treated as I Love cards.



Anna Hartmann (Qty: 10)

[Serving + 2]

When you employ Anna, you may discard the top card of any player's deck.

Employ Bonus Details: You can only choose a player's deck with her ability. Please be aware of the strict distinction between a "deck" and a "pile."



Renata Abendroth (Qty: 10)

[Love + 2]

Choose a number and a player with 5 or more cards in their hand. That player discards a card that has an employ cost the same as the chosen number from his hand.

Details: To use her ability effectively, you should remember which player bought which cards.



Aileen Hammerschmidt (Qty: 10)

You may discard up to two cards from your hand. Draw the same amount of cards as were discarded.

Details: In the simplest terms, her ability is discarding up to 2 useless cards from your hand to (hopefully) replace them with better ones.



Ute Krombach (Qty: 10)

[Employment + 1]

Draw an additional card when you draw your new hand at your Discard phase this turn.

Chambermaid ⇒ [Serving - 1]

———— Chambermaid Bonus ————

If your Alcohol value is between 2 to 9, this card is worth 2VP instead of 1.

Employ Bonus Details: You can have an extra card when you refill your hand during your Discard Phase on the turn that you employed her. If you employed multiple Ute cards during the same turn, you will get the same number of additional cards as the number of Ute you hired.

Details: This card is worth 1 VP if it's chambermaided. It will be worth 2 VP if you get a good number of drinks!



Kaori Hamasaki (Qty: 10)

[Love +1]

Chambermaid ⇒ [Serving - 1]

———— Chambermaid Bonus ————

3 Kaori = 12VP, 2 Kaori = 2VP, 1 Kaori = 1VP

Details: At end of the game, check how many Kaori cards you chambermaided in your Private Quarters, and count how many sets you have. If it's 3 or more, make a set of 3, and then count the rest. For example, if you have 5 Kaori, it will be 14 VP total because they are counted as 3 Kaori (12 VP) and 2 Kaori (2 VP). Sets of 3 are the best!



Paula Lauenburg (Qty: 10)

You may discard the top card of any player's deck. You can use the card's ability and bonus as though you had played the card. If the discarded card was a Love card, gain that much Love.

Details: You may play the discarded card as though just played from your hand, so you cannot chambermaid the card even if the card was a "Chambermaid" or "Chambermaid Chief." Also, if it was Nicole, you cannot use her ability because the card was already played and not in your hand.

If the discarded card from the top of the deck was Paula, you may repeat the same process as though you played Paula again.

If the discarded card was a Love card, you can gain the Love indicated on the card as though you played the Love card from your hand.



Nicole Schmiege (Qty: 10)

When you employ this card, put it onto any player's discard pile.

Return 2 Nicole to the Town from your hand. If you do, gain a general maid card with employ cost 5 or less. (This ability does not require a Serving)

Employ Bonus Details: You may put Nicole in any player's discard pile when you employ her.

Details: If you have 2 or more Nicole cards in your hand, you may choose to put 2 Nicole cards back to the town in exchange for getting a General Maid card that costs 5 or less. The action does not count as a Serving, so you can use Nicole's ability during your Serving Phase even if you are out of Servings.

● 13 – 3 : Event Cards



Envy (Qty: 8)

———— At the beginning of the Employ Phase ————
All employ costs of maid cards are increased by 1.
 (This effect can overlap only up to 2)

———— At the beginning of your turn ————
Return a maid card with an employ cost 4 more to the Town. If you do, put this card back to the Town.

Details: This card's effect only applies to the player who has Envy.

Players can put any number of Envy cards on a player's Private Quarters, but no more than 2 Envy cards take effect.



Heavy Storm (Qty: 8)

This is placed onto a **Building** in any player's Private Quarters. **All cards placed underneath this card are treated as though they don't exist.**

———— At the beginning of your turn ————
You may Discard a "3 Love" card from your hand. If you do, put this card back in the Town.

Details: This card is only usable against Beer Fest in this set, but you can use it on other buildings from the Tanto Cuore - Expanding the House set. For example, playing this card on another player's Estate could be very effective.



Let Me Drink! (Qty: 8)

When you gain this card, put this card onto your Private Quarters.

———— At the beginning of your turn ————
Discard a Love card from your hand and remove this card from the game. If you do, take a Beer card from any player's Private Quarters and add it to your Private Quarters.

Details: You cannot see other players' Beer cards. Choose a Beer card randomly if you get a Beer card from another player with this effect.

This card gives you a Beer card from another player. However, you can only use this effect at the beginning of your Starting Phase. You cannot use it immediately after you gain the card. Other players have a chance to protect their beer with Beer Fest or try to get rid of this card before you can use this effect during your next Starting Phase.

● 13 – 4 : Building Cards



Beer Fest (Qty: 8)

When you gain this card, you may put a Beer card under this card from your Private Quarters.

The Beer card under this card cannot be targeted by Get Drunk or Let me drink!

Details: The card is great card for protecting your Beer, but a Heavy Storm can target it. If a Heavy Storm is placed on this card, any cards placed underneath the Heavy Storm are treated as though they don't exist. This means that Beer Fest and any Beer cards under it are treated as though they don't exist.

● 13 – 5: Beer Cards



Beer Stand (Qty: 1)

VP: 2

When you gain this card, put this card onto your Private Quarters. Until the end of your next turn, any player may pay 4 Love to get a Beer card during their Employ phase. Turn the card face down at the end of your next turn, and put it with your Beer cards.

Details: If you gain this card, it is worth 2 VP in general, and you will also have a chance to get an additional beer if you pay 4 Love during your Employ Phase on this turn, and/or your next turn. However, all of the other players have a chance to purchase a Beer card during their next Employ Phase too.



Get Drunk (Qty: 1)

When the card is drawn or revealed, the turn player checks the Alcohol value. If it's 9 or more, he must discard one Beer card randomly. Then, remove this card from the game.

Details: There are 2 different "Get Drunk" cards in this set. They have similar effects, but slightly different. Beer cards under a "Beer Fest" will be ignored when you check your Alcohol Value and are not valid targets for the card's effect.



Get Drunk (Qty: 1)

When the card is drawn or revealed, the turn player checks the Alcohol value. If it's 9 or more, he must choose and give a Beer card to another player. Then, remove this card from the game.

Details: There are 2 different "Get Drunk" cards in this set. They have similar effects, but slightly different. Beer cards under a "Beer Fest" will be ignored when you check your Alcohol Value and are not valid targets for the card's effect.

If your Alcohol Value is 9 or more, choose one of your Beer cards and give it to another player of your choice.



Oktoberfest (Qty: 1)

VP: 3

Count it as a card named Weissbier.

Details: This Beer card is always revealed in town at the beginning of the game. It counts as Weissbier for the purposes of calculating the other Weissbier's VP bonus.



Weissbier (Qty: 7)

—— At the end of the game ——
 This card's VP is the number of Weissbier on your Private Quarters.

Details: For example, if you have 3 Weissbier cards, each Weissbier are worth 3 VP (for a total of 9 VP). If you have a Weissbier and an Oktoberfest, the Weissbier is worth 2 VP, because the Oktoberfest also counts as a Weissbier. However, the Oktoberfest's VP value is always 3, even if you have another Weissbier. In this case, the total will be 5 VP (2 VP + 3 VP)



Pilsner (Qty: 6)

VP: ?

—— At the end of the game ——
 For each set of Pilsner you have, you gain the following VP.

3 Pilsner ⇒ 14VP

2 Pilsner ⇒ 6VP

1 Pilsner ⇒ 1VP

Details: At end of the game, check how many Pilsner cards you have, and count how many sets you have. If it's 3 or more, make a set of 3, and then count the rest. For example, if you have 5 Pilsner cards, it will be 20 VP total because they are counted as 3 Pilsner (14 VP) and 2 Pilsner (6 VP). Sets of 3 are the best!



Altbier (Qty: 5)

VP: 4

Details: Altbier just counts as 4 VP.



Bock (Qty: 3)

VP: 6

—— At the end of the game ——
 If you have 2 or more Maid Chiefs, this card is worth 0VP instead of 6VP

Details: If you are planning to gain VP from this card, you should try not to gain Maid Chiefs (in this set, Anja). If you have 2 or more Maid Chiefs, the card is worth 0 VP instead of 6 VP.

● 13 – 6: Love Cards



1 Love (Qty: 36)



2 Love (Qty: 12)



3 Love (Qty: 8)

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