

Tanto Cuore

Manual

■ 0. Game overview

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

The players take the roles of "masters of the house", employ a lot of cute maids, and 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 the best collection of maids and therefore the most victory points is the perfect master and winner of the game!

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

■ 1. Game Components

This game consists of this rule book and 280 cards.

● 198 Maid cards

- 32 maid chiefs (green frame) of 2 kinds
- 156 general maids (blue frame) of 16 kinds
- 10 private maids (black frame)

● 56 Love cards (pink frame)

- 36 "1 Love" cards
- 12 "2 Love" cards
- 8 "3 Love" cards

● 26 Event cards (purple frame) of 2 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 in front of 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).

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

* Secondly, 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.

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 = [Employments +1]

* Fourthly, take all 10 **Private Maids**, shuffle 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, preferably 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

Each player now takes 7 "1 Love" cards, and 3 "Colette" cards, and shuffles them thoroughly. This is their deck. They then draw the top 5 cards and keep them in their hand. To play cards from his hand onto the playing area is to be served by that staff. Each player's discard pile, where that player discards cards, is also where newly bought cards are placed. To get rid of or fire staff means to return it to the town.

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)

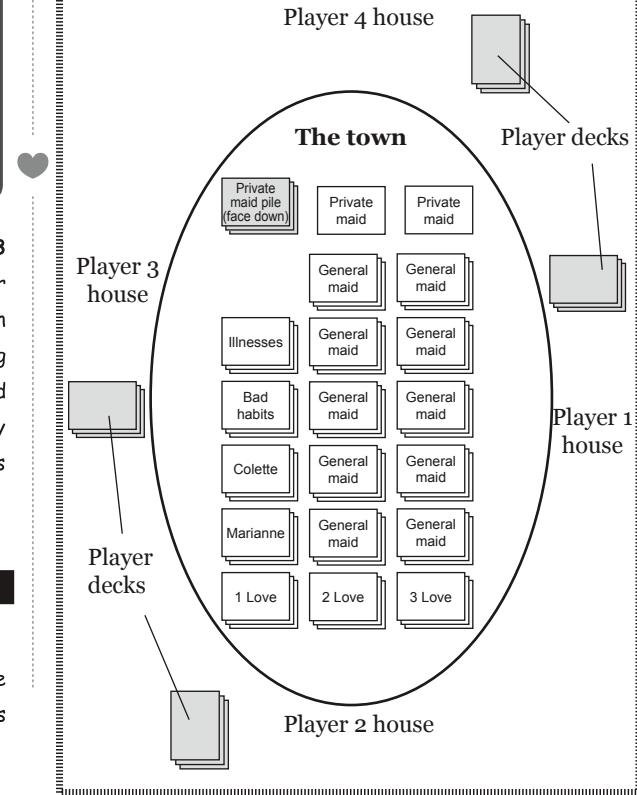
2) Serving phase (main game: playing maid cards)

3) Employ phase (play Love cards, employ new staff)

4) Dismiss phase (dismiss used staff, draw new hand)

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.

Set-up example



■ 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 discard pile or 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 the player can only be served by one maid per turn. (However, certain maids generate more "servings" and will thus allow the player to be able to be served by more maids).

1. Title

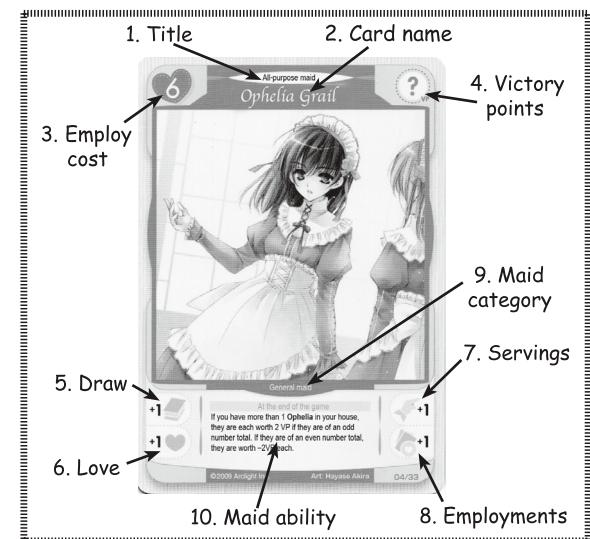
The maid's title

2. Card name

3. Employ cost

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

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.



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 with Love Cards to Employ more maids.

7. Symbol: Servings

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

8. Symbol: Employments

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.

● 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" 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.



● 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 (Chambermaids 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 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.

Private Maids who are ill do not generate their effect.

A player who has an Illness card placed on any of his Private Maids 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 Maid gets rid of her Illness, she may use her effect immediately.

5-2 Serving 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.)

When a player is served by a maid, he first receives the bonuses described by the symbols on the card - Draw Serving, Love, and Employments. Of these, **Draw is used immediately**; the player must draw the specific number of cards from their deck as soon as he receives and Draw. 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, 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' 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 "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, but 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 to 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. However, if the player has gained more Employments from maid effects, he may employ as much staff as his number of 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 go to your discard pile, not your hand. Whereas Private Maids go to your Private Quarters, and Events go to any player's Private Quarters, unless specifically stated otherwise.

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

5-4 Discard Phase

The final part of a player's turn. All staff that served the player, and all cards still in hand, are discarded (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 draws 5 new cards from their deck. If the deck runs out of cards, the player draws as many as they can, then all cards in the discard pile are shuffled together and the player draws the rest of the missing cards until they have 5 in hand.

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

Generally about 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.

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 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 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. 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 be discarded or shuffled into your deck.

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

■ 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,

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.

■ 8. Details: Events

Events are cards with bad effects that are put into a players Private Quarters (onto a Private Maid/Chamber maid). You may even put an event on your own private quarters if you wish. If an Event card would be discarded it is returned to town. If the town runs out of an event card, no more can be played until one is returned to town.

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.

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

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.

Players may discard 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* 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 Draw, 1 Love and 1 Serving.

First, Raoul draws a card and it turns out to be *Kagari*.

Raoul still has 1 **Serving** left (the one *Geneviève* generated) so he decides to be served by *Kagari*, who was just drawn.

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" in his hand, 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 **discard pile**. He has 1 Love left, but no **Employments** left, so the Employ Phase ends.

Time for the Discard phase. Raoul discards *Geneviève*, *Kagari* and the two "1 Love" that he played, and he also discards the *Colette* that is still in his hand.

They all go to the discard pile. He then draws 5 new cards from his deck.

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

■ 10. Game end and victory

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

* All staff still in a players hand and discard pile are combined with the players deck to match up (put all cards in hand and in the discard pile into the deck).

* Then remove all your Private/Chambermaids that 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 deck. Don't forget any final bonuses that apply to both your Private Quarters and your deck, like **Colette's** bonus that gives 5VP to the player who has employed her the most.

* 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.

■ 10. Card details

● 10-1 Maid chiefs



Marianne Soleil (Qty:8)

VP : 6

Details: The representative maid for this game. At the end of the game, each Marianne a player has is worth 6VP.



Colette Framboise (Qty:24)

VP : 1

[Chambermaid ⇒ [Serving -2]]

— At the end of the game —

If you have more Colette's employed than any other player, you gain a bonus 5 VP. (You gain 5VP total, not per Colette)

Details: Making Colette into a Chambermaid, costs 2 Servings. Colette is always worth 1VP, regardless of whether she is a Chambermaid or not. At the end of the game, a bonus of 5VP total (not per Colette) is awarded to the player who has the most Colettes, regardless of Chambermaid status. In the case of a tie, no one gets the bonus.

● 10-2 General Maids

Ophelia Grail (Qty:8)

VP : X

[Draw +1] [Love +1] [Servings +1]

[Employments +1]

— At the end of the game —



If you have more than 1 Ophelia in your deck they are worth 2VP each if you have an odd number total. If they are of an even number

total they are worth -2VP each.

Details: All players that have 2 or more Ophelias will get additional VPs at the end of the game. Players who have an odd number of Ophelias get 2VP per Ophelia, players having an even number of Ophelias, get -2VP per Ophelia. For example, 3 Ophelia is 6VP, but 2 Ophelia is -4VP.



Anise Greenaway (Qty:8)

VP : 3

[Draw +3] [Employments +1]



Sainsbury Lockwood (Qty:10)

You may exchange one "1 Love" from your hand with either a "2 Love" or a Maid with an employ cost of 4 or less from the town.

Details: First, return a "1 Love" card to the town. Then, take an appropriate card and add to your hand. The newly gained card can be played this turn if possible.



Tenalys Trent (Qty:10)

[Love +3] [Employments +1]

Each other player draws a card.

Details: When someone plays Tenalys, all players except the active player draw 1 card.



Nena Wilder (Qty:10)

[Love +1]

The player(s) sitting on your left and your right side must, if they have any Maids in their Private Quarters takes one Bad Habit and place it in their Private Quarters.

Details: First, place a Bad Habit on the player to the left, and then on the player to the right. If the town runs out of Bad Habit cards, then deal out as many as possible. In a two-player game, the other player does not get two Bad Habits. Bad Habit cards cannot be placed on Private Quarters that contain no maids.



Natsumi Fujikawa (Qty:10)

[Draw +1] [Servings +2]

You may discard 1 card from your hand. If you do, each other player with 4 or more cards in hand chooses and discards a card.



Esquine Foré (Qty:10)

[Draw +2]

If may discard up to 2 cards from your hand. If you do, you gain 1 Serving per card discarded.



Genevieve Daubigny (Qty:10)

[Draw +1] [Love +1] [Servings +1]



Moine de Lefévre (Qty:10)

[Draw +2] [Employments +2]



Eliza Rosewater (Qty:10)

[Love +2]

You may look at the top card of any players deck (including yours) and then decide whether to send that card into their Discard Pile or not.

Details: You may target your own deck with this ability.



Kagari Ichinomiya (Qty:10)
[Servings +2]



Claire Saint-Juste (Qty:10)

[Servings +1]

You may return one event card in your Private Quarters to town.

-When an Event is placed in your Private Quarters- You may reveal this card from your hand. If you do, return that Event to town.

Details: When someone tries to play an event card on you, you may reveal this card (show it, not discard it) to force the player to return the event to the town. Any Love the player paid is not refunded. This effect may be activated any number of times during a turn. Also, if you have an event card in your Private Quarters, you can play this card during the Serving Phase to get rid of 1 event card.



Safran Virginie (Qty:10)

[Love +2]

[Chambermaid ⇒ [Serving -1]]

—— Chambermaid Bonus ——

For each set of Safran you have as Chambermaids, you gain additional VP.

2 Safrans=4VP, 3 Safrans=8VP, 4 Safrans=12VP

Details: The active player can choose either to play Safran as usual and get +2 love, or to make her into a Chambermaid. At the end of the game, if a player has 2 or more Safrans as Chambermaids in his Private Quarters, he gets a VP bonus as noted. The bonus is a total per set (up to 4 per set), not per card. A player may have several sets and gain the bonus VP for each set. 6 Safrans would be broken up into a set of 4 and 2 totalling 16 VP. A lone Safran as Chambermaid is worth no VP.



Azure Crescent (Qty:10)

VP : 1

[Employments +1]

[Chambermaid ⇒ [Serving -1]]

—— Chambermaid Bonus ——

For each set of two or three Crescent sisters you have as Chambermaid, you get bonus VP.

Each set of 2 different sisters = 3VP

Each set of all 3 sisters = 7VP

Details: The active player can choose to either play the Maid as normal, gaining the bonus, or to make her into a Chambermaid and place her in his Private Quarters. At the end of the game, players who have 2 or more types of the three Crescent sisters receive a VP bonus. For each set of 2 different Crescent sisters, 3VP. For each set of all three Crescent sisters, 7VP. This is awarded on top of the normal 1VP each that the sisters give. For example, if a player has Azure and Rouge as Chambermaids, they are worth 1VP each and together a 3VP bonus, totalling 5VP. If a player has all three sisters, they are 1VP each and a bonus of 7VP together, totalling 10VP. If the player has several sets, the bonus VP is awarded for each set.



Viola Crescent (Qty:10)

VP : 1

[Draw +1]

[Chambermaid ⇒ [Serving -1]]

—— Chambermaid Bonus ——

For each set of two or three Crescent sisters you have as Chambermaid, you get bonus VP.

Each set of 2 different sisters = 3VP

Each set of all 3 sisters = 7VP

Details: See Azure Crescent details.



Rouge Crescent (Qty:10)

VP : 1

[Love +1]

[Chambermaid ⇒ [Serving -1]]

—— Chambermaid Bonus ——

For each set of two or three Crescent sisters you have as Chambermaid, you get bonus VP.

Each set of 2 different sisters = 3VP

Each set of all 3 sisters = 7VP

Details: See Azure Crescent details.

● 10 – 3 Private maids



Amber Twilight (Qty:1)

VP : -3

—At the start of each other player's Discard Phase—
The active player must discard the top card of their deck. If the discarded card was not a Maid card, the number of cards they draw for their hand is decreased by 1.

Details: If Amber gets ill, her -3VP are negated. But her ability is also lost.



Nord Twilight (Qty:1)

VP : -4

— During your Starting Phase —
You may discard all but one card from your hand. If you do, send two illnesses from the town onto one maid in any Private Quarters of your choice.

Details: You can not place the two illnesses on two different Maids. If Nord gets ill, her -4VP are negated. But her ability is also lost.



Sora Nakachi (Qty:1)

VP : 2

— During your Starting Phase —
You may move one Event card from a Private Quarters of your choice to an equivalent place in another player's Private Quarters.

Details: Bad Habits are moved to a general place in someone's Private Quarters. Illnesses must be placed on a specific Maid in someone's Private Quarters. You cannot move any Event card to Private Quarters containing no Maids.



Fay Longfang (Qty:1)

— During your Starting Phase —

You receive either [Love +1] or [Employment +1].

Details: You must decide in your Starting Phase. You can't choose once you've entered the Serving Phase.



Lalande Dreyfus (Qty:1)

VP : 2

— During your Starting Phase —

You may draw a card.

Details: The bonus icon and card text are not stacking. She gives a total of +1 Draw at the owner's Starting Phase. The card must be drawn in your Starting Phase. You may not draw the extra card once you've entered the Serving Phase.



Milly Violet (Qty:1)

VP : 1

— During your Serving Phase —

If any of your Maids caused you to draw a card, you [Serving +1]. This effect can only happen once per turn.



Eugenie Fontaine (Qty:1)

— During your Starting Phase —

You may look at 1 random card in another player's hand. After, you may allow that player to look at 1 random card from your hand. If you do, exchange those two cards.



Lucienne de Marlboro (Qty:1)

VP : 1

— During your Starting Phase —

You gain [Serving +1]

Details: The bonus icon and card text are not stacking. She gives a total of +1 Serving at the owner's Starting Phase.



Rosa Topaz (Qty:1)

VP : 1

— During your Starting Phase —
You gain [Love +1] .

Details: The bonus icon and card text are not stacking. She gives a total of +1 Love at the owner's Starting Phase.



Tanya Petrushka (Qty:1)

VP : 1

— During your Serving Phase —
If any of your Maids caused you to draw a card, you may draw an additional card. This effect can only happen once per turn..

Details: This effect is applied immediately after the first Draw(s), before any further effect the Draw-generating Maid has.

● 10 – 4 Events



This is placed onto a Maid in any player's Private Quarters. That Maid loses all her abilities and VPs.
— During your Starting Phase —

You may discard a "3 Love" card from your hand. If you do, return this card to town.

Details: Several illnesses may be placed on the same Maid. The illness effect continues even during the score count; ill Maids do not generate any VPs. Maids who recover from illness may apply their effects immediately if the timing allows. A player may discard several "3 Love" cards to get rid of several illnesses, but may only get rid of illnesses in his own private quarters.



bad habit (Qty:16)

VP : 1

— At the end of game —
If you have 4 or more bad habits in your Private Quarters, each is worth -2VP.

Details: Bad Habits are not placed on Maids, but generally in someone's Private Quarters.

As you can't get rid of Bad Habits in any other way than playing Claire, we recommend that you remove Bad Habits from the game if there are beginners among the players.



Cover illustration :

七瀬葵

Art credits :

あづみ冬留

イシガ一

狗神煌

江草天仁

尾崎弘宜

CARNELIAN

かわく

久坂宗次

KEI

COMTA

さとーさとる

立川虫麻呂

篠見唯子

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七

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真時未砂

水瀬凜

宮下未紀

山島おふう

るえ

Game design :

Masayuki Kudoh

Chief Developper :

Naoki Kubouchi

Developpers :

Atsuo Yoshizawa

Akihiro Kusano

Tomohiko Sekine

Kouta Tagashira

Art direction :

Kazuna Shizukuishi

Graphic Design :

Jun-ichi Narusawa (Media desk N)

Translation :

Simon Lundstrom

English production :

Daisuke Kameno

Joe Timidaiski

Japanime Games

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