

Maid chiefs



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



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

Events



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.



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.

General maids



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.



Details: The active player can choose *either* to play Safran as usual and get +2 love, *or* to make her into a chambermaid and place her in his Private Quarters. 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, not per card. A player may have several sets and gain the bonus VP for each set. A lone Safran as chambermaid is worth no VP.

Details: As an interrupt, when someone tries to play an event card on you, you may reveal this card (show it, not discard it) to force 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 to get rid of 1 event card.

Details: –

General maids (cont.)



Details: You may target your own waiting room. Please note that the decks in town are not waiting rooms.



Details: –



Details: –



Details: The active player *first* draws 2 cards, *then* decides whether or not to use Esquine's power.



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.



Details: The active player *first* draws a card and *then* decides whether to use Natsumi's power or not. If her power is activated, cards are discarded in clockwise order around the table.

General maids (cont.)



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



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.



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.



Details: -

Private maids



Details: This effect is applied *immediately after* the first Calling(s), *before* any further effect the Calling-generating maid has. This effect is *not* valid if the bonus Calling didn't occur during the Serving phase (for example, by Lalande).

Private maids (cont).



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



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



Details: The bonus icon and card text are not stacking. She gives a total or +1 love at the owner's starting phase.



Details: The bonus icon and card text are not stacking. She gives a total or +1 serving at the owner's starting phase.

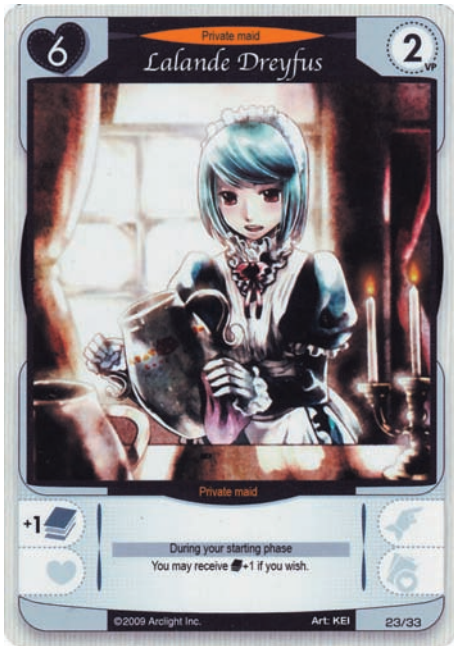


Details: After looking at the opponent's card, you may choose not to let him look at one of your cards. Once you let him look at one of your cards, you cannot refuse the exchange.



Details: This effect is applied *immediately after* the Calling(s), *before* any further effect the Calling-generating maid has. This effect is valid for all Callings, not only the maid symbols. However, it is *not* valid if the Calling didn't occur during the serving phase (for example, during the starting phase, like by Lalande).

Private maids (cont.)



Details: The bonus icon and card text are not stacking. She gives a total or +1 calling 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.

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

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.



Love cards



Details: –

Details: –

Details: –