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10

A gold-colored circular emblem featuring the number "10" in the center. Around the number, the words "KNIFE THROWER" are written in a circular pattern, and "VINTAGE" is at the bottom.

★ ACTRESS ★



★ FORTUNE TELLER ★



★ STRONGMAN ★



★ CON ARTIST ★



When welcoming travelers, if there are no corpses buried under this trailer, you must place a traveler on it.

★ JUGGLER ★



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14



When welcoming travelers, if there are no corpses buried under this trailer, you must place a traveler on it.

★ FIRE EATER ★



TRAILER

When welcoming travelers, if there are no corpses buried under this trailer, you must place a traveler on it.

★ ILLUSIONIST ★



When welcoming travelers, if there are no corpses buried under this trailer, you must place a traveler on it.

★ DWARF ★



When buried, place the dwarf sideways under an annex. It does not count toward the maximum number of corpses that can be buried under the annex.



★ TWINS ★



When buried, the twins must be placed under an annex where at least 2 corpses can be buried. It counts as 2 corpses. (Use a card that was set aside during setup to represent the 2nd corpse.)



★ BEARDED LADY ★



When buried, the bearded lady
must be placed under another
player's annex.



★ BEAR TAMER ★

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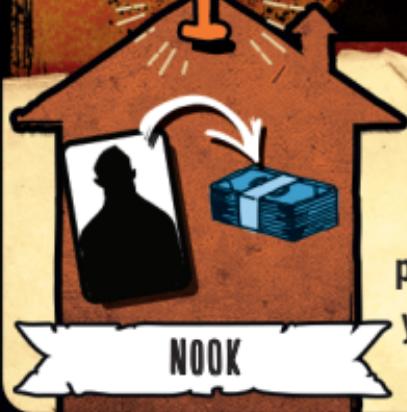
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BEAR CAGE

From now on, play 1 fewer accomplice to perform the Kill a Guest action.

★ COMPANION ★



From now on, you are not required to discard accomplices of the other types when you play them to perform the Bribe a Guest action.

★ BARKER ★



CARNIVAL BOOTH

*From now on, gain 3F
each time you bribe
a carnie.*

CIRRHOSIS



At the end of the round, *after paying wages*,
return one peasant from the bistro to the box.

BROKEN SAFE



At the end of the round, *after travelers leave*,
each player loses half the value of his checks
(rounded up).

FIASCO



At the end of the round, ***before paying wages***,
each player discards all his accomplices.

RED HERRING



*At the end of the round,
skip the police investigation.*

~ HIGH SEASON ~



At the end of the round, *when travelers leave*,
each player gains 4F per room of his color occupied
by a traveler instead of 1F.

BLACKMAIL



***At the end of the round*, whether or not the police investigates, each player with at least 1 unburied corpse must call upon the village gravedigger.**

~ PICKPOCKETS ~



At the end of the round, ***before paying wages***,
each player loses half his money (*rounded up*).

EXTORTION



At the end of the round, *when paying wages*,
each player must pay his accomplices twice.

★ SERICULTURIST ★



Immediately gain 3F per room of your color occupied by a traveler (excluding trailers).

★ SERICULTURIST ★



Immediately gain 3F per room of your color occupied by a traveler (excluding trailers).

★ SERICULTURIST ★



Immediately gain 3F per room of your color occupied by a traveler (excluding trailers).

★ SERICULTURIST ★



Immediately gain 3F per room of your color occupied by a traveler (excluding trailers).

★ WINEMAKER ★

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**Immediately gain 3F
per neutral room
occupied by a traveler.**

★ WINEMAKER ★



**Immediately gain 3F
per neutral room
occupied by a traveler.**

WINE CASK

★ WINEMAKER ★



**Immediately gain 3F
per neutral room
occupied by a traveler.**

WINE CASK

★ WINEMAKER ★



**Immediately gain 3F
per neutral room
occupied by a traveler.**

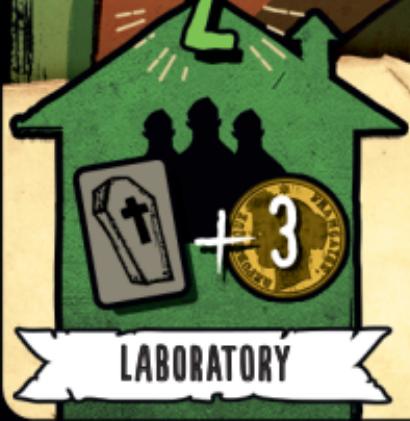
WINE CASK

★ SURGEON ★

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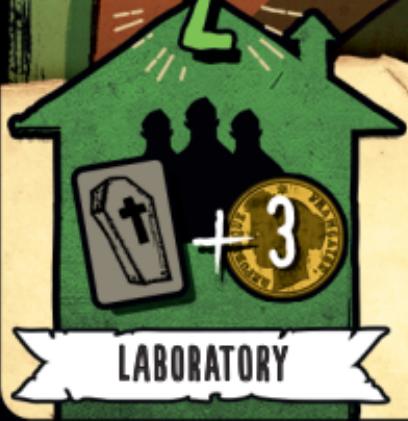
*From now on, each time
travelers leave, gain 3F
if another player has
an unburied corpse.*

★ SURGEON ★

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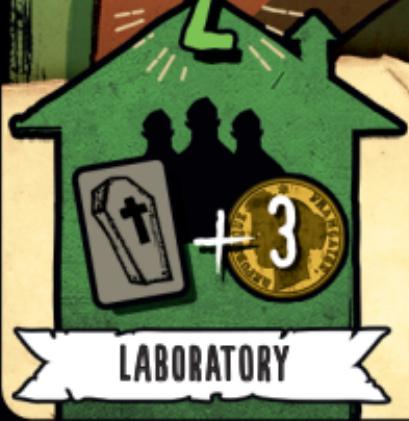
*From now on, each time
travelers leave, gain 3F
if another player has
an unburied corpse.*

★ SURGEON ★

1

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*From now on, each time
travelers leave, gain 3F
if another player has
an unburied corpse.*

★ NOTARY ★

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From now on, each time another player exchanges money for checks, you may immediately exchange 10F for a 10F check.

★ BANKER ★



*From now on, each time
another player exceeds
the 40F limit on the Wealth
track, gain the excess.*

★ PHARMACIST ★



From now on, each time travelers leave, gain 2F if another player has at least 3 accomplices.

~ GOLD TEETH ~

Play this card *when you perform a Bury a Corpse action.* Gain money equal to twice the corpse's rank in addition to the money in the corpse's pockets.



CAKE

Play this card *after welcoming travelers.*
Place the cake on an occupied room of the
inn. If that room is still occupied before
travelers leave, gain money equal to twice
the traveler's rank.



LETTER OF DENUNCIATION

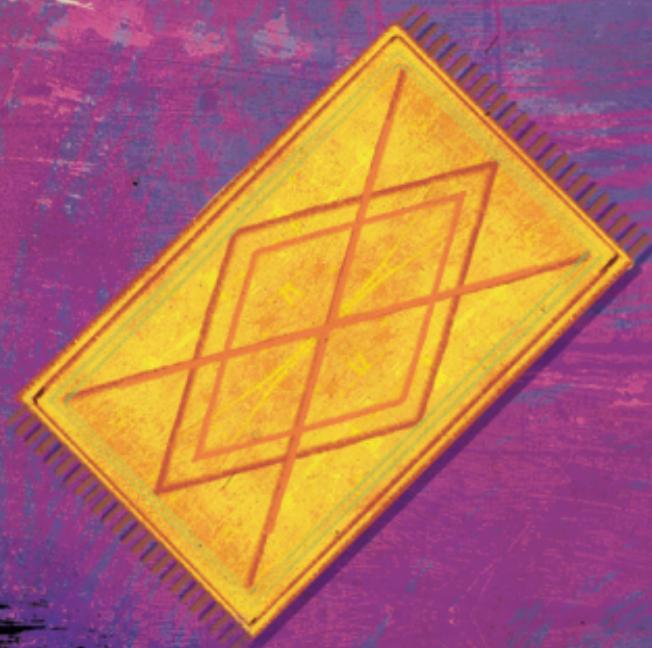
Play this card *after welcoming travelers.*

At the start of Phase 3, each player with at least one unburied corpse must call upon the village gravedigger.



~~ RUG ~~

Play this card *after welcoming travelers.*
Give one of your unburied corpses
to another player.



COFFEE

Play this card *after welcoming travelers.*
Place the coffee on a traveler in a room of
the inn. Immediately gain money equal to
that traveler's rank. That traveler cannot be
killed or bribed.



LIQUOR

Play this card *when you perform a Bribe a Guest action.* You are not required to discard accomplices to perform this action.



~ HAMMER ~

Play this card *when you perform a Build an Annex action.* You are not required to discard accomplices to perform this action.



SNOW PILE

Play this card *before a police investigation*. Place one of your unburied corpses under the snow pile. Discard the snow pile after travelers leave.



~~~ BIBLE ~~~

Play this card *when you perform a Bury a Corpse action.* You are not required to discard accomplices to perform this action.



CONFESSORAL

Play this card *at the end of a round.*
Immediately gain 6F from the player with
the most buried corpses under his annexes
*(in case of a tie, gain 3F from each tied
player).*



WOLF TRAP

Play this card *when you perform a Kill a Guest action.* You are not required to discard accomplices to perform this action.



~~TOMB~~

Play this card *during a police investigation*. If a player must call upon the village gravedigger, place that player's unburied corpse under the tomb. Immediately gain half the money in the corpse's pockets and return it to the box.



R.I.P.



WHEELBARROW

Play this card *when you perform a Build an Annex action.* Build the annex of a traveler in a room of the inn, instead of the annex of a traveler from your hand.



QUICKLIME

Play this card *when you bury a corpse under another player's annex.*
Gain all the money in the corpse's pockets.



POISON

Play this card *after welcoming travelers.*

Place the poison on a traveler in a room of the inn. *Immediately* kill that traveler.

Give the unburied corpse to the owner of the room.



WELL

Play this card *when you perform a Kill a Guest action. Immediately gain half the money in the corpse's pockets.*
Return the corpse to the box.





BANQUE de FRANCE

CINQUANTE FRANCS

Le Gouverneur principal,
Georges Frédéric
Larivière

Le Secrétaire général,
M. André Léon



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