



All main playdeck cards in this document should be cut out and combined with all other main playdeck cards to form one deck



fatal frame: the Card Game
crimson butterfly edition
www.fourhman.com/fatalframe

game by Joe Fourhman 2006





Grasping Hands

play on your turn

take any upgrade on the table to your hand



Into the Abyss

play on your turn

lose two album ghosts to force an opponent to lose one item

opponent chooses which card to lose



Lessons of the Past

play on your turn

choose any album ghost: that ghost is lost

main playdeck cards - actions

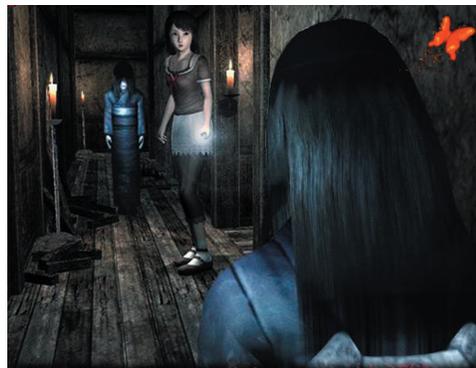


Lost in the Dark

play on your turn

choose one opponent to lose one upgrade

opponent chooses which card to lose



Nowhere to Hide

play on your turn on a ghost in play

the next time this ghost attacks, only roll one attack die against it

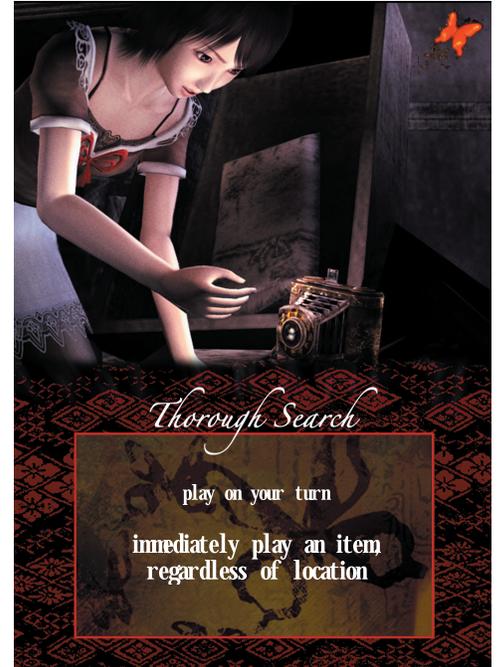
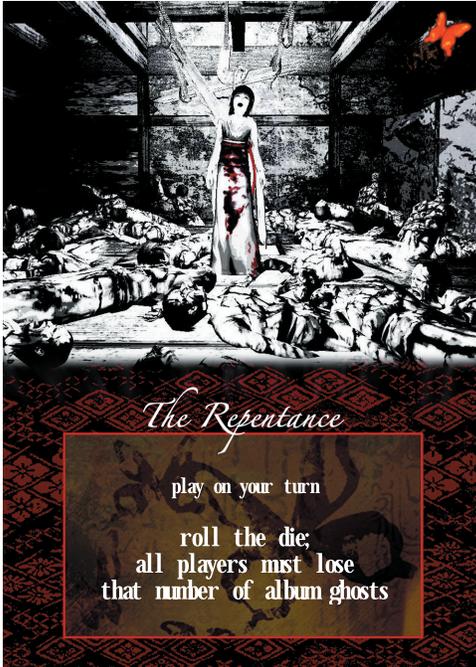


Quick Escape

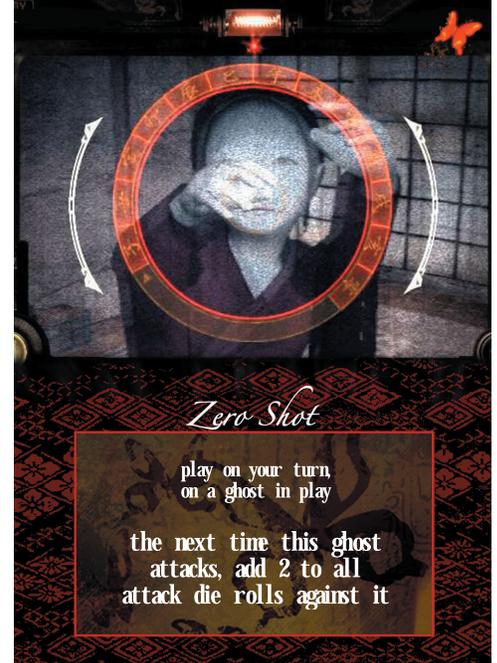
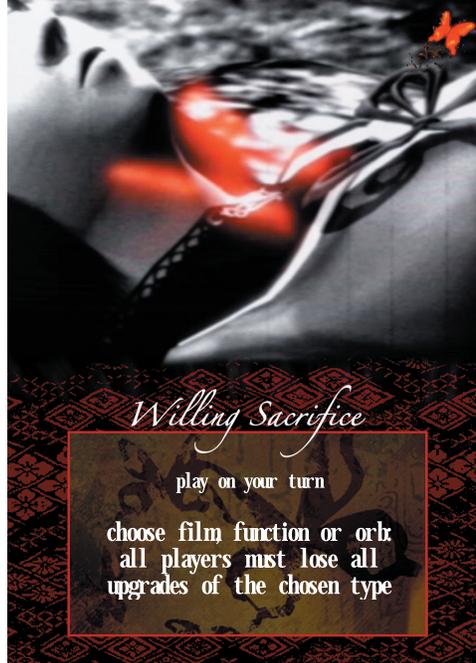
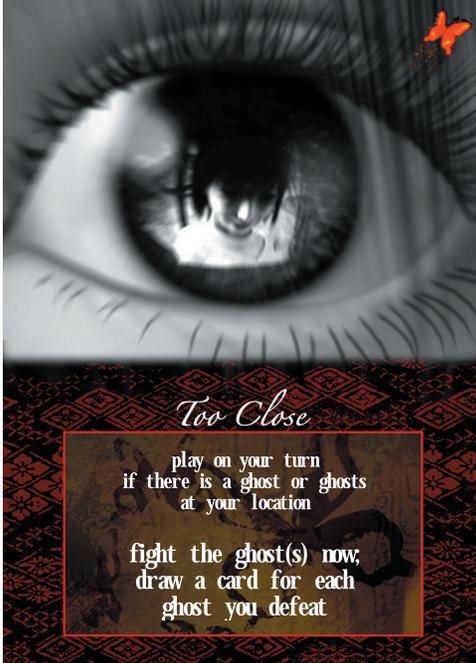
play on your turn on any player

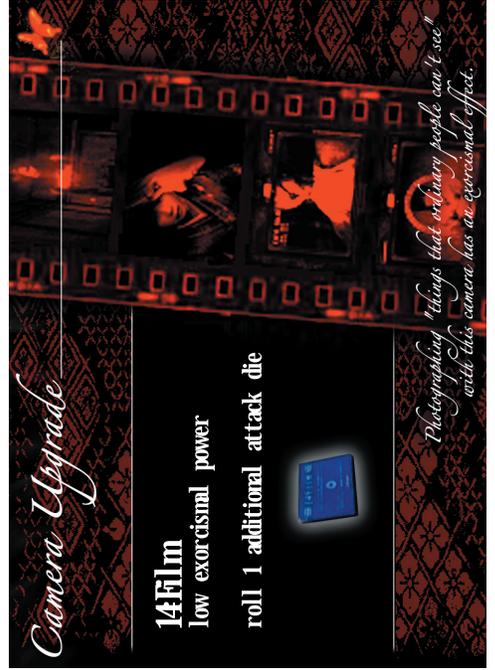
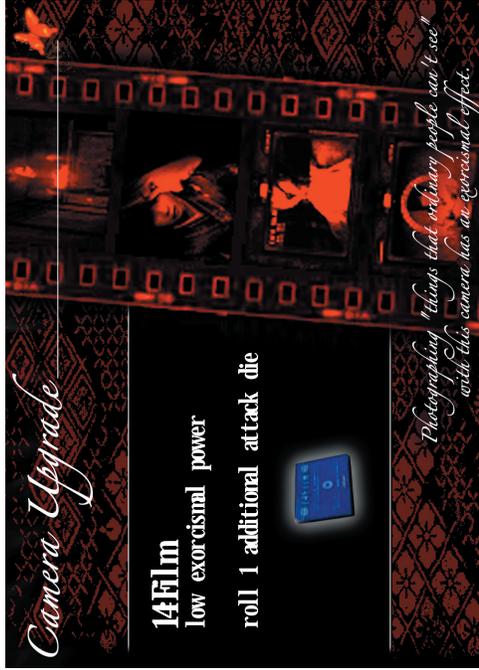
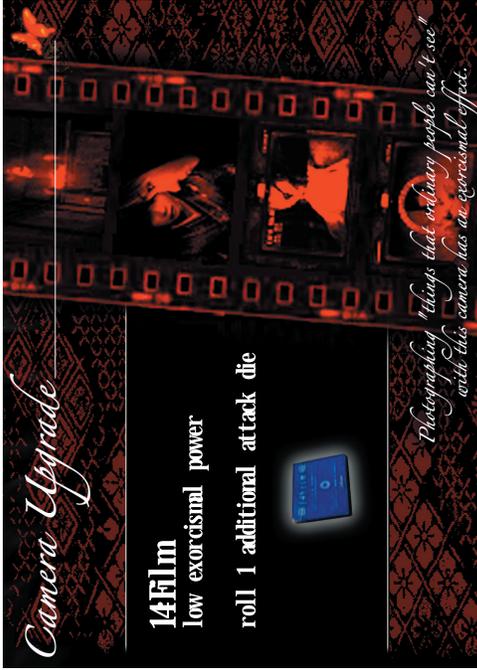
move that player to an adjacent location



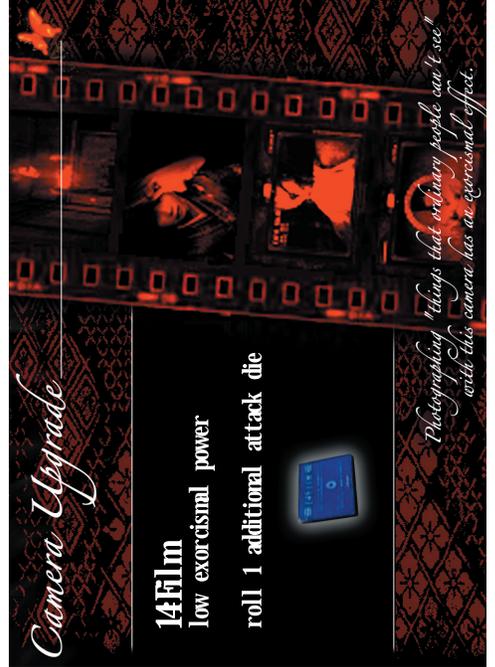
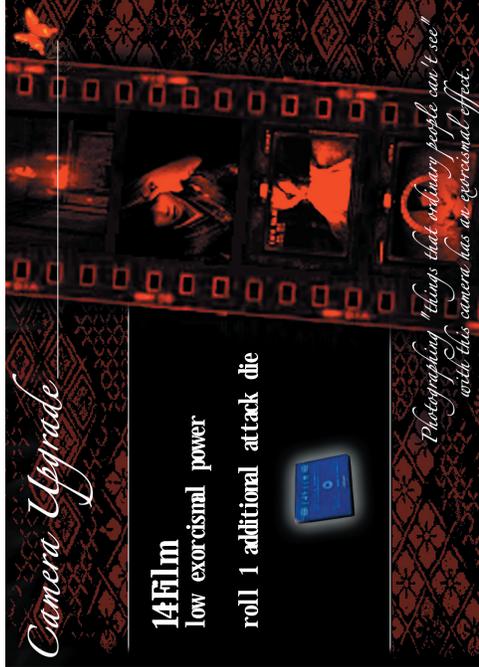
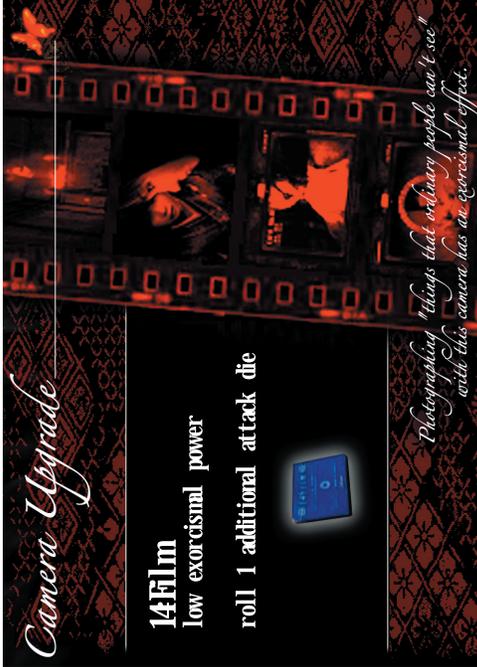


main playdeck cards - actions





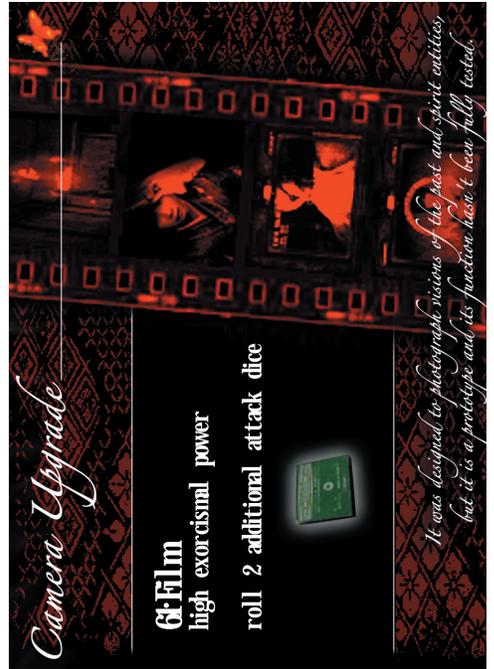
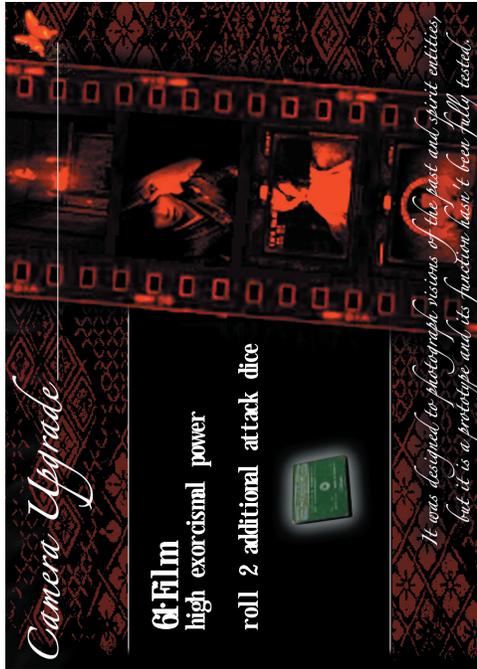
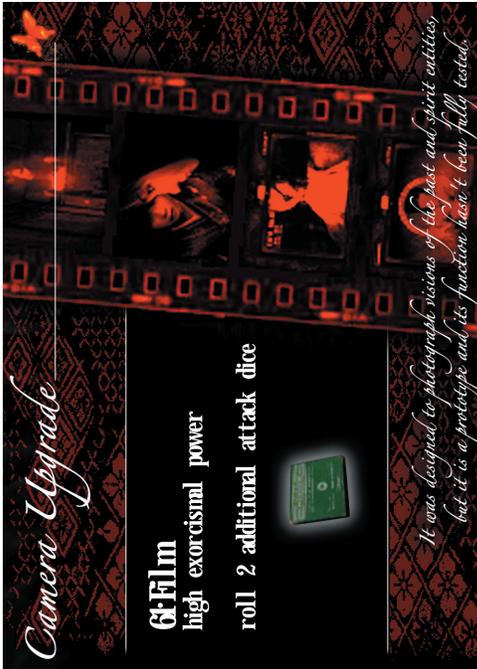
main playdeck cards - upgrades



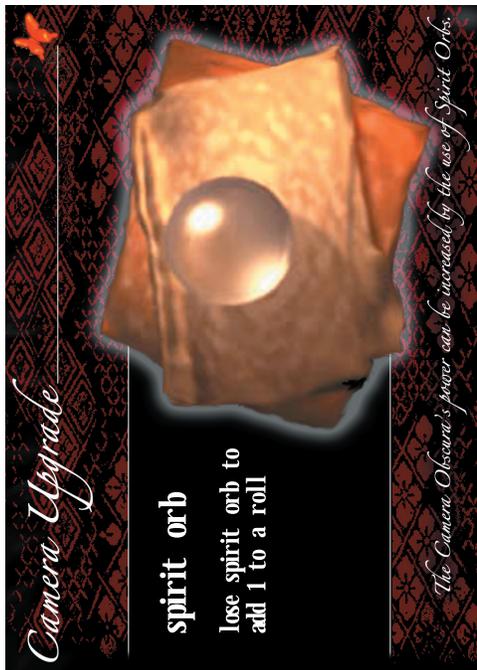
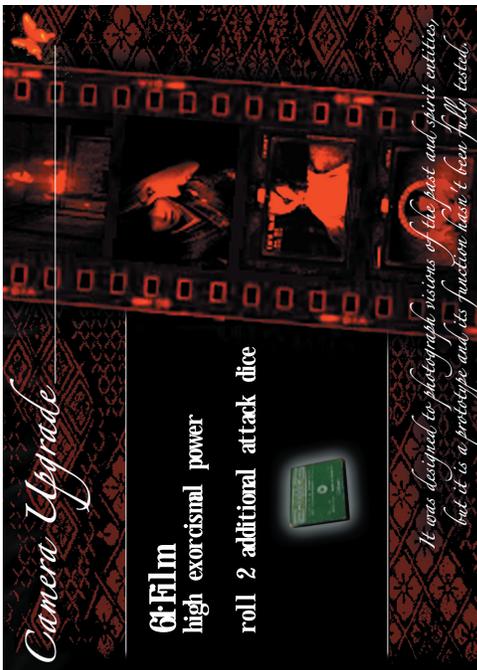
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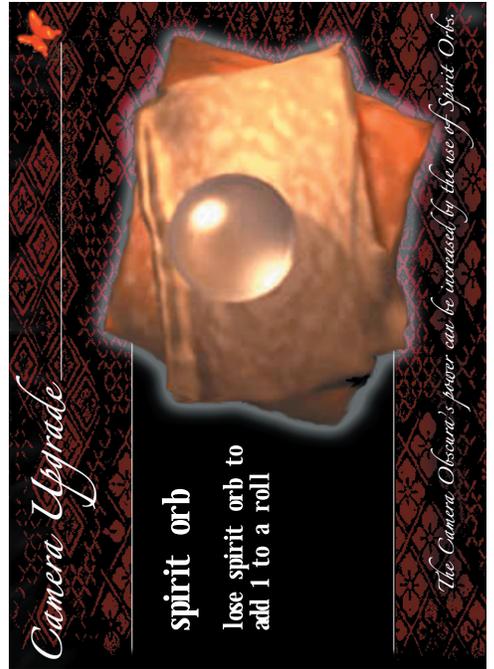
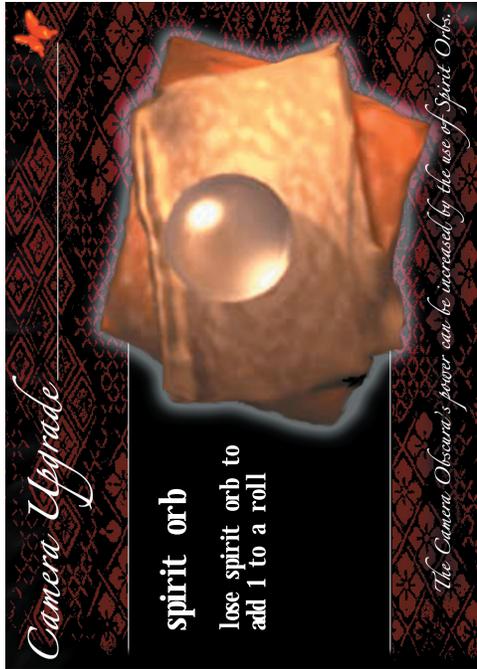
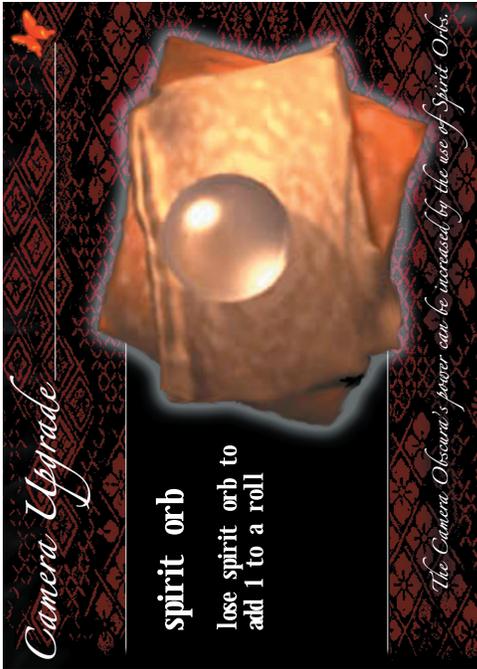
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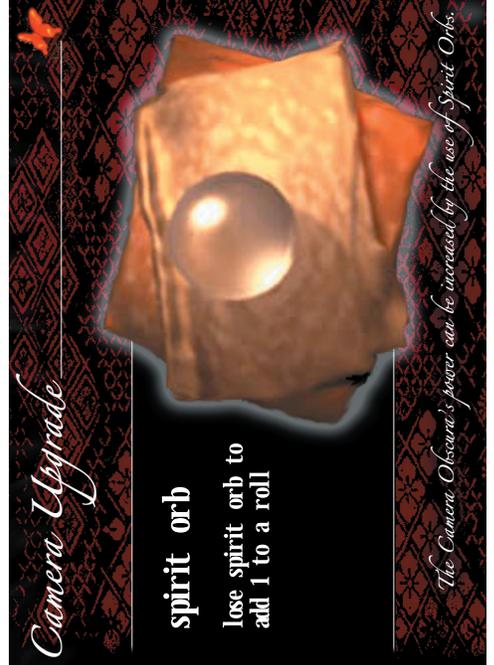
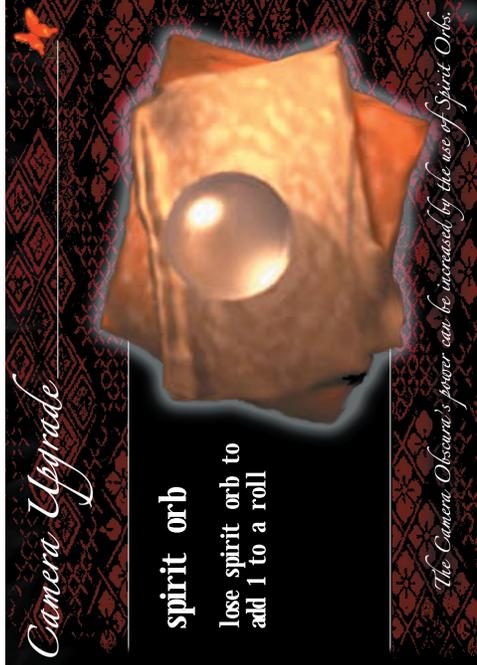
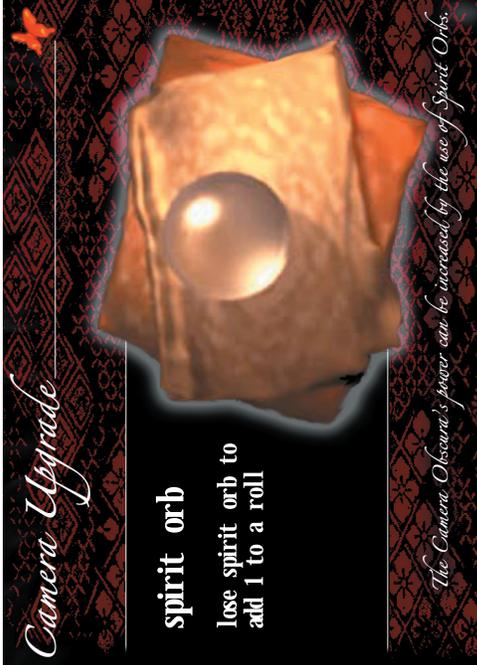


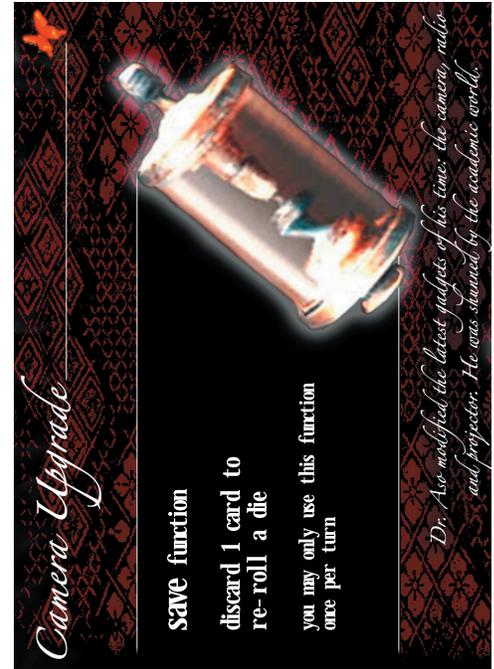
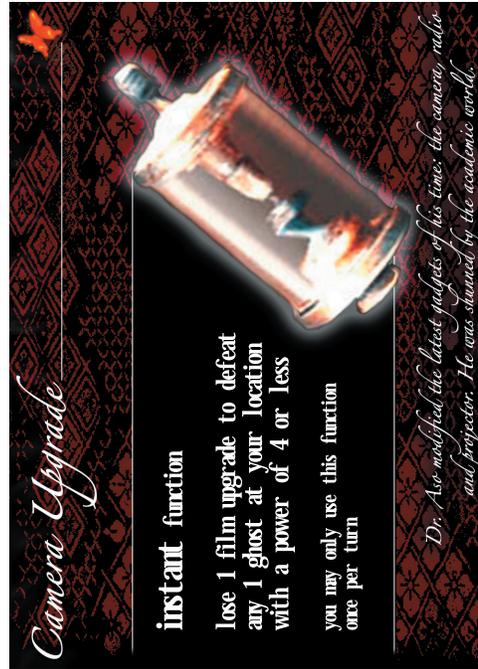
main playdeck cards - upgrades



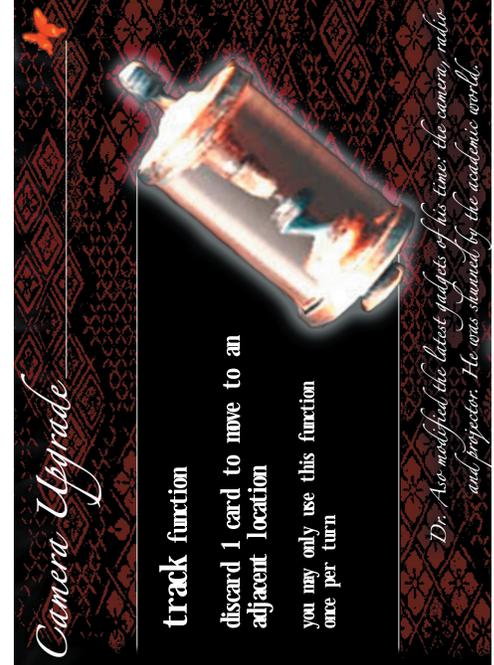
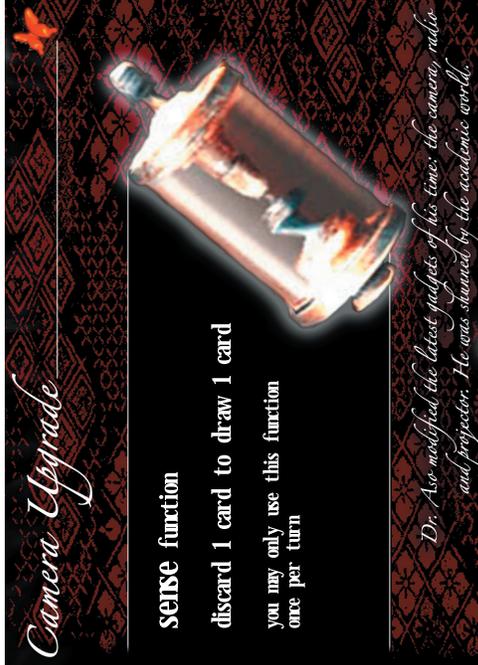


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