

<div><div></div><div>CHIEF INSPECTOR</div><div>Shown</div></div> <div><div></div><div><div>SPECIAL SKILL</div><div>Dog. Move up to 3 hex per turn and damage -1 when bites</div></div></div>	<div><div></div><div>DETECTIVE</div><div>Secret</div></div> <div><div></div><div><div></div><div></div></div></div>	<div><div></div><div>DECEIVER</div><div>Secret</div></div> <div><div></div><div><div></div><div></div></div></div>	<div><div></div><div>THIEF</div><div>Secret</div></div> <div><div></div><div><div></div><div></div></div></div>	<div><div></div><div>MASTER THIEF</div><div>Shown</div></div> <div><div></div><div><div>SPECIAL SKILL</div><div>Can spin the roulette twice to remove the handcuffs</div></div></div>	
<div>MISSION</div> <div>To take the handcuffs and arrest the thieves.</div>	<div>MISSION</div> <div>To end the game in a draw or +/-1</div>	<div>MISSION</div> <div>To take the money and escape. The car and the motorcycle require keys, but not the boat.</div>			
<div>POINTS</div> <div><div>2 » A thief dies</div><div>4 » Master Thief arrested</div><div>3 » Thief arrested</div><div>+3 » Money confiscated after capturing a thief</div><div>-2 » Detective or Deceiver arrested by mistake</div></div>	<div>SECRET NIGHT</div> <div>fast guide</div>		<div>POINTS</div> <div><div>2 » A police dies</div><div>4 » Thief escaped with the money by boat</div><div>5 » Thief escaped with the money by car/moto</div><div>+2 » Extra thief in escape</div><div>+5 » Extra Money in escape</div></div>		
<div><div></div><div>cannot be discarded until used</div></div> <div><div>MONEY</div><div>HANDCUFFS</div><div>VEHICLE KEYS</div><div>SMOKE BOMB</div><div>BEEF</div></div> <div><div>The target of the thieves.</div><div>The target of the police.</div><div>Necessary to start vehicles.</div><div>Avoid an arrest attempt or dodge over a pawn.</div><div>Eliminate the dog when used in response to his attack or when you are next to him.</div></div>					<div><div></div><div>ONLY USABLE FROM MIDNIGHT</div></div> <div><div></div><div>Numbered: now you can take the card saved in that room slot.</div></div> <div><div></div><div>Doors: can be locked with the door keys card for one turn.</div></div> <div><div></div><div>Windows: can be broken with the hammer card.</div></div> <div><div></div><div>Water: stop and spin the water roulette in your next turn.</div></div>
<div><div></div><div>GUN</div><div>POISON</div><div>KNIFE</div></div> <div><div>Damages -2 lives.</div><div>Damages -1 at the end of each victim's turn.</div><div>Damages -1 life.</div></div>					
<div><div></div><div>AID KIT</div><div>AVOID GUN</div><div>AVOID KNIFE</div><div>BULLETPROOF VEST</div></div> <div><div>Recover 1 life and cure poison. Usable with oneself or others.</div><div>Avoid a gun attack. Use and discard.</div><div>Avoid a knife attack. Use and discard.</div><div>Avoid a gun attack. Use and keep.</div></div>					
<div><div></div><div>COFFEE</div><div>DOOR KEY</div><div>ROPE</div></div> <div><div>Advance / save the extra steps indicated.</div><div>Open / close doors (1 turn maximum).</div><div>Tie another player for a turn. Releasable with antiblock roulette or other player.</div></div>					
<div><div></div><div>DYNAMITE</div><div>WINDOW BREAKER</div><div>HAMMER</div></div> <div><div>To activate it, it must be placed face down in the slot of a room. Whoever takes it loses -2 lives and wounds -1 around it.</div><div>Once broken, the window can be crossed in both directions.</div></div>					





*Victoria Walker*

You can't steal cards from the lawyer.



*Kontar Saleh*

Can re-spin the roulette once per turn to try to improve his movement score. Keep the last one.



*Panchito Falcón*

Does not have to keep a card shown.



*Trevor Williams*

Can disarm the dynamite and keep it.



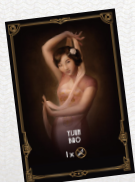
*Wilma Sanders*

Once per game, during their turn, can move the clock 1 hour forward or backwards.



*Otto Oppenheim*

Can heal once without a first aid card.



*Yijun Ding*

Able to avoid the first knife attack.



*Alexandr Korovin*

Once per game, can concatenate an extra turn.



*Chitra Daswani*

Once per game she can move any other player up to 5 squares, regardless of her distance from the victim.



*Catalina Fernández*

Draws an extra card in her 2 first turns.



*Eleanor Gibbs*

Can pass through closed doors and cannot be tied.



*Niall O'sullivan*

Once per turn he can push a player up to 6 squares in a straight line free of obstacles.



*Margot Boucher*

Their knife attack damages -2 instead of -1



*Rita Cardoso*

Always adds +2 to their movement score.



*Salvatore Fontana*

Avoids the first gun shot.



*Zachary Davis*

Once per game they can check to see the secret role of one player.