ghosts/items - v1.0



main playdeck cards - ghosts





main playdeck cards - ghosts





main playdeck cards - ghosts





4



main playdeck cards - ghosts





main playdeck cards - ghosts





2 ALBUM

GHOST POWER



LOSE 1 ITEM IF YOU PAIL



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

EXTERIOR BOUND

GHOST POWER Still feels the pai

LOSE 1 ALBUM GHOST IF YOU FAIL

O ALBUM

GHUS Powe 2 ALBUM

LOSE 1 ITEM IF YOU FAIL



main playdeck cards - items



main playdeck cards - items

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

The 4 boss ghost cards should be kept in a separate pile.



boss ghosts



Acm Wormuls Instelbook Wormuls Instelbook Wormuls Instelbook I ve hand note the last sight of dath I con gaps a ansater occuration that algoring a comount I ve hand reases here is created reases that algoring of a comount I can all the of allow poople, a comount I can all the of allow poople, a comount is closed framers instance leagther and free in sisters calling out Don't kill me! and the of site of the of fuelle is allow of the of allow are of the of the of site of the of allow are of the of the of site of the of allow are of the of the of site of the of allow are of the of the of site of the of allow are of the of the of site of the of allow are of the of the of site of the of allow are of the of the of site of the of allow are of the of the of site of the of allow are of the of the of site of the site of the of allow are of the of the of the site of the site of the of allow are of the of the site of