

# On your turn, you can do one of the following :

**Swap** your card / **Look at** your card secretly / **Announce** a character to activate his power.



**Spy:** Looks at their card and another, then swaps them – or not.



**Queen:** Receives 2 gold coins.



**Fool:** Gets 1 gold coin and swaps – or not – two cards other than their own.



**Bishop:** Takes 2 gold coins from the richest of the other players.



**King:** Receives 3 gold coins.



**Cheat:** Wins the game if they have 10 or more gold coins.



**Judge:** Takes all of the courthouse's gold.



**Witch:** Swaps their entire fortune with that of another player of their choice.



**Widow:** Receives coins from the bank until they have a total of 10.



**Thief:** Takes 1 gold coin from both adjacent players.



**Peasant:** Receives 1 gold coin. If two peasants are revealed, they each receive 2 gold coins.



**Inquisitor:** Points at another player, who must guess who their character is or give the Inquisitor 4 gold coins.