HOTEL

Captain Park's Imaginary Polar Expedition

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1 News Stand (Facts)

2 Antique Shop (Artifacts)

3 Café Lapin — Draw one card.

4 Gymnasium (Anecdotes)

5 Gift Shop (Photographs)

6 Antique Shop (Artifacts)

7 Café Aubergine — Draw one card.

8 Gift Shop (Photographs)

9 Antique Shop (Artifacts)

10 Café Pomme de Terre — Draw one card.

11 Hall of Records (Heroes)

12 News Stand (Facts)

13 Antique Shop (Artifacts)

14 Café Chèvre — Draw one card.

LONDON PROFESSIONAL GENTLEMEN'S CLUB

Sic Transit Gloria Mundi

Draw one card.
You may score an adventure if you qualify to do so.

If you end your turn in the Gentlemen's Club, lose all your accumulated month counters.

Marketplace

Discard as many cards as you wish and draw replacements.