



MARTIN WALLACE

NANTY NARKING

WHO'S WHO IN LONDON?

MONSIEUR DE SIDONIA CLAIMS TO BE THE RICHEST CITIZEN

Despite not having English nationality, Monsieur de Sidonia concentrates on acquiring cash and real estate. His political actions are not his true goals, only financial status is important for him.



FAGIN INTENDS TO TURN LONDON INTO CITY OF SIN

"Any attempt to remove trouble out of London must fail," states Mr. Fagin. "The story of our city is built on crime, and so must it be," he added.

LORDS AIM FOR CONTROL OF SPECIFIC AREAS

A lord without land is not a lord at all. If you cannot control the entirety of London, you must have at least few areas of your own.



PROFESSOR MORIARTY'S NETWORK REMAINS UNTOUCHED

Professor Moriarty is deemed to be the master of several puppet criminals. Some claim that he is the only real lord of the city. Our sources indicate that he already has his "eyes and ears" in nearly all areas of London.

SHERLOCK HOLMES BETS THAT HE CAN OUTSMART ANY OTHER PROTAGONIST

"Scotland Yard still needs my help," claims Mr. Holmes, the well-known detective consultant. "We cannot allow to anyone to be threat to the city, either criminal, political or financial. All plots will be uncovered, law and order must prevail."


TURN TO NEXT PAGE TO SEE HOW THE STORY BEGAN.

STARTING THE GAME

Place the board on the table. The board shows the city of London. The city has been divided into 12 areas. 1 Each area is bordered by a red line. Every area has a name 2 plate, a number 3, and a cost 4 for building there. The number in an area applies when random events occur. An area is adjacent to another area with which it shares a common border with or is connected to by a bridge.

- Each player should select a set of playing pieces of the same colour. A set consists of twelve agent pawns 5 and six building pieces 6. Each player should place one of their agent pawns in The East End 7, The City 8, and Chelsea 9. One Trouble Marker should also be placed in each of these areas.
- Place the remaining Trouble Markers beside the board 10.
- Place the money 11 beside the board to form a bank. Each crown is worth £5 and one shilling is worth £1. Each player starts with £10 12 (one crown and five shillings). The amount of money players have is public information.
- Place the Grenadier 13 and New Citizen 14 pawns beside the board.
- Shuffle the Personality cards and deal one 15 to each player. You keep your Personality card secret until you either achieve the victory conditions on it or the game ends. Place the remaining Personality cards to the side without examining them 16.
- Shuffle the Random Event cards 17 and place them face down beside the board.

GAME VARIANT


Instead of using standard Personality cards, you may use variant Personality cards, marked with this  symbol. This variant is recommended for experienced players.



- Separate the Action cards into two decks, the grey background deck and the red background deck. Shuffle the red deck and place it face down on the table. Then shuffle the grey deck and place it face down on top of the red deck. 18 Deal five cards from the top of the deck to each player. 19 Place the remaining cards on the game logo printed on the board to form the draw pile.

- 20 Place the City Area cards face up on display beside the map so that they can be clearly seen by all players.
- Each player should also take one Player Aid card. This card helps to remind you about important rules.
- Use the die 21 to determine who will be the first player.

TWO PLAYERS

Remove the Mr. Sidonia Personality card before shuffling and dealing Personality cards. You will also need to remove the Action cards Karl Marx and Henry "Holy" Peter cards from the deck. These cards are marked with this  symbol.

PLAYING THE GAME

- Players will take turns having their 'go', starting with the first player.
- When it's your turn to have a go, your first option is to announce your sudden death victory (this will not happen during first round of the game).
- If you haven't won the game yet, choose one of your Action cards to play. You do whatever it tells you to do on the card. You may have the option to play another card. When you have finished playing cards, draw enough cards from the draw pile to bring your hand size back to five cards. It may be that during your turn you picked up more cards, bringing your hand size up to more than five. This is fine, you just do not pick up any more cards at the end of your turn, nor do you have to discard any.
- Now the player to your left has his or her turn. Play continues in this manner until either one player declares that he or she has won (which depends on their Personality card) or the draw pile is exhausted (at which point either Sherlock Holmes has won or you have to count up points).
- It is very important for all players to be aware of what all of the secret victory conditions are. You must be careful not to 'gift' the game to another player by not keeping an eye on what they are doing. The victory conditions are detailed below. Please make sure that all players read them carefully before you start the game.

ENDING AND WINNING THE GAME

The game ends when either a player achieves the victory conditions on his or her Personality card or if the 'Riot' Random Event card is drawn and the conditions on the card are met or as soon as one player cannot refill his hand to five cards due to lack of enough cards in the draw pile.

All of the Personality cards apart from Sherlock Holmes state that the conditions on the card must occur at the **start of your turn**, not the end of it.



Professor Moriarty - You win at the beginning of your turn if you have a certain number of agents in different areas on the board (think of them as your spies). With two players you need to have agents in at least 11 different areas. With three players you need to have agents in at least 10 different areas. With four players you need to have agents in at least nine different areas.



Fagin - You win at the beginning of your turn if there are eight trouble markers on the board then.



Monsieur de Sidonia - You win at the beginning of your turn if your net worth is £50 or more (this total includes the values of buildings you own). Please note that any loans you have taken out count as

£12 against your net worth (certain cards allow you to take out loans).



Lord Bellinger, Lord Holdhurst, Lord Balmoral - You win at the beginning of your turn if you control a certain number of areas. With two players you need to control 7 areas, with three players you need to control 5 areas, and with four players you need to control 4 areas.

You control an area if you have more 'bits' in it than any single other player. You would also have to have more bits there than the total number of New Citizens in the area. A 'bit' is an agent or a building piece. You cannot control an area that contains one or more grenadiers (martial law). The presence of a trouble marker does not affect the control of an area.



Sherlock Holmes - You win if no one else has won by the time the deck of cards has been exhausted.

If the game ends due to the deck running out **and** no one has the Sherlock Holmes Personality card, then the winner is the player with the most points. Each agent on the board is worth five points. Each building is worth a number of points equal to its monetary cost. Each £1 in hand is worth one point.



If you have the *Mr. Merryweather* card or the Bank card then you must pay back the amount noted on the card. If you cannot then you lose fifteen points. In the case of a tie the tied player with the highest value City Area card is the winner.

Example.

The green player controls Lambeth. The yellow player controls Battersea, even though there is a trouble marker there. The purple player does not control Chelsea as there is a grenadier there. The blue player does not control Westminster as there is one New Citizen there. If blue had another piece there, either another agent or a building, then he or she would control the area. Neither yellow nor green controls The West End.



ACTION CARDS

The key to this game is learning how the Action cards work. Nearly every card has one or more symbols at the top. These symbols tell you what actions you can do and the order in which they can be performed. When you play an Action card you may carry out some or all of the actions indicated.

The order in which the actions can be performed goes from top to bottom along the left side of the card. You are not forced to perform an individual action, so you could choose one or more not to perform. The only action that you **must** perform is the Random Event action. Once you have finished with the card you place it on the discard pile.

Example. If you played the Tracy Tupman card then you would first draw a Random Event



card, then you would then have the option to swap the positions of two agents (as written at the bottom of the card). Finally, you would have the option to play another card.

You complete one action before you start the next action.

Here are the actions explained in more detail:

PLACE AN AGENT



Take one of your agent pieces and place it in an area on the board. You must place it in an area where you already have an agent in or an area that is adjacent to an area in which that you already have an agent. There is no limit to the number of agents that can be placed in an area. If you already have all of your agents on the board then you can remove one and then place it somewhere else (making sure you follow the other rules above).

Example. Let's assume that you are the green player (for this and all other examples) and you have just played a card with the 'Place an agent' symbol on it. As you already have an agent in the East End you can legally place one in each area indicated by the arrows. You decided to place an agent in Bermondsey.



TROUBLE MARKERS - Whenever an agent is placed or moved into an area that already has one or more pawns (agents, New Citizens, or grenadiers) in it then you **must** place a trouble marker in that area. An area can only contain one trouble marker. As soon as an agent (New Citizen or grenadier pawn) is moved or removed from an area, any trouble marker in the area is also removed (even if there are still more than two pawns in the area).

Placing a building in an area does not cause trouble. There are two main effects of trouble. First, you can only assassinate an agent if there is a trouble marker in the area. Second, you cannot build a building in an area containing a trouble marker. New Citizens and grenadiers are regarded as agents for this purpose, so they will cause trouble if placed in an area, or if any agent is placed or moved into an area that already has one or more New Citizen or grenadier pawn.

Here is an example of what happens when you place an agent in an area that already contains an agent. The picture to the left shows the board before you have your turn, the one on the right after you've had it. As there was already an agent in Bermondsey you must also place a trouble marker in the area.



TAKE MONEY



Take the amount of money shown by the gold circle on your card from the bank.

REMOVE ONE TROUBLE MARKER



Remove one trouble marker from an area of your choice and place it beside the board.

ASSASSINATION



Remove one pawn (agent, New Citizen, or grenadier) of your choice (but not your

own) from an area that contains a Trouble Marker and place it beside the board. Remember that this will also remove the Trouble Marker from the area.

INTERRUPT



A card with this symbol on can be played at any time, even if it is not your turn. Most Interrupt cards protect you from harmful effects. For example, someone might try to remove one of your agents and you could play the 'Toby' card to stop them. You can play such a card during your turn and it does not count as an action. Please make sure you play such a card promptly. If you forget to use a card to negate the effect of another card played against you then you cannot 'go back in time' and play the card retroactively.

SCROLL



Perform the action described in the text at the bottom of the card.

RANDOM EVENT



Draw the top card from the Random Event deck (this is the only action you must perform). This will tell you which event occurs. See p. 9 and 10 of the rule book to see the effect of that event. Once you have completed the event you place the Random Event card to one side (i.e., each event can only occur a maximum of once in the entire game).

PLAY ANOTHER CARD



Play another card from your hand. You could end up playing a succession of cards if they all contain this symbol.

PLACE A BUILDING



Place one of your building pieces in an area in which you have an agent. You cannot build in an area that already has a building in or one containing a trouble marker. The cost of placing the building is shown in the area and on the

matching City Area card. You pay this amount of money to the bank. You then take the matching City Area card into your possession. If, for any reason, the building is removed later then you must return the City Area card to the display. Place the card in front of you, face up. You can have up to six buildings on the board. If you already have six buildings on the board then you can choose one to remove and place the new building in the area in which you wish to build. Make sure you return the City Area card for the area from which you remove your building.

Example

In the part of the map shown you can only place a building in Battersea. Chelsea has a trouble marker in it, Lambeth already has a building, and you do not have an agent in either Westminster or West End. If you build in Battersea then you must pay £12 to the bank. Note that even though the yellow player has more agents than you in Battersea you can still place a building there. Once you have placed your building you take the Battersea card.



CITY AREA CARDS

Every area on the board has a City Area card. Each card grants you a particular ability. In most cases you can use this ability once per turn and you choose at what point during the turn you wish to use it. However, you cannot use the ability on a card in the same turn that you gained it.

(Exception: The Holborn card can be used when it is not your turn to react to the result of a Random Event).

Here is a detailed description of each of the card abilities:

CHELSEA - Once per turn you can pay £3 and place one of your agents in Chelsea or an adjacent area.

WESTMINSTER - Once per turn you can draw one card and then discard a card.

STRAND - Once per turn you can pay £2 to remove one trouble marker from the board.

WEST END - Once per turn you can take £2 from the bank.

HOLBORN - Whenever one of your pieces is affected by

a Random Event you can pay £3 to ignore the effect. If more than one piece is affected then you must pay £3 for each piece you wish to protect.

CITY - Once per turn you can discard one card and take £2 from the bank.

HIGHBURY - Once per turn you can take £2 from the bank.

EAST END - Once per turn you can place one trouble marker in The East End or an adjacent area (the area must contain at least one agent).

BERMONDSEY - Once per turn you can pay £3 and place one of your agents in Bermondsey or an adjacent area.

SOUTHWARK - Once per turn you can take £1 from the bank.

LAMBETH - Once per turn you can take £3 from the bank.

BATTERSEA - Once per turn you can take £1 from the bank.

Random Events

Many of the events affect buildings. If you lose a building then you must return the corresponding City Area card.

ZEPPELIN CRASH

Roll the die to determine where the Zeppelin will crash. Remove all pawns (including agents, grenadiers, and New Citizens), any trouble marker, and any building from the area affected.

FLOOD

Roll the die twice to see which areas are affected by flooding. If one or both of the areas rolled are adjacent to the River Thames then they are affected by flooding. In player order (starting with the active player), each player must move their agents from the affected area to an adjacent area. You cannot move your agent to another area affected by flooding. You can still move to an area adjacent to the river. Buildings, New Citizens, and grenadiers remain in the area and are not affected by flooding.

FIRE

Roll the die and see if there is a building in the area of the same number. If there is then remove it from the board. Now roll the die again. If the

area rolled is adjacent to the previous area and there is a building in it then remove that building (the fire has spread). You continue rolling in this manner until you roll an area that either does not contain a building or is not adjacent to the last area you rolled.

FOG

Draw and discard the top five cards from the draw deck. These discards are public knowledge.

RIOTS

If there are eight or more trouble markers on the board then the game ends immediately. You now determine the winner by calculating points. If a player had the Sherlock Holmes Personality card then that Personality does not come into effect and this player count his or her points normally.

EXPLOSION

Roll the die and remove any building in the area of the same number.

MYSTERIOUS MURDERS!

Roll one die and remove a pawn (agent, New Citizen, or grenadier) of your choice from the area of the same number. You then pass the die to the player to your left, who rolls it and removes a pawn of their choice from the area of the same number. Repeat this procedure until all players have rolled the die once. If you roll an area and only you have agents there then you must remove one of them.

MARTIAL LAW

Roll the die four times and place one grenadier pawn in each of the areas matching the numbers rolled. More than one grenadier can end up in an area. If there is not a trouble marker in the area in which a grenadier is placed then place such a marker, even if there is no other agent in the area. While there are one or more grenadiers in an area the ability on the City Area card cannot be used and any building there has a value of zero. The area also cannot be controlled by any player nor does it count as an occupied area for Moriarty. If an area still has one or more grenadiers in it at the end of the game then no one scores any points for agents or buildings there. Grenadiers can be moved or removed from the board in the same way as agents.

INIGO JONES

Roll the die. If the City Area Card of the same number is in play then it is set to one side and

is no longer in the game, i.e. the ability on the card is not in effect. Also, the owner of the card must remove one agent from the same area as the card. The building still counts towards control of the area and retains its value at the end of the game.

SUBSIDENCE

All players must pay £2 for each building they have on the board. If they cannot pay for a building, then it is removed from the board.

NEW CITIZENS

Roll the die three times and place one New Citizen pawn in each area of the same number. More than one New Citizen pawn can end up in an area. Remember to place a trouble marker if there are already one or more agents in the area. New Citizens are like agents, except they do not belong to any player. They affect your ability to control an area in that you must treat them as belonging to 'another player'. You can move or remove them from the board in the same way as agents.

EARTHQUAKE

Roll the die twice and remove any buildings from the areas of the same number, if any.

FREQUENTLY ASKED QUESTIONS

Q. Can I play a card and do nothing?

A. Yes, unless the card has a Random Event icon (the event must take place). You may also, in addition to taking your turn, discard as many cards with Interrupt icons as you like – all times are considered “appropriate!”

Q. If you place one of your agents in an area that only contains agents of your own colour do you still place a trouble marker?

A. Yes, you still place a trouble marker.

Q. Do I have to control an area to be able to build a building?

A. No, you need to have at least one agent there, and there cannot be a trouble marker in the area.

Q. If I use a card that allows me to move an agent can that cause trouble?

A. Yes. Whenever you add or move an agent into an area that already has one or more agents in it then you place a trouble marker there (unless it already contains one).

Q. What exactly happens if I play *Charles Babbage* or *Maycroft Holmes*?

A. You choose any two cards from your hand to play. You should treat each card you play as a separate set of actions. Thus, if one of the cards allows you to play another card then you can do so, following on from that particular card. Once you have completed all of the actions associated with one of the cards you can then play the second card, which may also result in you being able to play additional cards.

Q. If somebody plays *Col. Sebastian Moran* against me can I use a protection card, such as *Toby* or *Little Dorrit*, to protect two of my agents?

A. No. A protection card such as these will only protect one agent. You may block the first attempt to remove one of your agents, but the player who played *Col. Sebastian Moran* could use the second skull to remove the agent that you just protected. You would have to play another protection card to stop the second attempt to remove your agent.

Q. What exactly does *Mr. Goodyear* do?

A. *Mr. Goodyear* protects you against the text effect of another card. It does not protect you against symbols on other cards, so it would not protect one of your agents from being removed by a card with a skull symbol on it. However, it would protect one of your agents from being removed due to someone playing *Jack the Ripper*, as the effect of the card is described in the text area. Other examples of cards it would protect against are *Fire Brigade*, *Charles Augustus Milverton*, and *The Fourty Elephants*. It cannot be used to protect another player, only you benefit from its use. It does not protect against Random Events. If you use the card then the card you block cannot then be used against another player.

Q. Can I use *Mr. Goodyear* to defend against *Henry “Holy” Peter*?

A. Yes. The player paid to select an agent would keep the money but not kill anyone.

Q. Can I use *Mr. Goodyear* to defend against *Nathaniel Winkle*?

Yes. Nothing happens; no cards are passed in either direction.

Q. Can *Holborn* protect you against grenadiers from *Martial Law*?

A. Yes. You can pay £3 to stop a grenadier pawn being placed in an area. The grenadier pawn should be placed beside, it is not placed on the board.

Q. Can *Jack the Ripper* remove New Citizen or grenadier pawns?

A. Yes, New Citizen and grenadier pawns should be treated just like player agent pawns.

Q. Can I get rid of *Irene Adler* or *Charles Augustus Milverton*?

A. No, once you have accepted one of these cards you are stuck with it for the rest of the game. Each of these cards counts towards your hand size, so the effect is to reduce your hand size by one. You cannot discard it using the City or Westminster card abilities.

Q. What does *Holborn* exactly protect?

A. *Subsidence*: No effect - better to pay the £2 than £3 to invoke the lawyers.

Fog and Riots: No effect - no pieces involved.

Martial Law and *New Citizens*: Pay £3 for each grenadier or New Citizen to prevent it being placed in an area where you have an agent or building, regardless of how many you have in the area. *Zeppelin Crash*, *Explosions*, *Earthquake*, *Flood*, and *Mysterious Murders*: Pay £3 to protect each affected piece.

Inigo Jones: Pay £3 to prevent the card being removed. Pay £3 to prevent an agent being removed.

Fire: Pay £3 to protect your building. But the fire still rages across all the other buildings that would be in the area and can therefore continue to spread. So you still continue to roll to see if it spreads.

Note: For the *Flood* you need to roll the die twice before you start fleeing, since you have to know which areas are affected before you move your agents. This seems like a good general rule. The owner of *Holborn* needs to know all of the affected areas before deciding which of their pieces to save. So make all the die rolls for *Earthquake*, *Martial Law*, *New Citizens*, and *Fire* then let the owner of *Holborn* card decide what to do.

Q. When multiple agents are moved how does this affect trouble markers?

A. Agents do not flee simultaneously, so normal rules apply.

Flood: The agents are moved one at a time.

Tracy Tupman: Remove both agents (remove trouble marker if relevant); then place each agent back in the area that the other agent came from; each one will generate trouble if there are any other agent present.

William Gladstone: Place the agents one at a time.

Q. Can I use Interrupts against Random Events?

A. *Doctor John H. Watson:* Not relevant.

Mr. Goodyear: No. Specifically excluded in the answer above.

Toby: No. The text says he only works against other players. The random events are a game mechanic, not a player action.

Red-Headed League, Little Dorrit & Victor Frankenstein: Yes, if you are reacting to *Zeppelin Crash, Inigo Jones, or Mysterious Murders.*

Q. Do I have to remove my own agents?

A. Yes, if your roll an area where only you have agents for *Jack the Ripper* or *Mysterious Murders* then you must remove one of your own agents.

Q. How many agents does *Jack the Ripper* kill?

A. *Jack the Ripper* can kill up to two agents. Roll die; remove agent; roll die; remove second agent. Once you have chosen to activate *Jack the Ripper* you cannot change your mind; he will kill as long as there is someone to kill.

Q. Can I use *Rosetta Davis* or *Donna Britannica Hollandia* to get money for nothing?

A. No. If you don't have a card left to give to the other player, then they don't have to pay.

Q. Can I use *Bermondsey* or *Chelsea* to place an agent adjacent to any of my agents?

A. Where your agents are is completely irrelevant. Read the card as "Once per turn you can pay £3 and place one of your agents in *Bermondsey/Chelsea* or an area adjacent to *Bermondsey/Chelsea*."

Q. Can I build in an area where there is a New Citizen or a grenadier?

A. Yes. Apart from the special abilities of grenadiers defined in the rules, New Citizens and grenadiers are like agents. As long as you have your agent present, a building icon, enough money, and no trouble marker then you can build.

Credits

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PHALANX

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