~ The Rules of the Game ~

The goal of the game

The first lady or gentleman to return to London wins the game. However, since you left the British capital suspected of stealing from Her Majesty's bank, you will have to return to London without any Rumor cards and 10£ or less in your pocket (or rather, in your hand) in order to prove your innocence in the eyes of the world!

Bon voyage !

Travel equipment

- 1 gameboard
- 2 ***Bag*** miniboards
- 6 ***Hat*** pawns
- 6 Travel Journals
- 25 ***Passepartout*** cards
- 18 ***Rumor*** cards
- 130 ***£*** *(pound) cards*

Set Up

- Place the gameboard and the two *Bag* miniboards in the middle of the table.
- Sort the cards by their value and put them on the two *Bag* miniboards face-up on their indicated spaces. These two boards and the six piles of cards make the bank.
- Shuffle the cards, then put them on their space on the gameboard face-down. During the game, discarded cards are stacked face-up next to the gameboard.
- Each player takes:
  - **1 Travel Journal**.
  - **1 Hat pawn** in the color corresponding to the symbol on their Travel Journal.
  - **3 *Rumor*** cards that they place on the page on the right side of their Travel Journal. (the remaining Rumor cards are returned to the box)
  - **A total of 80 £** that they take into their hand: 1×30£/1×15£/2×10£/2×5£/1×3£/2×1£.
- The track is made up of the London space , which is both the starting and ending space, as well as 79 numbered spaces (the numbers make counting the number of spaces to move your pawn easier; a little subtraction and it's in the bag!).
  The pen indicates the direction of movement.
- The player who visited London most recently is First Player. Alternatively, take everyone's *Hat* pawn and choose one randomly. Each player places their pawn on the starting space, then, starting with the First Player, everyone takes turns playing clockwise.

Gameplay

On your turn, move your pawn forwards or backwards onto **an unoccupied space** of the track, unless the space you're on says otherwise.

When you decide to move your pawn forwards, pay the bank the cost in £ corresponding to the number of spaces moved on the track. This cost is indicated on the lefthand page of your Travel Journal.
When you decide to move your pawn backwards, you must move back to the most recent *Layover* space, if it is empty. This movement is free and you actually receive £ from the bank according to how many spaces you moved.

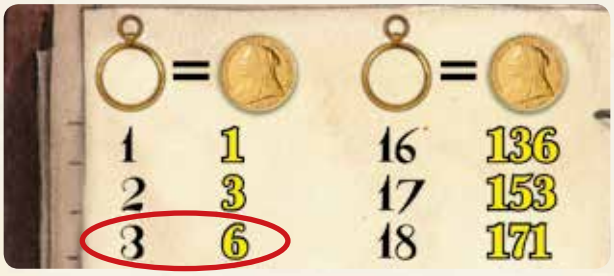
Players will quickly discover that moving too fast drains their wallet just as fast. To win, you will have to alternate between cautious and ambitious advances, waiting for the right moment to return to the city!
Note: for an overview of the space effects, refer to the back of this book.

How to move?

Move forwards

You can move your pawn forward to **any unoccupied space** on the track, except the *Layover* spaces, by paying the bank the total required **£** (see Space Effects on the back of this book). Moving 1 space costs 1**£**, moving 2 spaces costs 3**£** (1+2=3), moving 3 spaces costs 6**£** (1+2+3=6), and so on…
To make this easier, refer to the table on the lefthand page of your Travel Journal.

For example, if Victoria decides to move 3 spaces, she will pay 6£.



Choose the space on which you want to end your movement, count the number of spaces from where you are on the track, and pay the total **£** to the bank. **Every space, including the starting / ending space (London) and occupied spaces, count towards the total**.
Since every space is numbered, the distance you're moving can easily be calculated by subtracting the destination space from the starting space of your pawn.

For example, if Victoria is on space 5 and decides to move to space 10, she moves her pawn five spaces (10-5= 5). By referring to her Travel Journal, she sees that the cost for 5 spaces of movement is 15£.

You must pay the cost before moving. When paying, you can make change from the bank. If you don't have enough **£** in hand for a move, you can make a shorter, cheaper move.

Move backwards

You must move your pawn backwards to the most recent *Layover* space on the track. If this space is occupied, you cannot move backwards. **When you move backwards, receive 10£ per space traveled from the bank**, whether you want it or not.

For example, if Victoria is on space 42 and decides to move backwards to space 38 (Calcutta). She moves her pawn 4 spaces (42-38= 4). This action earns her 40£ (10£ x 4 spaces).

Special cases, special measures!

In the special case where you don't have enough £ to move forwards and you cannot move backwards (because the nearest *Layover* space is occupied), you must pass your turn and wait until the nearest *Layover* space is freed.

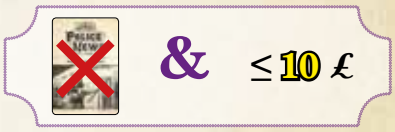
In an even more special case where you don't have enough £ to move forwards and you haven't yet passed the first *Layover* space on the board (Paris), return to the starting space and draw back up to 80£. Play normally on your next turn.

The London space isn't considered *a Layover* space.

End of the Game

The game ends as soon as a player reaches the starting / ending space (London/space 80) by spending the exact amount of money to reach it (you can make change to travel to this space). However, to return cleared of all suspicion, you must:

- **Have no *Rumor* cards in your possession,**
- **Have 10£ or less in hand.**



If these two conditions have not been met, you cannot return home and therefore finish your journey.

2-player Variant

You can play with 2 players with no changes. The game will play faster and rely less upon other players' pawns blocking spaces.

You can also use the following variant: in the beginning of the game, each player takes 2 pawns, 5 *Rumor* cards, and **110£**.

To win, you must move both of your pawns onto the starting space. You can move your first pawn there as soon as you get rid of all of your *Rumor* cards, no matter how many **£** you have in hand. When you move your second pawn to London, you cannot have more than **20£** in hand.

When you move your pawn onto a space, you **must** spend your next turn discarding a *Rumor* card and **must** move your pawn the turn after that (see Space Effects on the next page). All other rules apply as in a 4-player game.

Credits

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Space Effects

After movement, you must apply the effect of the space on which you landed. Certain spaces have an immediate effect ☐. Other have effects that you apply the turn after landing on the space ☐.

When you land on a ***Passepartout*** space, events that are more-or-less positive can happen.
If you are furthest ahead on the track, draw 1 *Passepartout* card and apply the effect.
If you are not furthest ahead on the track, draw 2 *Passepartout* cards and apply the effect of one of these two cards (the other is immediately discarded).
There are 2 types of *Passepartout* cards:

- Events with effects that happen as soon as you draw the card,
- Characters with effects that happen later, when you choose to play them.

While waiting to play it, the Character card is placed face-up next to your Travel Journal.

} If a card with this symbol is among the cards you drew, shuffle the discard and the deck at the end of your turn to make a new deck.

- You can only land on a ***Layover*** space **by moving backwards**.
- You can never move forwards onto a *Layover* space.
- You can only move backwards to the nearest *Layover* space. If it is occupied, you cannot move backwards.
- You can move backwards from one *Layover* space to the next, if the next one is unoccupied.

When you land on a *Layover* space, receive 10£ per space you moved.

Don't do anything when you land on a ***Bet*** space. On your next turn, determine your position on the track relative to the other players before moving your pawn. If this position corresponds to the number (or one of the numbers) on this space, **receive as many £ from the bank as your position × 10**.
You then move normally. You never receive **£** when you arrive on a *Bet* space.

Example: Victoria lands on the "2" Bet space. She doesn't take any money yet. On her next turn, before moving her pawn, she determines that she's in 2nd place on the track and therefore receives 20£ (2x10) from the bank.

Note: With 2 and 3 players, the "4, 5, 6" *Bet* space doesn't give out any money. However, it's possible to land on this space and continue moving as normal on your next turn.

Don't do anything when you land on a ***Pound*** (**£**) space. On your next turn, choose whether you:

- **Move normally** and leave the space,

OR

- **Don't move AND take or give 10£ to the bank.**

You can choose to stay on the space for as many turns as you like. You will have to take 10£ from the bank or give 10£ to the bank each turn you stay on the space.

You can only land on a ***Police*** space if you have at least one *Rumor* card. When you land on a *Police* space, you must turn your *Hat* pawn over to present your respects to the authorities.

On your next turn, turn your pawn back over and discard a *Rumor* card. In exchange for your collaboration with the Police services, **take as many £ as your position × 10**.

You must spend a turn discarding a *Rumor* card and you must take as many £ as you earned. On the turn after that, you must leave the Police space by moving forwards or backwards.

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