MARTIN WALLACE

NANTY NARKING

Who's who in London?

FAGIN INTENDS TO TURN LONDON INTO CITY OF SIN

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

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PROFESSOR MORIARTY'S NETWORK REMAINS UNTOUCHED

Professor Moriarty is believed 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.

LORD HOLDHURST, LORD BELLINGER, AND LORD BALMORAL 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 a few areas of your own.

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MONSIEUR DE SIDONIA CLAIMS TO BE THE RICHEST CITIZEN

Monsieur de Sidonia concentrates on acquiring cash and real estate. His political actions are not his true goals; only financial status is important to him.

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 anyone to threaten the city, whether criminally, politically or financially. All plots will be uncovered; law and order must prevail."

Turn to the next page to see how the story begins.

Starting the game

Place the board on the table. The board shows the city of London. The city is divided into 12 areas, separated by border lines 1. Each area has a name plate 2, a number 3, and a cost 4 for building there. An area's number is used when Random Events occur. Areas are adjacent if they share a border or are connected by a bridge.

- Each player takes a set of playing pieces in a chosen colour. A set consists of twelve Agent pawns 5 and six Buildings 6.
- Shuffle the Personality cards (no. 126-132) and deal one 7 to each player. Each player keeps their card secret until they achieve its victory condition or the game ends. Place the remaining Personality cards to the side without revealing them 8.
- Each player places one of their Agents in each of The East End 9, The City 10, and Chelsea 11. Place a Trouble marker in each of these areas.
- Place the remaining Trouble markers beside the board 12.
- Place the money 13 beside the board to form a bank. One crown is worth £5, and one shilling is worth £1. Each player starts with £10 14 (one crown and five shillings). Each player's money is public information.
- Place the Grenadier 15 and New Citizen pawns 16 beside the board.
- Shuffle the Random Event deck 17 and place it face down beside the board.
- 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. Then shuffle the grey deck and place it face down on top of the red deck 18. Deal five cards from the top of this combined deck to each player 19.
- 20 Place the City Area cards face up beside the map so that they can be clearly seen by all players.
- Each player takes a Player Aid card, which summarizes important rules.
- Randomly determine the first player.

Two players

Remove the Action cards *Karl Marx* and *Henry "Holy" Peter* from the deck. These cards are marked with this 3+ symbol.

Variant components

Return unused Alternative Personalities (no. 133-140) and Agent cards (no. 147-158) and Building cards (no. 141-146) and Classic Variant cards (no. 159-161) to the box. Variants are described at the end of this rulebook.

Playing the game

- Players take turns in clockwise order, starting with the first player.
- On your turn, 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, if you have fewer than five cards, draw cards from the draw pile until you have five. During your turn, you might have picked up more cards, so that you have more than five cards. This is fine; you do not have to discard any.
- Now the player to your left takes their turn. Play continues in this manner until a player declares victory (which depends on their Personality card), or when a player cannot refill their hand (because the draw pile is empty), at which point either Sherlock Holmes - if in the game - has won, or you count points to determine victory.
- 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 'give' a victory 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.

Before your first game read only the pages 1-10 of this rulebook and use FAQ section from pages 11-12 if needed during the gameplay.

Ending and winning the game

The game ends when a player achieves the victory conditions on their 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 their hand to five cards because the draw pile is exhausted.

All Personality cards except 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 Agents in the required number of different areas. (They are your spies.) With two players you need to have Agents in at least 10 different areas. With three players you need to have Agents in at least 9 different areas. With four players you need to have Agents in at least 8 different areas.

Fagin – You win at the beginning of your turn if there are eight Trouble markers on the board.

Monsieur de Sidonia – You win at the beginning of your turn if you have the required net worth. (This total includes your money and the values of Buildings you own.) With two players you need £66 net worth, with three players you need £50 net worth, and with four players you need £42 net worth.
Each loan which you have taken counts as £12 against your net worth. (*City & Suburban Bank* and *Mr Merryweather* cards allow you to take loans.) Buildings in an area with Grenadier count as £0.

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.

AREA CONTROL: You control an area if you have more of your playing pieces (Agents and Buildings) in it than each other player. You must also have more pieces there than the total number of New Citizens. You cannot control an area that contains one or more Grenadiers (Riot Act). The presence of a Trouble marker does not affect the control of an area.

Sherlock Holmes – You win if no one else has won before the game ends when a player cannot refill their hand since the deck became empty.

SCORING: If the game ends due to a player being unable to refill their hand 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 5 points. Each Building is worth as many points as its monetary cost. Each £1 in hand is worth 1 point.

If you have the *Mr Merryweather* card or the *City & Suburban Bank* card then you must pay back the amount noted on the card. If you cannot, then you lose 15 points. Ties are won by the tying player with the highest value City Area card.

Example.
1 *Green controls Lambeth.*
2 *Yellow controls Battersea, even though there is a Trouble marker there.* 3 *Purple does not control Chelsea because there is a Grenadier there.*
4 *Blue does not control Westminster because there is one New Citizen there. If Blue had a second piece there (another Agent or a Building), Blue would control the area.*
5 *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 which Actions you can do and in which order. When you play an Action card you may do some, none, or all of the Actions indicated.

Actions must be performed in the order shown on the left side of the card, from top to bottom. For each Action, you may choose whether to do it. The only Action that you ***must*** perform is the Random Event Action. Finish one Action before starting the next Action. Once you have finished with the card, place it on the discard pile.

Example. *If you play the Tracy Tupman card, then you must first draw and play a Random Event card* 1*, then you have the option to swap the positions of two Agents (as written at the bottom of the card)* 2*. Finally, you have the option to play another card* 3*.*

Here are the actions explained in more detail:

PLACE AN AGENT

Place one of your Agents in an area on the board. You must already have an Agent in this area or in an adjacent area. (Exception: if you have no Agents on the board, then you may place an Agent in any area.) An area may have any number of Agents. If all your Agents are already on the board, then you can move one from a different area to the selected area.

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 you place or move (for any reason) a pawn (Agent, Grenadier, or New Citizen) into an area that already has at least one pawn (even only one of your own Agents), you must place a Trouble marker in that area, if it does not already have one. An area can only contain one Trouble marker. As soon as a pawn is moved or removed from an area, remove any Trouble marker from the area (even if there are still multiple 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 in an area with Trouble. Second, you cannot build a Building in an area with Trouble but you can place a pawn there.

Example.

Here is an example of what happens when an Agent is placed in an area that already contains an Agent. As there was already an Agent in Bermondsey, Yellow player must also place a Trouble marker in the area.

TAKE MONEY

Take the amount of money shown next to the coin symbol from the bank.

REMOVE ONE TROUBLE MARKER

Remove one Trouble marker from an area of your choice.

ASSASSINATION

Remove one pawn (Agent, Grenadier, or New Citizen) of your choice (but not your own Agent) from an area with a Trouble marker. This also removes the Trouble marker from the area. Removed pawn returns to player's set of its owner.

INTERRUPT

You can play an Interrupt at any time, even if it is not your turn. Most Interrupt cards protect you from harmful effects. For example, if an opponent tries to remove one of your Agents, you could play the *Toby* card to stop them. You can play an Interrupt during your turn and it does not count as an Action. The Interrupt must be played promptly in reaction, before play continues. If you forget to use an Interrupt to cancel an opponent's Action, you cannot 'go back in time' to play the card retroactively.

PLACE A BUILDING

Place one of your Buildings in an area where you have an Agent. The area cannot already have a Building or a Trouble marker. The cost of placing the Building is shown in the area and on the matching City Area card. You pay this cost to the bank. You then take the matching City Area card. Place the card in front of you, face up.

If, for any reason, your Building is removed later, then you must return the City Area card to the display. You can have up to six Buildings on the board. If you already have six Buildings on the board, then you can move one from a different area to the selected area, and return the City Area card for the area from which you moved your Building.

SCROLL

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

RANDOM EVENT

(The only mandatory Action.) Draw the top card from the Random Event deck and apply its effect (see page 10 for Random Event details). Afterward, remove the card from the game: each Random Event can happen at most once.

PLAY ANOTHER CARD

Play another card from your hand. It is legal to play a series of cards, each with this symbol allowing another card to be played.

Example.
In the part of the map shown, you can only place a Building in Battersea 1. Chelsea 2 has a Trouble marker in it, Lambeth 3 already has a Building, and you do not have an Agent in either Westminster 4 or West End 5.
If you build in Battersea then you must pay £12 to the bank. Note that even though Yellow player has more Agents than you in Battersea, you can still place a Building there.
If you place a Building in Battersea, then you take the Battersea card.

City Area Cards

Each area on the board has its own City Area card. Each card grants you a particular ability. In most cases, you can use this ability once per turn, and you may choose when you use it during your turn. You cannot use a City Area card's ability 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 a Random Event affects your pieces, you can pay £3 per piece to ignore the effect. If more than one piece is affected then you pay £3 for each piece you choose 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 in an adjacent area. The selected area must contain at least one Agent (not necessarily yours).

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 Random 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 crashes. Remove all pawns (Agents, Grenadiers, and New Citizens), any Trouble marker, and any Building from that area.

FLOOD – Roll the die twice to determine which areas are at risk. (If the same number is rolled twice, then only one area is at risk.) Each rolled area adjacent to the River Thames is flooded. In clockwise order (starting with the active player), each player must move each of their Agents in any flooded area to a non-flooded area adjacent to that Agent. Agents may be moved to non-flooded areas adjacent to the river. Buildings, Grenadiers, and New Citizens remain in flooded areas and are not affected by flooding.

FIRE – Roll the die to determine where the fire happens. If there is a Building in that area, remove it, and then roll the die again. If the area rolled is adjacent to the previous area and it has a Building, then the fire spreads: remove that Building too. Continue rolling this way until an area is rolled which does not contain a Building or which is not adjacent to the previous area 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. (The Sherlock Holmes victory condition does not apply when riots end the game.)

EXPLOSION – Roll the die to determine an area and remove any Building there.

MYSTERIOUS MURDERS! – Roll the die to determine an area and remove one pawn (Agent, Grenadier, or New Citizen) of your choice from that area. If you roll an area which has only your own Agents, then you must remove one of your own Agents. Then pass the die clockwise, so that in order each player does this once.

RIOT ACT – Roll the die four times and place one Grenadier pawn in each of the areas rolled. The same area may receive more than one Grenadier. In each rolled area, also place a Trouble marker if there is not already one, *even if* there is no other pawn in the area. When an area has one or more Grenadiers: its City Area card ability cannot be used; a Building there has a value of zero; the area cannot be controlled by any player; it does not count as an occupied area for Moriarty. If an area has one or more Grenadiers in it at the end of the game, then no one scores points for Agents or Buildings there. Grenadiers can be moved or removed in the same way as Agents.

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.

INIGO JONES – Roll the die to determine an area. Return that City Area card to the display; its ability can no longer be used. The card's owner must remove his Agent from that same area. A Building in the area still controls it and scores points as usual at the end of the game.

NEW CITIZENS – Roll the die three times and place one New Citizen pawn in each rolled area. The same area may receive more than one New Citizen. Place a Trouble marker if there are already any pawns there. New Citizens are like Agents, except they do not belong to any player. They affect area control, as if they are Agents of 'another player'. New Citizens can be moved or removed in the same way as Agents.

EARTHQUAKE – Roll the die twice and remove any Buildings from the rolled areas.

Frequently asked questions

Can I play a card and do nothing?
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 at any time.

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?
Yes, you still place a Trouble marker.

Do I have to control an area to be able to build a Building?
No, you need to have at least one Agent there, and there cannot be a Trouble marker in the area.

If I use a card that allows me to move an Agent can that cause Trouble?
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).

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

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

What exactly does *Mr Goodyear* do?
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 Forty 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 *Mr Goodyear*, then the card you block is cancelled and cannot then be used against another player.

Can *Mr Goodyear* defend against *Henry "Holy" Peter*?
Yes. The player paid to select an Agent would keep the money but not kill anyone.

Can *Mr Goodyear* defend against *Nathaniel Winkle*?
Yes. Nothing happens; no cards are passed in either direction.

Can *Holborn* prevent *Grenadiers* being placed during *Riot Act*?
Yes. You can pay £3 to stop a Grenadier pawn being placed in an area. The Grenadier pawn should be put back into game box; it is not placed on the board.

Can *Jack the Ripper* remove Grenadiers or New Citizens?
Yes, they are pawns.

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

What does *Holborn* exactly protect?
Subsidence: No effect - better to pay the £2 than £3 to invoke the lawyers.
Fog and Riots: No effect - no pieces involved.
Riot Act 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:** 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, Riot Act, New Citizens* and *Flood* then let the owner of *Holborn* card decide what to do. For the *Fire*, decision must be made one at a time (protect or not, then roll for possible spread, etc.).

When multiple Agents are moved how does this affect Trouble markers?
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 Pawns present.
William Gladstone: Place the Agents one at a time.

Can I use Interrupts against Random Events?
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. Random Events are not player Actions.
Red-Headed League, *Little Dorrit* & *Victor Frankenstein*: Yes, in reaction to *Zeppelin Crash*, *Inigo Jones*, or *Mysterious Murders*.

How many Agents does *Jack the Ripper* kill?
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.

Do I have to remove my own Agents?
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.

Can I use *Rosetta Davis* or *Donna Britannica Hollandia* to get money for nothing?
No. If you don't have a card left to give to the other player, then they don't have to pay.

Can I use *Bermondsey* or *Chelsea* to place an Agent adjacent to any of my Agents?
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."

Can I build in an area where there is a Grenadier or New Citizen?
Yes. Apart from the special abilities of Grenadiers defined in the rules, Grenadiers and New Citizens are like Agents. As long as you have your Agent present, a Building icon, enough money, and no Trouble marker nor Building already in the area then you can build.

Advanced Rules

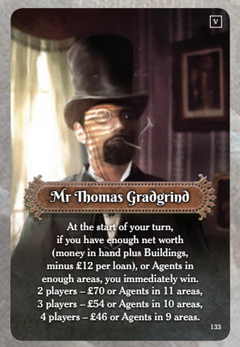
Classic Personalities Variant

During game setup, exchange the standard Personality cards *Professor Moriarty* and *Monsieur de Sidonia* with their classic Personality cards, marked with this C symbol.
The classic *Monsieur de Sidonia* card is not suitable for two player game.

In addition, you must change the card #8 *Mrs. Hudson* with card no. #161.

Alternative Personalities Variant

During game setup, instead of using standard Personality cards, you may use the set of 8 Alternative Personality cards, marked with the V symbol. This variant is recommended for experienced players.



Agent and Building cards Variant

This variant uses two new decks of cards: Agent cards and Building cards. These cards give an extra ability to your specified Agents and Buildings, when their miniatures are placed on the game board.

During game setup, before players place their pieces on the board, shuffle the Agent cards and deal 3 cards to each player 8A. Put the remaining Agent cards (if any) back into box without revealing them. Then shuffle the Building cards and deal 1 card to each player 8B. Set aside the remaining Building cards without revealing them 8C. You must now wisely choose your Agents to be placed on the board during setup.

Agent card example

Keep your cards secret until you play them.
You can use their abilities at any time during your turn (like City Area card abilities).
Some cards are single-use Actions, some have an ongoing effect, and some are Interrupts. Each card has a detailed description of its ability.

Building card example

If a card has an ongoing effect and is currently in play (i.e. the card is revealed), and its corresponding Agent or Building is removed from the board, then you must permanently remove this card from the game.

Example. *You have the Paper Boy and Cyclist Agent cards (face down) and the Palace card (revealed). Your Palace 1 is located in Lambeth. In addition to £3 from Lambeth area card you collect £2 for two Agents from your Palace card, since there are purple 2 and blue 3 Agents there.*
Next, you reveal your Cyclist card and decide to move him to Strand 4 area, You draw another Building card – a Mansion. You decide to play Action card and build Mansion in West End 5.
You then reveal Mansion Card and decide to swap your Paper Boy 6 from West End with purple Street Girl 2 from Lambeth.
The purple player turn is next after you and now the yellow Gentleman 7 in the West End is a potential target for the purple Street Girl Agent (provided that the purple player has the Sreetgirl Agent card).

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Agent card effects

STREET GIRL – You can remove Gentlemen, Jockeys and Cyclists from the area with your Street Girl. Their owners can pay you £2 for each Agent whose removal they want to stop. Remove this card from the game.

TOSHER – Reveal this card. Once each turn, if your Tosher is in an area with a Trouble marker, you may pay £3 to play one additional Action card this round.

CYCLIST – If your Cyclist is on the board, you may move him to any area. In any case, you may draw a Building card from the Building cards deck. Remove this card from the game.

JOCKEY – Choose a player with an Agent in the same area as your Jockey. Look at the cards in their hand. You may steal one card from it. Remove this card from the game.

SEAMAN – Once per turn, if your Seaman is in an area adjacent to the River Thames, you may pay £1 to discard one card from your hand and draw a new one.

PAPER BOY – Reveal this card. Once per turn, if your Paper Boy is in an area with another player's Agent, you may pay £2 to draw a card.

SUFFRAGIST – If your Suffragist is in Westminster, you may play (and remove) this card to cancel the removal of any number of your Agents due to any single player Action or Random Event.

FLOWER GIRL – Reveal this card. Once per turn, if your Flower Girl is in an area containing a Palace, a Hotel, or a Mansion, you gain £1.

LITTLE MATCHSTICK GIRL – Choose one player with Agents in the same area as your Little Matchstick Girl. For each of their Agents in this area, the player must give you £1 or 1 card (their choice). Remove this card from the game.

MAID – Reveal this card. Once per turn, you may pay £1 to remove a single Trouble marker from the area with your Maid or an adjacent area.

GOVERNESS – If your Governess is in an area with a Palace or Mansion, take up to 5 Random Event cards from the top of the deck, place one of them on the bottom of the deck, and place the rest of them on the top of the deck in any order you like. Remove this card from the game.

GENTLEMAN – This turn, building in the area where your Gentleman is costs 1/3 the normal price. Remove this card from the game.

Building card effects

PALACE – Reveal this card. Once each turn, if your Palace is located in Chelsea, Southwark or Lambeth, you gain £1 from the bank per each other player's Agent in this area.

MANSION – You may swap the positions of your Agent and one other player's Agent located in the area containing your Mansion. Remove this card from the game.

FACTORY – Place two of your Agents in the area containing your Factory. Place a Trouble marker in this area (if there is no Trouble marker there). Remove this card from the game.

TENEMENT – Remove one Agent (your own or an opponent's) from the area containing your Tenement. Remove this card from the game.

OFFICE – Reveal this card. Once each turn, if your Office is located in Strand or Holborn, you may choose a player with an Agent in this area. That player must pay you £2.

HOTEL – All players with Agents in the area with your Hotel must pay you £1 for each of their Agents there. Remove this card from the game.