

ADELBERT GRUNER



2



INSPECTOR G. LESTRADE



BEDLAM HOSPITAL



**Each player must give you either £1
or one of their cards.**

CITY & SUBURBAN BANK



CITY
&
SUBURBAN
BANK

pharmacy
EXCHANGE



Place this card in front of you
and take £10 from the bank.
At the end of the game you must
pay back £12 or lose 15 points.

HUGH BOONE



Select one player.
They must give you two cards
of their choice.

MR. MERRYWEATHER



Place this card in front of you
and take £10 from the bank.

At the end of the game you must pay
back £12 or lose 15 points.

CHARLEY BATES



Take £2 from every
other player if possible.

MRS. HUDSON



Reveal the top unused Personality card. Then secretly look at all but one of the other unused Personality cards.

INSPECTOR TOBIAS GREGSON



1



DOCTOR PALKER



3



PETER STOKES



**Roll the die. On a roll of 7 or more
you take £4 from the bank.**

**On a roll of 1 you must pay £2
to the bank or remove one of your
Agents from the board.
All other results have no effect.**

MYCROFT HOLMES



Play any two other cards
from your hand.

GOKkY MOKkY PUFFE



Move another player's Agent
from one area to an adjacent area.

MAGNIFICENT NEW MUSIC HALL



Earn £1 for each Agent
in The East End.

THE FIRE BRIGADE



Choose a player.
If he does not pay you £5
then you can remove
one of his Buildings from the board.

IRENE ADLER



Select another player. If they do not give you £5 then place this card in front of them. This card now counts towards their hand size of five cards when they refill their hand. They cannot get rid of this card.

"SIR" HARRY DIMSDALE



Move another player's Agent
from one area to an adjacent area.

RED-HEADED LEAGUE



RED HEADED
LEAGUE



When one of your agents is being removed, you may place him in a different area.

Toby



**Stop a player
from moving or removing
one of your Agents.**

BAR OF GOLD

3



NANCY



TONGA



1



ALPHA INN



3



MR. BOFFIN



Discard as many cards
as you wish and take £2
for each one discarded.

MUG-HUNTER



Roll the die. On a roll of 7-12 you take £3 from a player of your choice. On a roll of a 1 you must remove one of your Agents from the board. All other results have no effect.

DIFFERENCE ENGINE



Take three cards
from the draw deck.

MR. MONKS



Shuffle the discard pile,
draw the top four cards,
and add them to your hand.

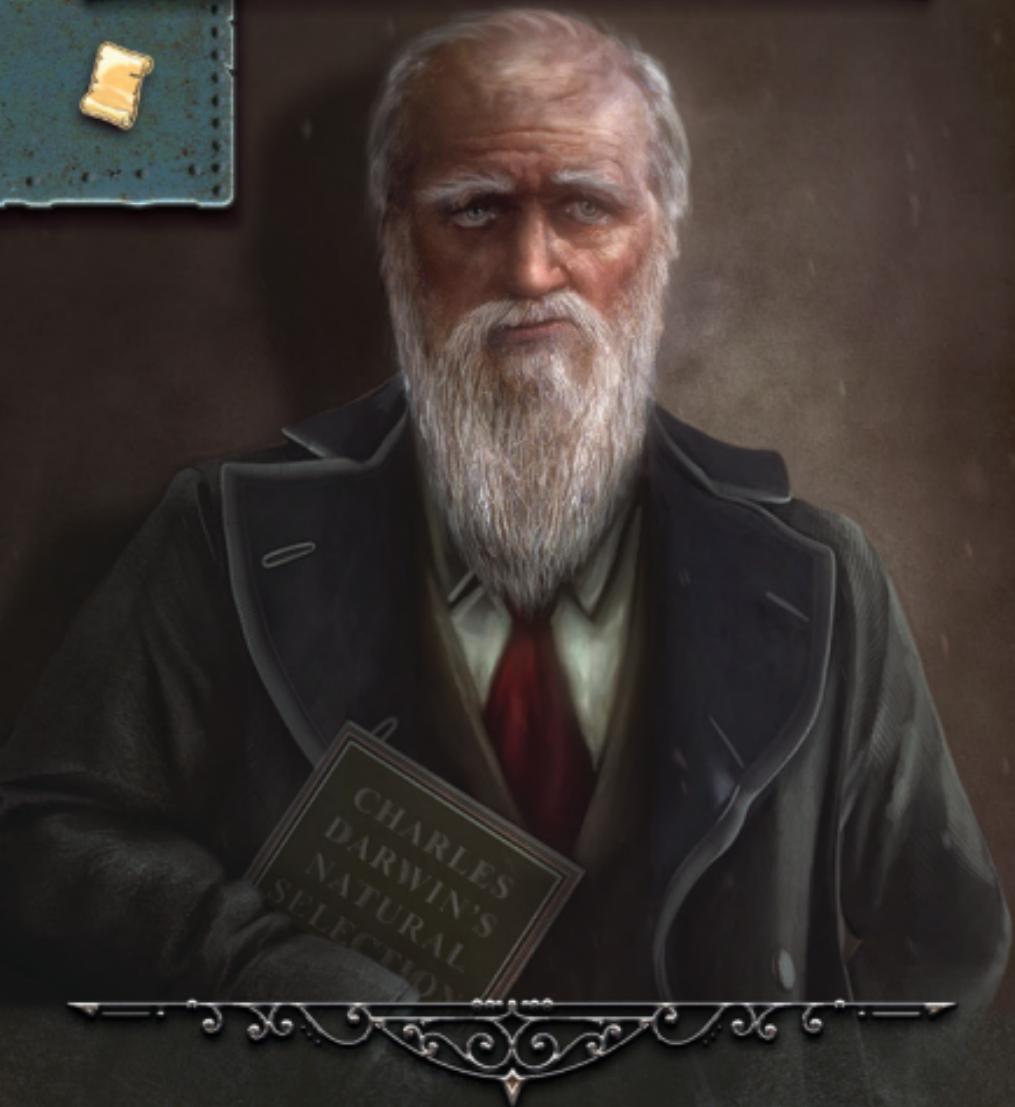
CAPTAIN JAMES CALKOUN



2

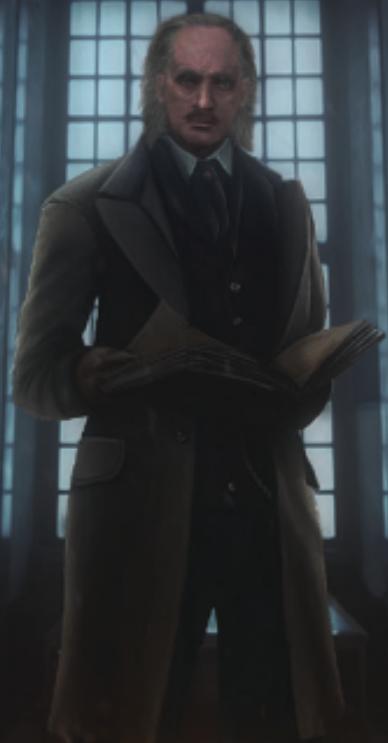


LORD DARWIN



Take four cards
from the draw deck.

lcMAX



**Take four cards
from the draw deck.**

THE THREE Cripples Inn



2



MUDARKS



Discard one card.

Black SIKES



Take £3 from
a player of your choice.

ROYAL ALBERT HALL



Earn £1 for each Agent
in the West End.

Bow STREET RUNNERS



Soho



3



MOLLE FLANDERS



Select one player.
They must give you two cards
of their choice.

THE ROYAL MINT



SAMUEL PICKWICK



Move one of your Agents
from an area containing
a Trouble marker
to an adjacent area.

ROSETTA DAVIS



Choose one player.
Give them one of your cards.
They must give you £2 in return.

HENRY MAYHEW



Earn £1
for each Trouble marker
on the board.

JABEZ WILSON



JABEZ
WILSON



Discard as many cards
as you wish and take £1
for each one discarded.

DONNA BRITANNICA HOLKANDIA



Choose one player.
Give them one of your cards.
They must give you £2 in return.

MR. ICATIMER AND MR. KEMP.



1



THE FORTY ELEPHANTS



Castle View
Lodge



Take £2 from every
other player if possible.

MR. GOODYEAR



You cannot be affected
by the text on a card
played by another player.

CHARLES AUGUSTUS MERVETON



Select another player. If they do not give you £5 then place this card in front of them. This card now counts towards their hand size of five cards when they refill their hand. They cannot get rid of this card.

DR. JECKYLL & MR. HYDE



You may exchange
your Personality card with one drawn
randomly from those not in use.

ANGELA BOURDETT-COUTTS



Move one of your Agents
from one area
to any other area on the board.

DIogenes Club



Discard up to three cards
and refill your hand
to five cards.

FIVE ORANGE PIPS



Every other player, in player order starting on your left, must remove one of their Agents from the board.

INSPECTOR ATHELNEY JONES



SMITH & WESSON



Pay £2 to another player.
Assassinate any Agent.

TRACY TUPMAN



Exchange the positions
of any two Agents on the board.

BAKER STREET IRREGULARS



Select one player.
Look at their cards.
Choose one and discard it.

AMATEUR MENDICANT SOCIETY



Move another player's Agent
from one area to an adjacent area.

JACK THE RIPPER



**Roll the die twice
and remove one pawn of your choice
from those areas, even if there is
no Trouble marker there.**

NATHANIEL WINKLE



Exchange your hand (even if empty)
with that of another player.

JOSEPH BAZAICGETTE



Earn £1 for each Building
(yours and opponents') on the board.

STANLEY HOPKINS



Take two cards
from the draw deck.

JOHN TENNIELE



Earn £1 for each Trouble marker
on the board.

ELeCTRIC TElEGRAPH COMPANY



Take two cards
from the draw deck.

INSPECTOR BAYNES



HENRY "HOLY" PETER



Pay another player £2. They must then remove one Agent of their choice (not one of yours) from an area with a Trouble marker in it.

SIR ROBERT PEEL



**Remove one Agent
from Westminster.**

COK. SEBASTIAN MORAN



TOSHERS



Place an Agent
in any area without having
to place a Trouble marker.

Alec MacDonald



LONDON UNDERGROUND



Move one of your Agents
from one area to any other area
on the board.

DOCTOR PRITCHARD



3



LONDON POOR



JOHN CLEARY



3



CHARLIE PEACE



Roll the die. On a roll of 7-12 you remove a pawn of your choice from an area containing a Trouble marker. On a roll of a 1 you must remove one of your own Agents.

MR. BECK



**Draw one card for each Building
you have on the board.**

MR. BLOTTON



Place a Trouble marker
in an area of your choice.

McFARLANE'S



McFARLANE'S
CARRIAGES



Pay £2 to another player of your choice. Then move one of your Agents to any area you wish.

KARk MARX



Force one player
to give another player £3
(you cannot choose yourself).

VICTOR FRANKENSTEIN



**When one of your agents
is being removed, you may place him
in a different area.**

JONATHAN SMAKKE



Discard one card.

THE MOB



Place one Trouble marker
in an area adjacent to one already
containing a Trouble marker.

MR. MERDIE



3



Take two cards from the draw deck.

DOCTOR JOHN H. WATSON



**Discard this card instead
of the one you have just played.
Your turn then ends, no matter
what it says on the other card.**

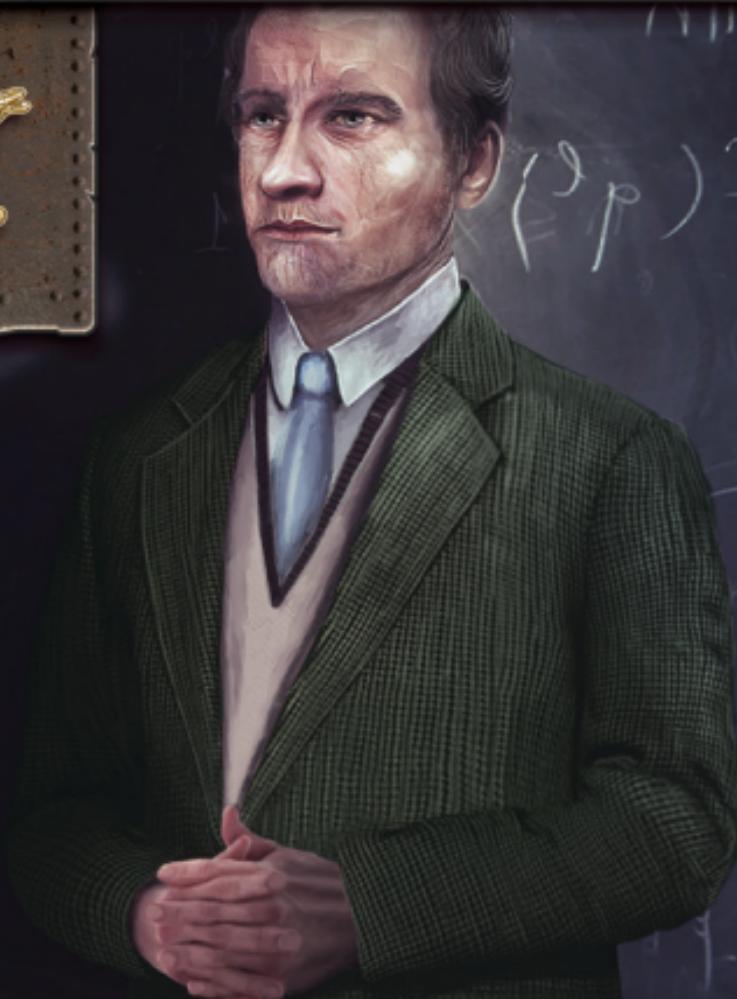
BUCKINGHAM PALACE



4



CHARLES BABBAGE



Play any two other cards
from your hand.

THE POST OFFICE



Earn £1 for each Building
on the board.

MONSIEUR RIGUAD



Replace another player's
Building with one of your own.

Pay the cost of the Building
to the original owner. It must be
an area with a Trouble marker.

AUGUSTUS SNODGRASS



Take two cards
from the draw deck.

WILLIAM GLADSTONE



Place one or two Agents
in or adjacent to Westminster.

MARY MORSTAN



BENJAMIN DISRAEELI



Place one Agent
in or adjacent to Westminster.

DIAMOND ANNIE



You can place an Agent
in an area without having
to place a Trouble marker there.

GODFREY NORTON



Choose an area with
a Trouble marker and earn £2
for each Agent there.

SHINWECK JOHNSON



Place one Agent in an area containing a Trouble marker.

SAM WECKER



Select two cards randomly from one player and choose one to keep. Return the other card.

AMY DORRIT



**Stop one of your Agents
from being removed from the board.**

SYBIL GERARD



3



Replace another player's Building with one of your own. Pay the cost of the Building to the original owner. It must be an area that does not have a Trouble marker.

SWEENEY TODD



3



SCOTLAND YARD



ARTFUL DODGER



Build a Building
for half price.

CHARLES DICKENS



Earn £1 for each Trouble marker
on the board.

Billy



Place one Agent in an area
that you have a building in.



Inigo Jones

Roll the die. If the City Area card of the same value is in play then that card is placed to one side. The owner of the card must also remove one of his Agents from the same area as the card.



Riot Act

Roll the die four times and place one
Grenadier in each area rolled.
See p. 10 of the rulebook for effect.



ZEPPELIN CRASH

Roll die to see where it crashed.
Remove ALL pieces from the area.



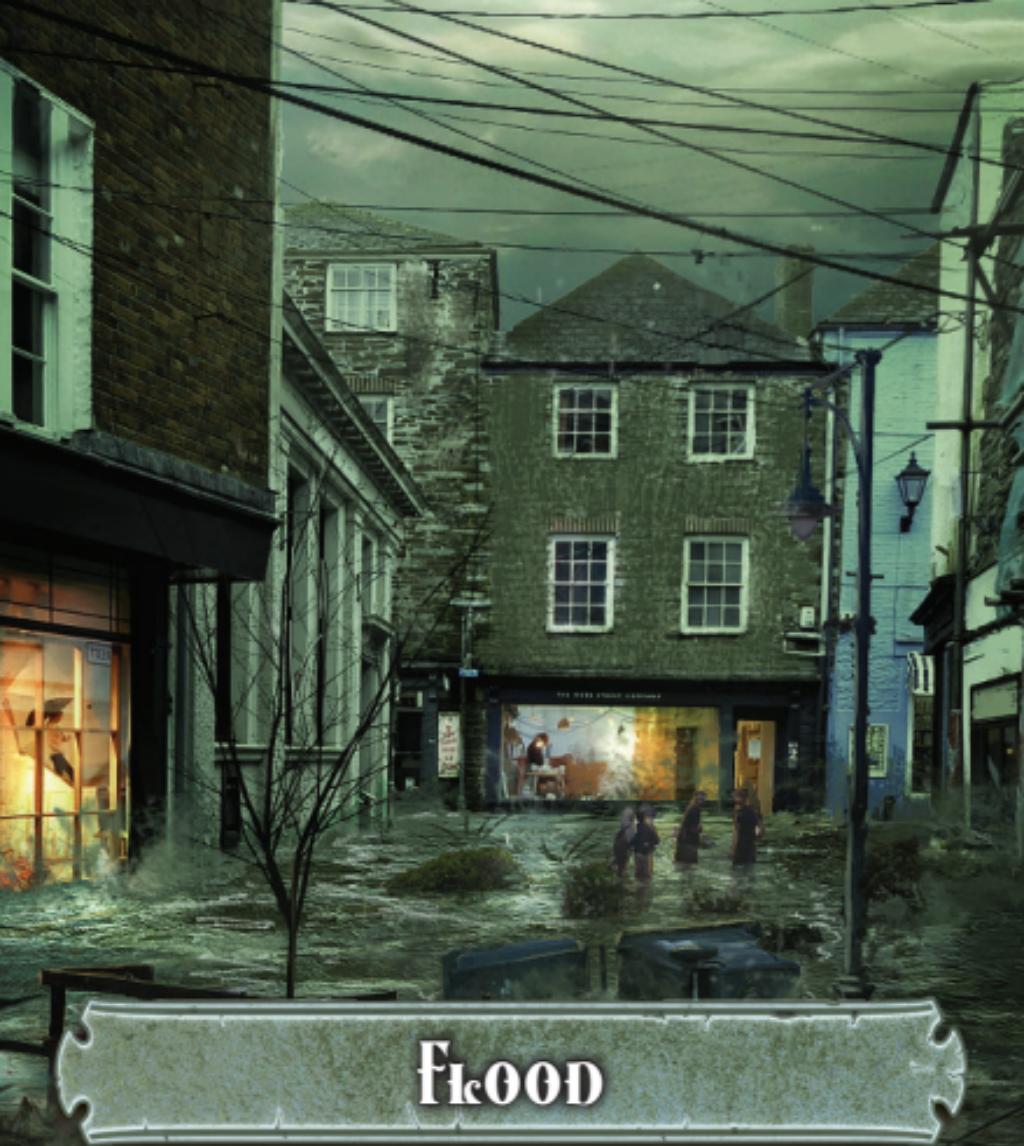
EARTHQUAKE

Roll die twice and remove
any Buildings in those areas.



Expllosion

Roll one die and remove
any Building in that area.



Flood

Roll the die twice to see which areas are affected. If the area rolled is adjacent to the river then players must move their Agents to adjacent areas. Grenadiers and New Citizens remain in the area.



FIRE

Roll the die to see where it starts.
Continue rolling to see if it spreads.
(See rules for details.)



fog

Draw, show, and discard the top five cards from the deck.



MYSTERIOUS MURDERS

Each player (in turn order) rolls the die and removes one pawn from the area rolled, even if it does not contain a Trouble marker.



RIOTS

If there are eight or more Trouble markers on the board then the game ends immediately.



SUBSIDENCE

All players must pay £2 for each Building they have. Remove Buildings which could not be paid for.



NEW CITIZENS

Roll the die three times and place one New Citizen in each area rolled.



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 take one card from the deck and then discard one.

WEST END



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

STRAND



Once per turn you can pay £2
and remove one Trouble marker
from the board.

HokBORN



Whenever one of your pieces
is affected by a random event
you can pay £3 to ignore it.



CITY



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

Highbury

7

£12

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



FEAST END

8

£6

Once per turn you can place
one Trouble marker in the East End
or an adjacent area.

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.



MONSIEUR DE SIDONIA

If at the start of your turn you have
a combined worth of money in hand
and building less £12 per loan
then you win immediately.

2 players - £66, 3 players - £50,
4 players - £42.



FAGIN

At the start of your turn, if there are at least 8 Trouble markers on the board, then you win immediately.

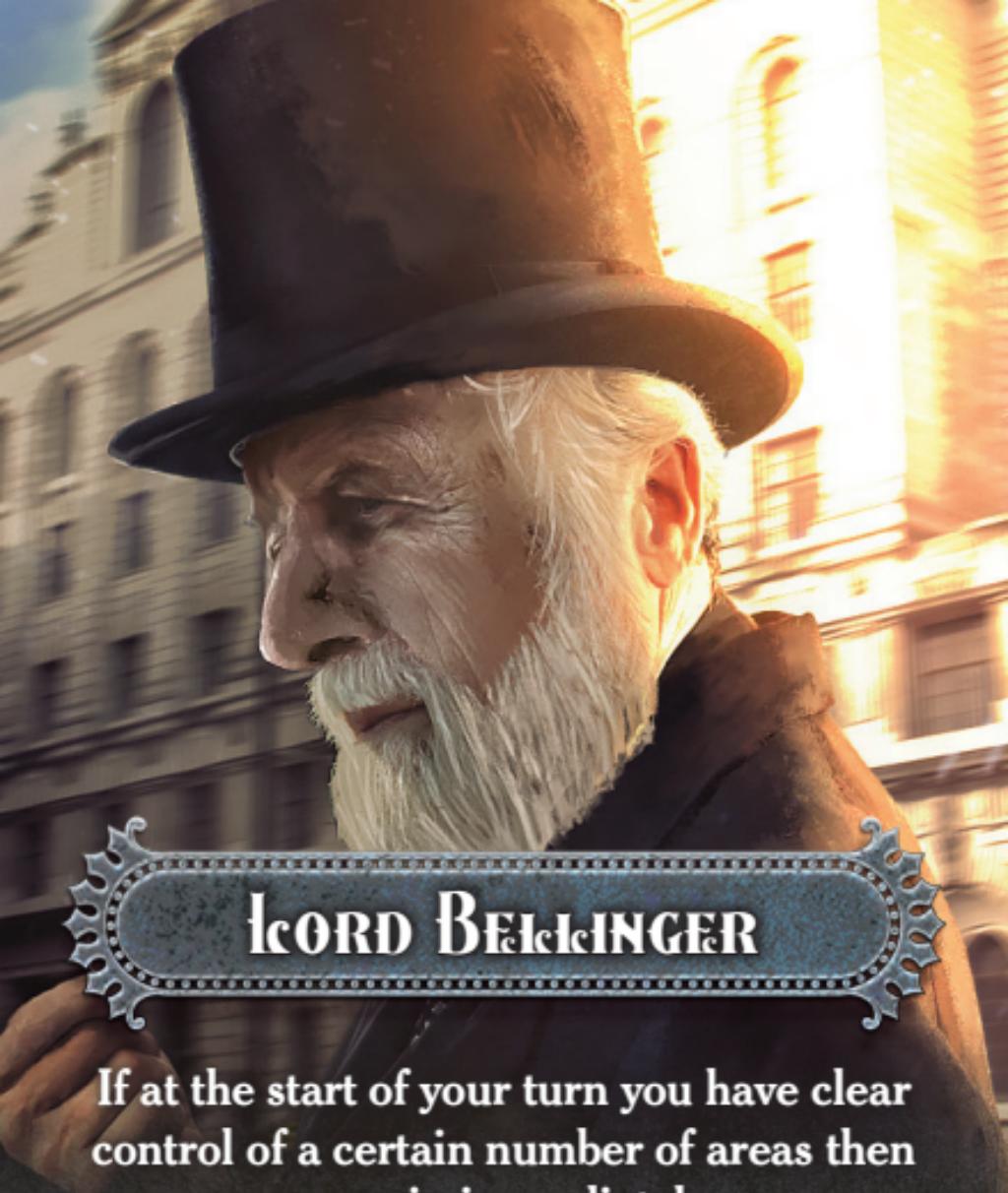


A portrait of a man with a beard and mustache, wearing a top hat and a dark coat over a white cravat. He is looking slightly to the right. The background is dark and textured.

LORD HOLDHURST

If at the start of your turn you have clear control of a certain number of areas then you win immediately.

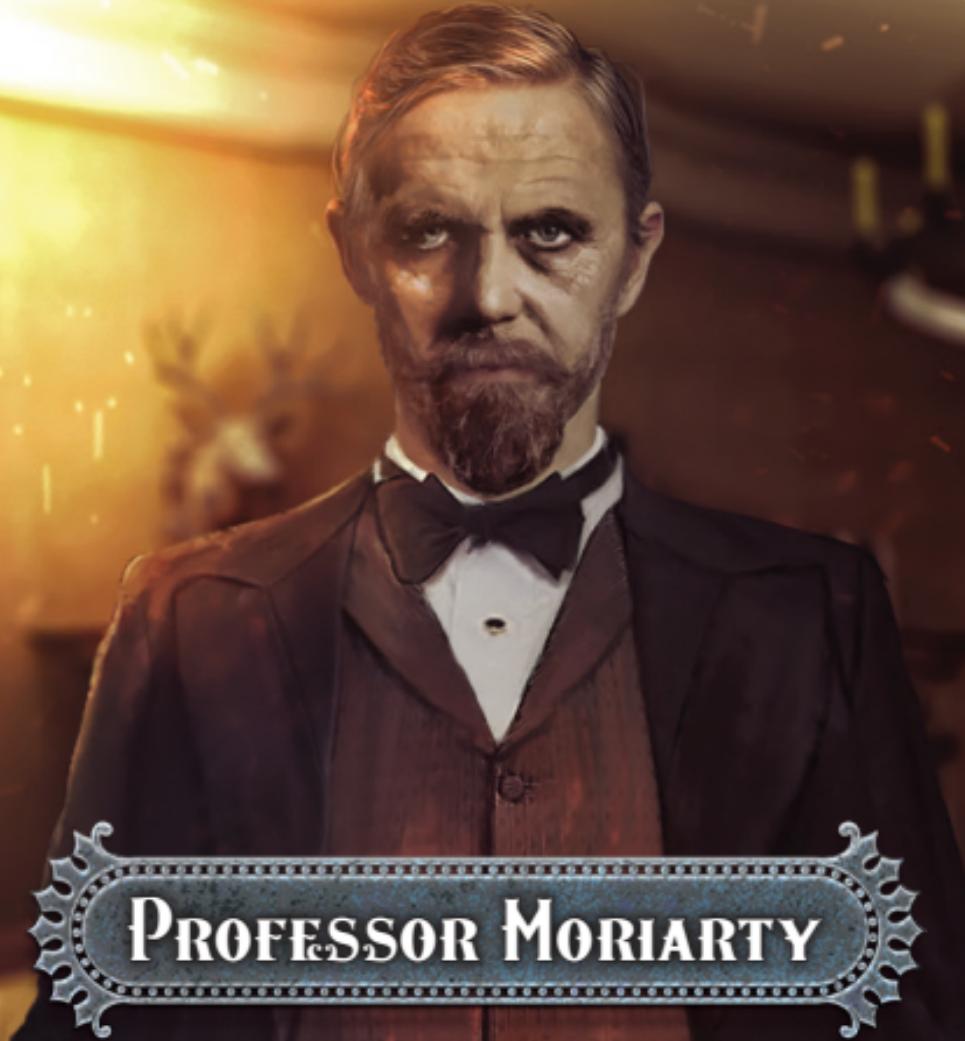
With 2 players you need 7 areas,
with 3 players you need 5 areas,
and with 4 players you need 4 areas.



KORD BECKERINGER

If at the start of your turn you have clear control of a certain number of areas then you win immediately.

With 2 players you need 7 areas, with 3 players you need 5 areas, and with 4 players you need 4 areas.



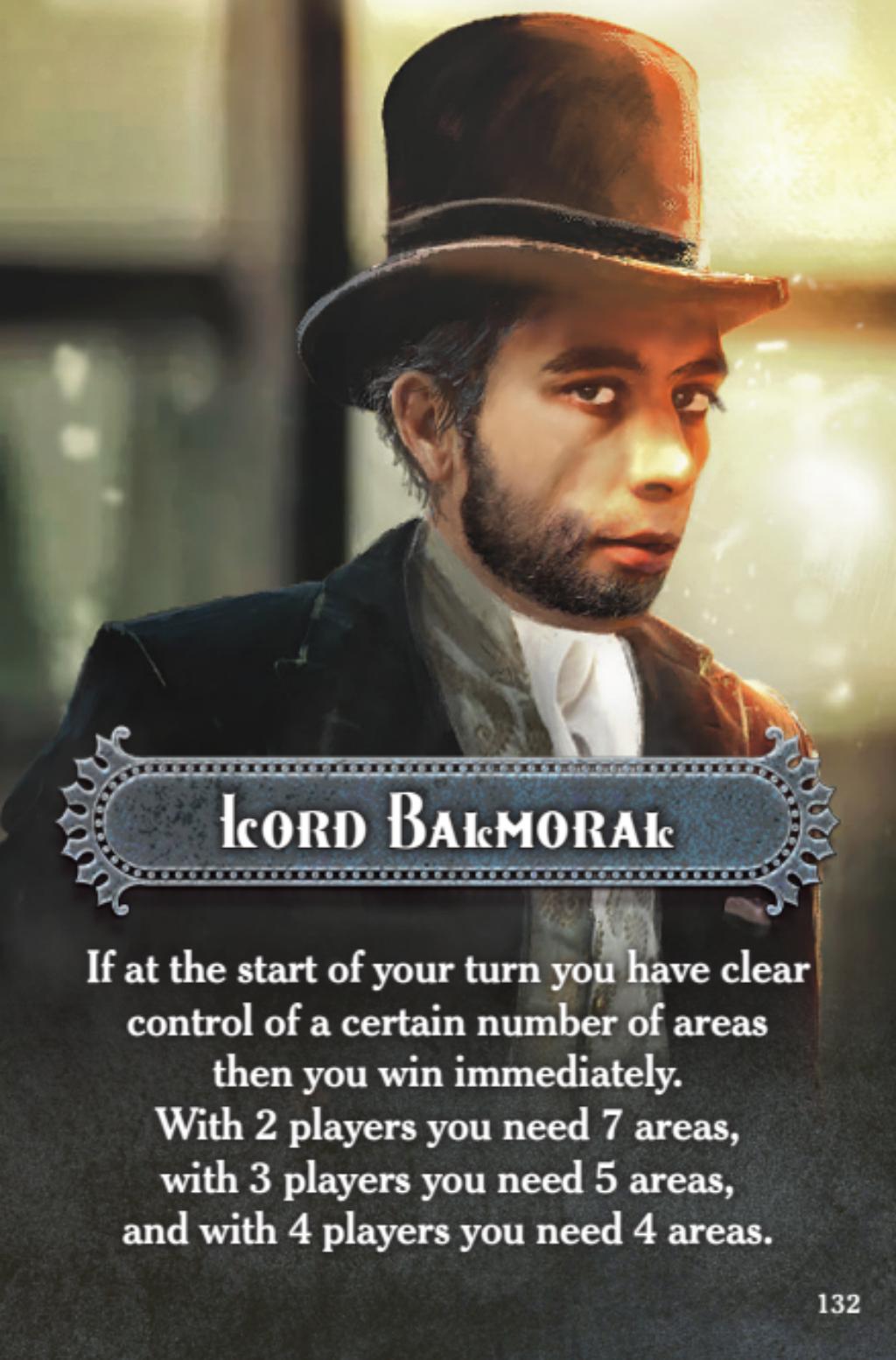
PROFESSOR MORIARTY

If you start your turn with your Agents in enough areas, then you win immediately. With 2 players you need 10 areas, with 3 players you need 9 areas, and with 4 players you need 8 areas.



SHERLOCK HOLMES

If no one else has won before the game ends when a player cannot refill their hand since the deck became empty then you win the game.

A detailed portrait of a man with dark hair and a beard, wearing a tall black top hat and a dark blue velvet jacket over a white shirt. He is looking slightly to his right with a serious expression. The background is a soft-focus yellow and green.

Lord Balkmore

If at the start of your turn you have clear control of a certain number of areas then you win immediately.

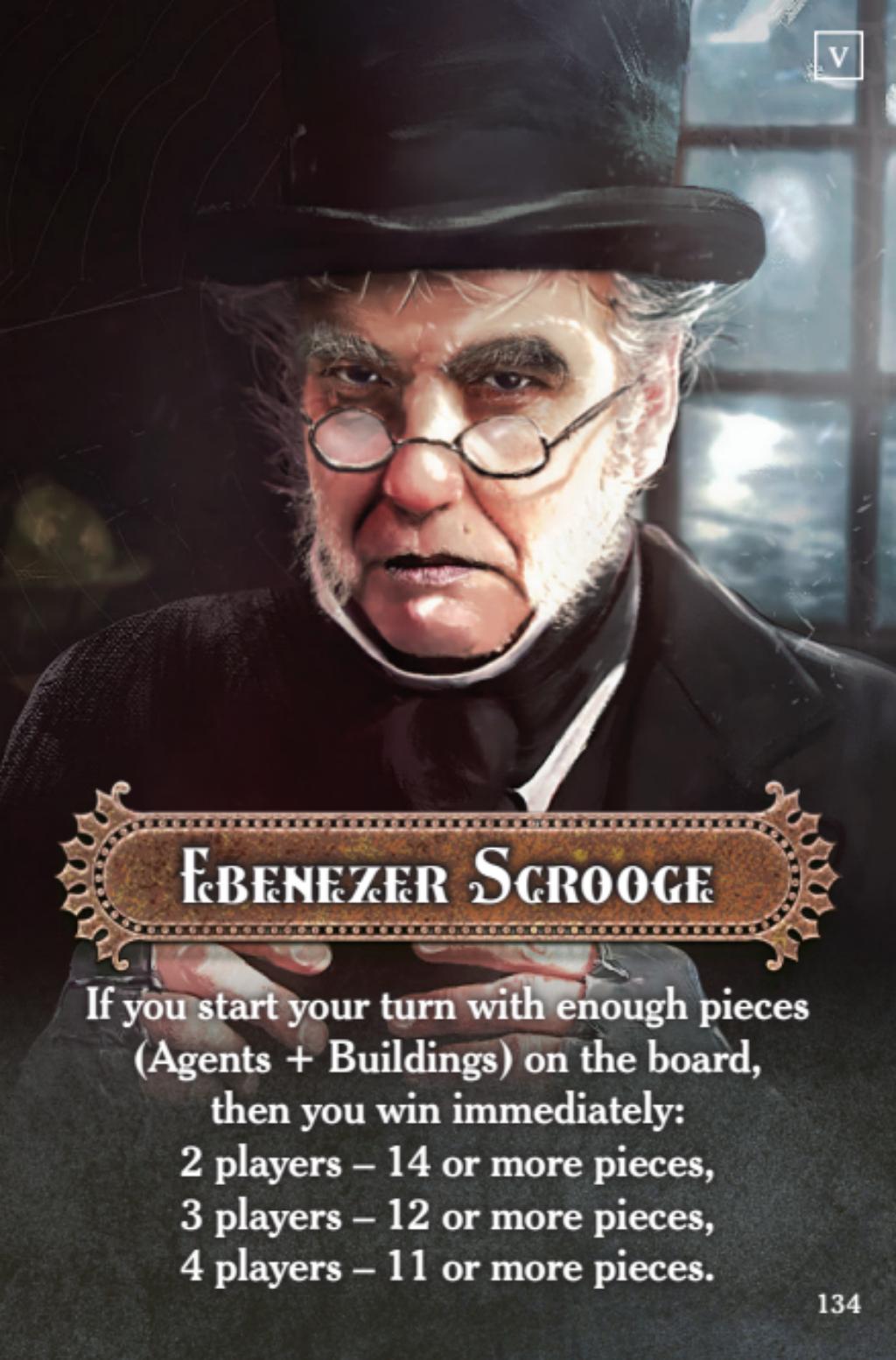
With 2 players you need 7 areas,
with 3 players you need 5 areas,
and with 4 players you need 4 areas.



MR THOMAS GRADGRIND

If at the start of your turn you have
a combined worth of money in hand
and building less £12 per loan
or Agents in different areas,
then you win immediately:

- 2 players – £70 or Agents in 11 areas,
- 3 players – £54 or Agents in 10 areas,
- 4 players – £46 or Agents in 9 areas.



EbENEZER SCROOGE

If you start your turn with enough pieces
(Agents + Buildings) on the board,
then you win immediately:

- 2 players – 14 or more pieces,
- 3 players – 12 or more pieces,
- 4 players – 11 or more pieces.



FAGIN

At the start of your turn, if there are at least 8 Trouble markers on the board, then you win immediately.

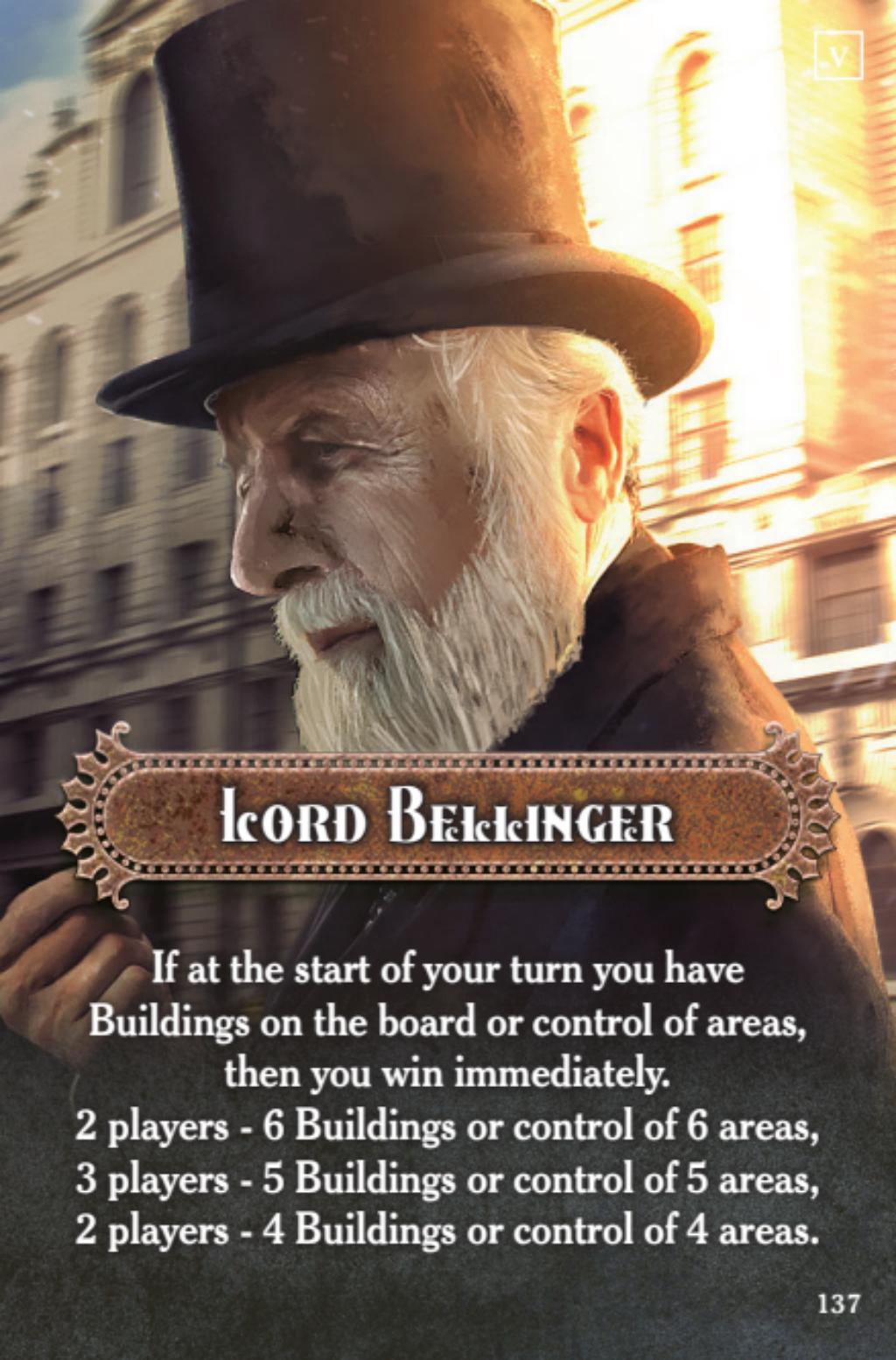
If the game ends because the draw deck is empty, and there are more trouble markers on the board than any other player has Agents, you win.



LORD HOLDHURST

If at the start of your turn you have certain worth of Buildings or control of areas, then you win immediately:

- 2 players – \$54 or control of 6 areas,
- 3 players – \$42 or control of 5 areas,
- 4 players – \$36 or control of 4 areas.



KORD BECKER

If at the start of your turn you have
Buildings on the board or control of areas,
then you win immediately.

- 2 players - 6 Buildings or control of 6 areas,
- 3 players - 5 Buildings or control of 5 areas,
- 2 players - 4 Buildings or control of 4 areas.



SHERLOCK HOLMES

If the game ends due to riots you lose.
If the draw deck is emptied and you
have more Agents on the board than
there are Trouble markers you win.



KORD BALKMORAK

If at the start of your turn you have a combined worth of money in hand and building less £12 per loan or control of areas then you win immediately.

2 players - £70 or control of 6 areas,
3 players - £54 or control of 5 areas,
4 players - £46 or control of 4 areas.



LENORE LELOYD

If at the start of your turn there are Buildings (of any colour) on the board, you immediately win the game.

With 2 players you need 8 Buildings, with 3 players you need 9 Buildings and with 4 players you need 10 Buildings.



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



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.



MANSION

Swap the positions of an opponent's Agents and one of your Agents, from/to area containing your Mansion.
Remove this card from the game.



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.



OFFICE

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



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.



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.



GENTLEMAN

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



Flower Girl

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



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.



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.



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.



SUFFRAGIST



If your Suffragist is in Westminster,
then 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.



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.



LITTLE MATCHSTICK GIRL

Choose one player with any 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.



STREET GIRL

You can remove Gentleman, Jockey and Cyclist pawns from any other player, if they are in the same area as your Street Girl unless they pay you £2 per each Agent.
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.



GOVERNESS

If your Governess is in the area with Palace or Mansion, then 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.



MONSIEUR DE SIDONIA

If at the start of your turn you have a combined worth of £50 or more (money in hand plus buildings you have built), then you win immediately. Each loan you have counts as £12 against your total.



PROFESSOR MORIARTY

If at the start of your turn you have agents in a certain number of areas
then you win immediately.

With 2 players you need 11 areas,
with 3 players you need 10 areas,
and with 4 players you need 9 areas.

MRS. HUDSON

c



Look at all but one of the unused Personality cards.