



MARTIN WALLACE

NANTY NARKING

PLAYER AID

GAMEDPLAY

1

Play one Card and carry out actions from top to bottom, each action is optional, except Random Events. Play additional Cards if permitted.

2

Draw Cards to return hand size to five Cards, you do not have to discard down to five.

3

Play continues clockwise until a Player wins or the Draw Pile is empty.



PLACE AN AGENT – Place an Agent in an area where you already have an Agent or into an adjacent area, or in any area if you have no Agents on the board. If all your Agents are on the board, you may remove one and place it back on the board.



PLACE A BUILDING – Pay Building Cost (see City Area Card) to place a Building in an area where you have an Agent, that has zero Trouble markers and has no other Building. Take the matching City Area Card (return the card if your Building is removed). If all your Buildings are on the board, you may remove one and place it back on the board.



ASSASSINATION – Remove one Agent (not yours), Grenadier or New Citizen from an area with a Trouble marker (this also removes the Trouble marker).



TAKE MONEY
Take the amount of Money shown.



PLAY ANOTHER CARD



SCROLL – Perform the action on the bottom of the Card.



INTERRUPT
Can be played at any time, even out of turn.



REMOVE A TROUBLE MARKER
Remove one Trouble Marker from an area of your choice.



RANDOM EVENT
(Not Optional)
Draw the top Random Event Card.

TROUBLE MARKER – If an Agent is placed or moved into an area that already has one Agent (including New Citizens or Grenadiers), place a Trouble Marker in that area (max one Trouble Marker per area). If an Agent is removed from an area, remove the Trouble Marker from that area (even if another Agent remains in the area).

ACTIONS

CITY AREA CARD



Pay £3 and place one Agent in Chelsea or in an adjacent area.



Draw one Card and then discard one Card.



Pay £2 to remove a Trouble Marker.



Take £2 from the bank.



When your Agents or Buildings are affected by a Random Event, pay £3 apiece to ignore the effect.



Discard one Card and take £2 from the bank.



Place a Trouble Marker in East End or in an adjacent area with at least one Agent.



Pay £3 and place one Agent in Bermondsey or in an adjacent area.



Take £2 from the bank.



Take £1 from the bank.



Take £3 from the bank.



Take £1 from the bank.

INIGO JONES – Roll the die. If the matching City Area Card is in play its power is disabled, the owner must remove an Agent from the area, and the building retains its monetary value.

RIOT ACT – Roll the die four times and place a Grenadier for each roll in the matching area, placing a Trouble Marker if there is not one.

MYSTERIOUS MURDERS – Roll the die and remove an Agent of your choice from the affected area. Pass the die and repeat until all players have rolled.

EARTHQUAKE – Roll the die twice and remove any buildings from the affected areas.

FOG – Draw, reveal and discard the top five cards from the draw pile.

EXPLOSION – Roll the die and remove any building in the affected area.

FIRE – Roll the die, if there is no building in the area then the event ends. If there is a building it is removed and the die is rolled again. If this area is adjacent, then the building is removed. Continue until an area without a building is rolled.

FLOOD – Roll the die twice, each area that is adjacent to the river is affected, and in player order, each player moves Agents only to an adjacent area that is not affected by the flood.

NEW CITIZENS – Roll the die three times and place a New Citizen pawn for each die roll, also placing a Trouble Marker if there is already an Agent and no trouble marker.

RIOTS – If there are eight or more Trouble Markers on the board, the game ends and the winner is determined by scoring.

SUBSIDENCE – All players pay £2 for each building they have on the board. If they cannot, then the building is removed.

ZEPELIN CRASH - Roll the die and remove all Agents, grenadiers, New Citizens, trouble markers, and buildings from that area.

(Winning Conditions at the beginning of your turn)

Personality(ies)	Goal	2 players	3 players	4 players
Professor Moriarty	Areas Occupied (Free of Grenadiers)	10 areas	9 areas	8 areas
Lord Balmoral Lord Bellinger Lord Holdhurst	Areas Controlled (New Citizens count separately): Areas with Grenadiers cannot be controlled!	7 areas	5 areas	4 areas
Fagin	Trouble Markers – 8 Trouble Markers			
Mr de Sidonia	Net Worth: Coins + Building Costs. Loans count as -£12. Buildings in an area with a Grendier are valued	£66 worth	£50 worth	£42 worth
Sherlock Holmes	If nobody else wins when the Draw Pile has been exhausted			

Classic Personalities Variant

Personality(ies)	Goal	2 players	3 players	4 players
Professor Moriarty	Areas Occupied (Free of Grenadiers)	11 areas	10 areas	9 areas
Mr de Sidonia	Net Worth: Coins + Building Costs equal £50 or more. Loans count as -£12. Buildings in an area with a Grendier are valued at 0. Personality Cards Variant (Winning Conditions at the beginning of your turn)			

(Winning Conditions at the beginning of your turn)

Personality(ies)	Goal	2 players	3 players	4 players
Lord Balmoral	Areas Occupied or Areas Control (New Citizens count separately). Areas with Grenadiers cannot be controlled!	11 areas or control of 6 areas	10 areas or control of 5 areas	9 areas or control of 4 areas
Lord Bellinger	Buildings on the board or Areas Control (New Citizens count separately). Areas with Grenadiers cannot be controlled!	6 buildings or control of 6 areas	5 buildings or control of 5 areas	4 buildings or control of 4 areas
Lord Holdhurst	Net Worth of Buildings or Areas Control (New Citizens count separately). Loans count as -£12. Buildings in an area with a Grendier are valued at 0. Areas with Grenadiers cannot be controlled!	£54 building value or control of 6 areas	£42 building value or control of 5 areas	£36 building value or control of 4 areas
Ebenezer Scroodge	Total number of Agents and buildings on the board.	14 or more pieces	12 or more pieces	11 or more pieces
Mr Thomas Gradgrind	Net Worth: Coins + Building Costs or Areas Occupied. Loans count as -£12. Buildings in an area with a Grendier are valued at 0.	£70 worth or control of 11 areas	£54 worth or control of 10 areas	£46 worth or control of 9 areas
Lennore Lloyd	If there is a certain number of buildings (of any colour) on the board.	8 buildings	9 buildings	10 buildings
Fagin	If there are 8 or more trouble markers on the board at the start of your turn then you win the game immediately. If the draw deck is emptied and there are more trouble markers on the board than any other player has Agents you win.			
Sherlock Holmes	If the game ends due to riots you lose. If the draw deck is emptied and you have more pieces on the board than there are trouble markers you win.			

SCORING: If no one wins or if the game ends due to effect of the Riots card, the winner is the Player with the most Points: Agents on the Board are worth 5 points, Buildings on the Board are worth points equal to their cost (Buildings in an area with a Grenadier are valued at 0), each £1 is worth a point, the Mr. Merryweather Card or City & Suburban Bank Card must be paid back or you lose 15 points.