



MARTIN WALLACE

# NANTY NARKING

## PLAYER AID

GAMEPLAY



**1** Play one Card and carry out actions from left to right, 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 A MINION** - Place a Minion in an area where you already have a Minion or into an adjacent area, or in any area if you have no Minions on the board. If all your Minions 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 a Minion, 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 Minion (not yours), Immigrant, or Grenadier 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 a Minion is placed or moved into an area that already has one Minion (including Immigrants or Grenadiers), place a Trouble Marker in that area (max one Trouble Marker per area). If a Minion is removed from an area, remove the Trouble Marker from that area (even if another Minion remains in the area).

ACTIONS

CITY AREA CARD



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



Draw one Card and then discard one Card.



Take £2 from the bank.



Pay £2 to remove a Trouble Marker.



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



Discard one Card and take £2 from the bank.



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



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



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 a minion from the area, and the building retains its monetary value.

**MARTIAL LAW** – 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 a minion 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 minions only to an adjacent area that is not affected by the flood.

**IMMIGRANTS** – Roll the die three times and place an immigrant minion for each die roll, also placing a Trouble Marker if there is already a Minion and no trouble marker.

**RIOTS** – If there are eight or more Trouble Markers on the board, the game ends.

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

**ZEPPELIN CRASH** - Roll the die and remove all minions, grenadiers, immigrants, trouble markers, and buildings from that area.

#### (Winning Conditions at the beginning of your turn)

Character(s)	Goal	2 players	3 players	4 players
Professor Moriarty	Areas Occupied (Free of Grenadiers)	11 areas	10 areas	9 areas
Lord Balmoral Lord Bellinger Lord Holdhurst	Areas Control (Immigrants 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 equal £50 or more. Loans count as -£12. Buildings in an area with a Grenadier are valued at 0.			
Sherlock Holmes	If nobody else wins when the Draw Pile has been exhausted			

If no one wins, and no one is Sherlock Holmes, the winner is the Player with the most Points – Minions on the Board are worth five 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 fifteen points.

#### (Winning Conditions at the beginning of your turn)

Character(s)	Goal	2 players	3 players	4 players
Professor Moriarty	Areas Occupied (Free of Grenadiers)	10 areas	9 areas	8 areas
Lord Balmoral	Areas Occupied or Areas Control (Immigrants 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 (Immigrants 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	Areas Control (Immigrants count separately). Areas with Grenadiers cannot be controlled!	control of 7 areas	control of 5 areas	control of 4 areas
Ebenezer Scroodge	Total number of minions and buildings on the board	14 or more pieces	12 or more pieces	11 or more pieces
Mr Thomas Gradgrind	Areas Control or Net Worth: Coins + Building Costs. Loans count as -£12. Buildings in an area with a Grenadier are valued at 0.	£70 worth or control of 6 areas	£54 worth or control of 5 areas	£46 worth or control of 4 areas
Mr de Sidonia	Net Worth: Coins + Building Costs equal £50 or more. Loans count as -£12. Buildings in an area with a Grenadier are valued at 0.	11 areas	10 areas	9 areas
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 minions 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.			

If no one wins, the winner is the Player with the most Points – Minions on the Board are worth five 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 fifteen points.