

PEDER VINZIA'S Looting London



Who Stole the Crown Jewels?

Players: 3 - 5 • **Ages:** 10+ • **Duration:** 30 - 45 minutes

London has been looted! Five of its rarest treasures have been stolen on the same night: an opulent crown from the Tower of London, gold bullion from the Bank of England, top secret files from Big Ben, a priceless Incan artifact from the British Museum, and Van Gogh's celebrated "Sunflowers" from The National Gallery.

You are a famous London sleuth who needs to find the witnesses, collect the evidence, and recover the loot! The game is unique every time you play because the evidence tiles always lay out differently. Players collect witness cards, then trade them in to acquire (or destroy) evidence tiles which score victory points. The object is to be the sleuth who collects the most evidence on each crime, thus solving that crime and taking the appropriate loot disk as a bonus.

But watch out! The last crime will remain unsolved and all evidence (and points) collected relating to that crime will be lost. The winning sleuth is the one who collects the most evidence and bonus points, and thus solves the Looting of London!

COMPONENTS

- 72 Witness Cards (18 yellow Waif cards, 18 green Organ Grinder cards, 18 blue London Bobby cards and 18 maroon High Society Dame cards)
- 25 square Evidence (Point) Tiles
- 5 round Loot (Bonus) Disks (green 2 with Van Gogh from the National Gallery, red/orange 3 with Incan artifact from the British Museum, yellow 4 with top secret files from Big Ben, blue 4 with gold bullion from the Bank of England and purple 5 with crown jewels from the Tower of London)
- 1 Rules Booklet

Game Set-up

Display the five Loot (Bonus) Disks face-up in a line. Shuffle the Evidence Tiles and display them face-up in five columns of five tiles each below the five disks.

Shuffle the Witness Cards and deal four cards to each player. Combine the remaining cards into a face-down deck. Take the top four cards from the deck and display them face-up in a line next to the deck.



Game Play

Select one player to begin. Play proceeds clockwise.

On your turn, you have two options: either select one of the four face-up cards, taking it into your hand and replacing it with a card from the deck, or draw the top card from the deck and place it into your hand. This concludes your turn.

Exception: If all four face-up cards are identical, you may place all four cards into a face-up discard pile and reveal four new cards from the deck before taking your card.

When the deck is used up, reshuffle the discard pile and place it face down again.

Melding Cards to Gain Evidence Tiles

For each Loot/Bonus disk, there are a number of Evidence Tiles of the corresponding color. Each Evidence Tile shows a Witness, a stolen good and an indicated value.

At the start of your turn, you may meld cards to gain any one of the tiles at the bottom of the five columns. To do this, discard the indicated number of cards of the corresponding type from your hand onto the face-up discard pile. Then display the respective Evidence Tile face-up in front of you.

The bottom tile of each column may be taken in this way, only then may you take the next tile from this column (and so on). During your turn, you may only gain one Evidence Tile.

Example: You discard four Dame cards and gain the evidence tile "4 Dame" from the bottom of the first column (see set up).

Jokers

When melding, a pair of any two identical cards may be used instead of any one card of a specific type. You may use any number of such joker pairs during your turn.

Example: You meld three Bobby cards, two Waif cards (=1 joker) and two Grinder cards (=1 joker) to gain the tile "5 Bobby" from the bottom of the fifth column (see Set-Up).

Destroying Evidence

Before melding cards to gain an Evidence Tile, you may discard two identical Witness Cards of any one type to return one Evidence Tile from the bottom of any column to the box and thus out of the game. You must then immediately make a meld for the next Evidence Tile in the same column. This allows you direct access to Evidence Tiles that are further up from the bottom and to remove tiles from the game that may endanger your claim for Loot/Bonus disks (See Game End and Scoring below).

If you discard four (six/eight) identical cards of any one type, you may return two (three/four) Evidence Tiles from the bottom of any one column to the box before you make a meld for the next Evidence Tile in the same column.

Example: You discard four Grinder cards and return the tiles "3" and "4" from the second column (see Set-Up).

Game End and Scoring

A case is solved as soon as all tiles of a crime/color have been taken from the columns. The player with the highest total value of Evidence Tiles of this crime receives the Loot (Bonus) Disk and displays it face up in front of him. In the case of a tie, the Loot (Bonus) Disk is returned to the box and is not scored.

The game ends after the fourth case has been solved. The fifth case remains unsolved and all respective tiles and the respective Loot (Bonus) disk of that color is returned to the box without being scored.

Then the players total the values of their Evidence Tiles and Loot (Bonus) Disks. The player with the highest total wins the game.

Note: An Evidence Tile at the top of a column -- including one that finishes the game -- may not be destroyed, because you are required to follow with a meld for the next tile in the same column before the game ends.

Note that many players play three games and combine the points for those three games to determine the highest overall total and the winner of the title "Master Sleuth"!

Hints and a Variant

Frequently, victory is determined by the additional points from the Loot (Bonus) Disks and any lost points from the unsolved fifth case that is not scored. Have a good look at the setup to evaluate which case bears the highest risk of remaining unsolved – and support "your" cases by making sure that all respective tiles are removed from the columns before the game ends.

To give each of the cases a somewhat equal chance of being solved, you may agree that the top tiles of each of the five columns should be made up of one each of the five different colors/cases.



Credits

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