



# RISKS BOOKLET



## RISKS BOOKLET

This booklet contains the Legless in London events for taking risks at work and looking for love.

When you take a **Risk at Work** or try to **Claim Love** at a **Location** in the game, you will be directed to a page of the booklet.

### How to use:

1. Turn to the page shown on the **Location Card**.
2. Roll the dice and add on your Artificial Leg's **Appeal** score if Finding Love or your leg's **Efficiency** score if Working.
3. Read out the story matching this number and carry out any actions.

## HISTORICAL CONTENT

The content of this game is inspired by Ryan Sweet's book *Prosthetic Body Parts in Nineteenth-Century Literature and Culture* (Palgrave Macmillan, 2022).

## DESIGNERS

Ryan Sweet (Swansea University)  
Melvin Bell (Focus Games Ltd.)  
Tayor Paterson (Focus Games Ltd.)  
Joanne Craven (Focus Games Ltd.)  
Dalius Demenciukas (Focus Games Ltd.)

## CONSULTANTS

Rachel Stelmach (Disability Arts Cymru)  
Claire Ryan  
Rhianedd Collins  
Lewys Tectonic



## PLAYTESTERS

Huw Morris  
Sydney Heath  
Em Glover  
Imogen Miers  
Matthias Davies-Jones  
Jeni Hancock  
Chris Rushton  
Katy Butcher  
Hannah Bounds  
Caitlin Williams  
Daniel Tomlinson  
Penelope Lodder  
Iona Mathers  
Leon Stelmach  
Emily Waller  
Harlow Pearson  
Emma Pearson  
Kali Morgan-Mattinson  
James Alfonsi  
Lewis Paddison  
Liam Brown  
James Llewelyn  
Andrew Collins  
Tesni Wason  
Marc Richards  
Emrys Adlam  
Alys White  
Arwyn Adlam  
Elenid Rickman  
Sean Rickman  
Rhian Adlam  
Janet Llewellyn  
Marc Baldwin  
Ellie Baldwin  
Mary Sweet  
Kevin Sweet  
Glen Sweet  
Ella Sweet  
Bryn Llewellyn  
Rebecca Llewellyn

Marcus Stephenson  
Yuen Johnson  
John Beynon  
Mahmout Rizk  
Ahmed Hassanien  
Ahmed Ismail  
Adham Motawae  
Amin Morcebit  
Jack James  
Karen Raynes  
Iola Hobbs  
Jon Davies  
Simon Andrew  
Sarah Walton-Darlington  
Stephen North  
Rory Mennell  
Theo  
Mat  
Daniela Morales  
Alec  
Mckenzie Thomas  
Ryan-Lee Gregory Jones  
Toni O'Hara  
Callum Bruce-Phillip  
Sam Sherlock  
Matt Andrew  
Richard Evans  
Jodie Davies  
Hayley  
Jon Mather  
Archie Farody  
Maddy Young  
Marzieh Karamitaleb  
Emily  
Chris  
Giulietta Williamson  
Asher Cox  
Quinn Lewis  
Alex Badyda



## WORK AT THE LEG STORE

- 2** You're asked to trial a new artificial leg. It doesn't fit well, though, and it irritates your stump. The pain is so great you have to take time off. **Lose 1HP.**
- 3-4** You're replacing the knee joint on a faulty artificial leg when you slip and stab yourself with a chisel. **Gain £6 but lose 1HP.**
- 5-6** You're asked to write a testimony for the new artificial limb catalogue in return for a small bonus. **Gain £8.**
- 7+** The firm is bought by a large surgical instrument company. The new owners immediately sack your manager and give you his job. **Gain £15.**





## LOVE AT THE LEG STORE

- 3** You purchase an expensive artificial leg for someone you are really attracted to. Clearly they don't feel the same, though, as they stop replying to your letters. **Lose £20.**
  
- 4** You help a love interest to choose a new artificial limb. It's a bad fit, though, and they blame you for it. **Nothing happens.**
  
- 5-6** You haggle with the store owner over the cost of a leg for your love interest. The conversation gets heated, though, and you're eventually kicked out. **Leave Artificial Leg Store and move 2 places.**
  
- 7+** You're struck by the beauty of a client's relative. You know they feel the same when they return the next day without their amputee brother. You soon agree to marry. **Claim love at the Artificial Leg Store and gain £10.**



## WORK AT THE LEG STORE

- 2** You have a go at designing an artificial leg. Unfortunately, the prototype you produce doesn't work. Frustrated, your manager docks your wages. **Gain £0.**
- 3-4** You're measuring a customer's stump but press too hard on a sensitive part. They involuntarily kick out and you land in a heap on the floor. **Gain £5 but lose 1HP.**
- 5-6** You're asked to model a new leg for a portrait to be used as an advertisement. You're rewarded with a bonus. **Gain £7.**
- 7+** The owner is so impressed with your hard work, experience, and expertise that they invite you to become a business partner. **Gain £40.**



## LOVE AT THE LEG STORE

- 3** You pretend to browse the prosthetic limbs but really you have your eye out for a prospective lover. Distracted, you drop an artificial leg and are asked to pay for the damages. **Lose £5.**
- 4** You're attracted to the relative of a customer. You try to talk to them, but they are guarded as they assume you're making a sales pitch! **Nothing happens.**
- 5-6** You manage to weave an elaborate marriage proposal into a newspaper advertisement for one of the firm's artificial limbs. Unfortunately, your lover never reads it! **Nothing happens.**
- 7+** You enter a deep conversation with the owner and discover that you have shared interests and outlooks on life. Lovestruck, they invite you to meet their relatives. **Claim Love at the Artificial Leg Store and go to the Country Estate.**





## WORK AT THE BREWERY

- 3** It's been an exhausting shift, so you go out the back to rest. Your eyes are heavy, and you fall soundly asleep. You wake with a start and find that your artificial leg is gone. **Discard the Artificial Leg you are using.**
- 4** The owner has decided to donate some of the old brewing equipment to the Veteran's Home. You're tasked to transport it. It's heavy work. **Lose 1HP, gain £3, and move to the Veteran's Home.**
- 5-6** You notice a leak in a brewing vat and use your artificial leg as an impromptu cork to plug it. Your boss gives you a bonus for your resourcefulness. **Gain £6.**
- 7+** You experiment by putting camomile in one of your brews, and it's a revelation. It becomes the new pale ale recipe, and you're promoted to head brewer. **Gain £12.**



## LOVE AT THE BREWERY

- 1-3** You fix your hair while waiting for your love interest. Unexpectedly, the landlord from the Gin Palace arrives and they mutter an insult at you as they pass. It upsets you. **Lose 1HP.**
- 4-5** You make a delivery to the Docks and strike up conversation with someone there who you find particularly attractive. Sadly, it doesn't go anywhere, and you miss your ride back. **Go to the Docks.**
- 6** You ask one of the in-house ironmongers to forge you a ring for someone special. It's a bit rustic, but you slip the ring on that special person, and they blush. **Claim Love at the Brewery.**
- 7+** You form a bond with one of the Brewery's best customers. They don't seem to care about your physical difference, and they soon propose. **Claim Love at the Brewery.**



## WORK AT THE BREWERY

- 2** It's a coworker's birthday. To celebrate, after your shift, your boss lets you loose on a cask of beer. You get carried away and end up making yourself ill. **Lose 1HP.**
- 3-4** You're mashing the malt when suddenly you slip and drop your wooden shovel into the mash-tun. The malt has to be wasted and your wages are docked. **Gain £0.**
- 5-6** One of the coolers is broken. The extra time it takes you to do the repair work helps you to find the right solution. You're rewarded with a promotion to chief engineer. **Gain £8.**
- 7+** As reward for service, you're given shares in the brewery. Shortly after, the company is bought by a larger company and your stock value grows enormously. **Go to the Stock Exchange and gain £15.**





## LOVE AT THE BREWERY

- 1-3** You try to show off to a love interest by carrying a barrel across the yard. It's a bad mistake as you put your back out. **Lose 1HP.**
- 4-5** Proud of your singing voice, you serenade someone in the office who takes your fancy. They are not impressed, and they ask you to leave. **Nothing happens.**
- 6** At lunch, you go to the Gin Palace to wet your whistle. You strike up conversation with a beer enthusiast. You invite them for a tour of the Brewery. They kiss you on the way. **Claim Love at the Brewery.**
- 7+** You deliver a cask of ale to the Country Estate, and you are transfixed by the beauty of one of the servants. You immediately propose and they say yes. **Claim Love at the Brewery and go to the Country Estate.**



## WORK AT THE COTTAGE

- 1-2** You ask the local schoolmaster for a job. He takes one look at you, cruelly laughs, and then mutters some abuse. You feel dejected. **Lose 1HP.**
- 3-5** The local paperboy moves away, and you're asked to cover his work. It's a lot of walking, and it makes your stump sore. **Gain £3 and lose 1HP.**
- 6** You're asked to help clear the attic. There you find a well-formed but dusty wooden leg. The homeowner gifts it to you as reward for your hard work. **Acquire the Anglesey Leg.**
- 7+** You find your artificial leg surprisingly effective for digging trenches in the veg patch. You're rewarded with a share of the produce and a modest raise. **Gain £8 and 2HP.**



## LOVE AT THE COTTAGE

- 2** You pick flowers with your lover in a nearby park but get caught in a heavy downpour. You both catch colds as a result. **Lose 1HP.**
- 3-4** You meet a love interest for a walk. Along the way, you notice them scrutinising your gait. They ask why you “walk funny”. It puts you in a bad mood. **Nothing happens.**
- 5-6** After a long ramble, you take your love interest to the local inn for refreshments. There you’re greeted by a rabble of rowdy men who jeer and mock you. It kills the mood. **Nothing happens.**
- 7+** You ask a local daguerreotypist to take a picture of you and your lover in the garden. It takes a while, but your lover adores the image and asks you to marry them. **Claim Love at the Cottage and gain £10.**





## WORK AT THE COTTAGE

- 1-2** You attempt to cook dinner but burn everything, including yourself, on the cauldron. You're sacked as a result. **Leave the Cottage and move 2 spaces.**
- 3-4** You're asked to teach the local children arithmetic. The lesson is going poorly, and a particularly naughty child makes fun of your one-leggedness. **Gain £4 but lose 1HP.**
- 5-6** You're tidying the garden when a local florist asks if they can buy some daffodils from you. You ask the homeowner, who agrees to split the profits with you. **Gain £5.**
- 7+** You build a surprising local reputation as a storyteller. Neighbours assume your worldliness because you use a wooden leg. You start a business orating stories aloud. **Gain £9.**



## LOVE AT THE COTTAGE

- 2** You buy a partridge from the local butcher as a gift for your love interest. They invite you over to eat it with them but it's a disaster—tough, pungent, and unenjoyable. **Lose £2.**
- 3–5** You've been speaking with a neighbour over the hedge for some time. They eventually invite you over for tea. When you arrive, they are shocked that you're an amputee. **Nothing happens.**
- 6** You help your love interest to repair their shed. You discover what an effective team you make but get badly sunburnt in the process. **Claim Love at the Cottage but lose 1HP.**
- 7+** To impress your love interest, you secretly prepare a water colour painting of the Cottage in summer. Your lover is wowed by your skill and thoughtfulness. **Claim Love at the Cottage and gain £12.**



## WORK AT THE COUNTRY ESTATE

- 1** It's late at night and dark. You reach through a carriage window to grab what you think is a jewel and poke your master straight in his glass eye. He sacks you on the spot. **Move 2 spaces away from the Country Estate.**
  
- 2-3** The house is hosting a banquet, and you offer to lay the table. You put the fruit forks in the wrong place, provoking the irate butler to cuff you round the head. **Lose 1HP.**
  
- 4-6** There's a shoot on the estate and you're asked to help out as a beater. As a reward, you're given a plucked pheasant and an extra bonus in your pay packet. **Gain 1HP and £10.**
  
- 7+** You've become an impromptu confidante of the head of the house. They're so impressed with your advice they decide to employ you as their full-time financial adviser. **Gain £30.**



## LOVE AT THE COUNTRY ESTATE

- 3** You take your love interest on a country walk. On the way, you encounter a herd of bullocks. They charge at you and your artificial leg gets stuck in the mud. You are trampled. **Lose 2HP.**
- 4-5** You take your lover on a country walk but along the way your artificial leg malfunctions. It pulls you along at an alarming speed. Your lover is left in your tracks. **Move 5 spaces away from the Country Estate.**
- 6-7** You're set up on a blind date with a wealthy neighbour's cousin. They look beautiful and striking, but when they sneeze their false teeth fly out. It puts you off. **Nothing happens.**
- 8+** Your lover discovers that you're an artificial limb user, but they don't care. They love everything about you. You fall into their arms and agree to marry. **Claim Love at the Country Estate and gain £50.**



## WORK AT THE COUNTRY ESTATE

- 1-2** You are asked to help fell an old pine for firewood. A fellow servant loses concentration, and a hefty branch knocks you down. You gasp for air as you hit the floor. **Lose 2HP.**
- 3-4** The footman asks for your help loading the carriage for an upcoming trip. You drop a portmanteau into a muddy puddle, and the cleaning costs are taken from your wages. **Gain £0.**
- 5-7** The gardener strains his back and you're asked to cover his duties. The head of the house is impressed with your topiary, and you're rewarded in your pay packet. **Gain £10.**
- 8+** Following a short illness, a wealthy but somewhat distant member of the family dies. You're amazed to find you were left a sum in their will as recognition for your devotion. **Gain £40.**



## LOVE AT THE COUNTRY ESTATE

- 3** You pick a bouquet of fresh flowers from the garden for your love interest. The gardener is so incensed by this that he puts a pitchfork through your best shoes. **Lose £3.**
- 4-5** You notice that your love interest never eats with the rest of the family. You ask a servant why. “They daren’t risk it with gnashers like those” they retort. You feel put off. **Nothing happens.**
- 6-7** You’re getting on well with your love interest but suddenly they look downcast. You ask why and you hear them say “I just wish you didn’t have that ugly wooden leg”. **Nothing happens.**
- 8+** The head of the house proposes to you, revealing that a condition of their inheritance is that they marry an amputee. You get on well, so you accept the proposal. **Claim Love at the Country Estate and gain £60.**



## WORK AT THE DOCKS

- 3** You bend over to pick something up and suddenly you're hoisted into the air by a crane. It jolts to stop, and you're flung headfirst into a ship under repair. **Lose 3HP.**
- 4** You help to unload a delivery of tea from a vessel recently arrived from China. It's a tough shift, but you're rewarded with several revitalising mugs of the beverage. **Gain £2 and 1HP.**
- 5-6** A shipment of sugar is loaded into one of the warehouses. You're asked to guard it against rats. Handily, tapping your wooden leg seems to deter them. You're given a bonus. **Gain £5.**
- 7+** You're asked to remove the ballast from a ship returned from India. In amongst the stones, you find some gold bullion, which you stash in your pocket. **Gain £12.**





## LOVE AT THE DOCKS

- 1-2** You sneak a bottle of wine from one of the stores to share with a love interest. Unfortunately, you're caught red handed by a sailor, who boxes your ears. **Lose 1HP.**
- 3-4** You make a bond with a special someone while smelling spices in the warehouse. To impress them, you buy a pound of nutmeg but then find out they don't like it. **Lose £2.**
- 5-6** Someone takes your fancy on one of the ships recently landed from Ceylon. You're nattering away when suddenly a cockroach crawls up your leg and you scream. **Nothing happens.**
- 7+** You badly graze your arm while carrying boxes. A gentle passerby bathes your wound and applies a dressing. Your eyes meet and your heart skips a beat. **Claim Love at the Docks.**



## WORK AT THE DOCKS

- 2** A barrel falls from a passing carriage and slams straight into your artificial leg. Luckily, you're unharmed, but your leg is ruined. **Discard the Artificial Leg you are using.**
- 3-4** You're unloading a ship when a coworker tells you a terrifying ghost story. A particularly eerie part makes you jump, and you bang your head. **Lose 1HP.**
- 5-6** The extra time it takes you to do work enables you find a more efficient way to do provisioning. The Dock's butcher is so impressed he gives you a pound of bacon. **Gain £5 and 1HP.**
- 7+** A captain is so struck by your work ethic that he offers you a job on his next voyage. It's surprisingly well paid. **Gain £10.**



## LOVE AT THE DOCKS

- 1** You're flirting with a love interest near the wine vault. You strike a match to light your pipe, but it causes a huge explosion! You and your date go flying! **Lose 3HP.**
  
- 2-3** You have a soft spot for one of the Dock's bakers. You go to see them on shift, but flour gets up your nose and you sneeze over a fresh batch of biscuits. They give you a slap. **Lose 1HP.**
  
- 4-5** A shipment of newspapers arrives from Australia. You pick one up and can't believe your eyes when you read a marriage announcement for your childhood sweetheart. **Nothing happens.**
  
- 6+** Someone arrives on a boat desperate to see their dying uncle at the Veteran's Home. You give them directions. In return, they kiss your cheek and give you their card. **Claim Love at the Docks.**



## WORK AT THE FARMSTEAD

- 2** You're asked to help drive cattle to the abattoir. It's mucky work, and the day starts poorly when you're kicked square in the chest by an obstinate heifer. **Lose 1HP.**
- 3-4** You're assisting in the fields when you're struck by a misdirected plough. It damages your artificial leg. The farmer repairs it, but you have to pay for the materials. **Lose £2.**
- 5-6** You start work early. The fresh air of the countryside fills your lungs. You've got a long day ahead, but you feel rejuvenated. **Gain £5 and 1HP.**
- 7+** You dig a hole for a new fence and strike something hard with your shovel. It's a chest filled with old gold coins. You share the loot with the farmhand helping you. **Gain £25.**



## LOVE AT THE FARMSTEAD

- 1-2** You go for a walk with your love interest, but your stump starts to hurt along the way. You're forced to turn around and cut the date short. **Lose 1HP.**
- 3-4** You go to feed the chickens with your love interest, but when you get to their run, all you find is feathers and gore. The fox got them! Your lover is distraught. **Nothing happens.**
- 5** To impress your lover at Christmas, you try to make them a wreath out of materials foraged from the farm. The damp, dishevelled mess you produce doesn't impress them. **Nothing happens.**
- 6+** After a gruelling day, your love interest runs you a hot bath to clean off the grime. It's a kind gesture, so the next day you bring them back a bunch of wildflowers. **Claim Love at the Farmstead and gain 1HP.**



## WORK AT THE FARMSTEAD

- 2** You're crossing a field when suddenly you're tripped. Your good leg is caught in a snare. It's very painful and takes a while for you to free yourself. **Lose 1HP.**
- 3-4** You slip over while mucking the stables. **Gain £4 but lose 1HP.**
- 5-6** Impressed with your labour, the farmer raises your wages and gives you a bushel of carrots. The nutritious veg makes you feel better. **Gain £6 and 1HP.**
- 7+** One of the cows breaks a leg. You're asked to help amputate it and fit a wooden leg. It becomes a local sensation, and you sell your story to the press. **Gain £10.**



## LOVE AT THE FARMSTEAD

- 1-2** To impress your lover, you surprise them with a gift of a black sheep. Unfortunately, they are superstitious and refuse to accept it. **Lose £5.**
- 3** Your lover asks you to repair the barn door. You give it a go but make a mess of it and hit your thumb with a hammer. **Lose 1HP.**
- 4-5** You go for a ramble with your lover across the fields but get a bit lost. You end up trespassing, and an angry farmer fires his rifle at you. You're unharmed but your lover is shaken. **Nothing happens.**
- 6+** Your love interest cooks you a hearty meal using fresh ingredients straight from the farm. It's the best thing you've ever tasted. You're in love! **Claim Love at the Farmstead and gain 1HP.**





## WORK AT THE GIN PALACE

- 2-3** A fight breaks out and a flying tankard hits you square in the face. **Lose 1HP.**
- 4** A drunkard demands that you sing a shanty “like the wooden-legged man on the corner of Fleet Street”. The pressure is too much, so you sneak out the back and leave. **Move 1 space away from the Gin Palace.**
- 5-6** You strike up conversation with a chatty punter. It turns out he’s a famous poet. Though he’s worse for wear, he tips his cap and gives you a modest tip. **Gain £5.**
- 7+** The landlord rolls a barrel into the cellar when all of a sudden it starts leaking. You plug the leak with your artificial leg, and he gives you a bonus in gratitude. **Gain £7.**



## LOVE AT THE GIN PALACE

- 1-2** You lock eyes with a love interest across the bar. With a little Dutch courage, you walk over to introduce yourself, but you trip on the way, landing embarrassed at their feet. **Lose 1HP.**
- 3-4** You spark up an intense conversation with a love interest. All is going well until they touch your leg and discover that you're an amputee. They get up and leave. **Nothing happens.**
- 5-6** You're getting a lot of interest from a certain someone, but you can't help but notice their terrible cough. Suddenly, they whisper in your ear. It's a proposal. **Lose 2HP but claim Love at the Gin Place.**
- 7+** You hear a northern accent and find yourself surrounded by Chartists. One in particular catches your eye and offers you a drink. By the end of the night, you are engaged. **Claim Love at the Gin Palace.**



## WORK AT THE GIN PALACE

- 2** The landlord notices that you're an amputee and tells you to leave as (in his words) you'll "scare off the patrons". You "accidentally" tread on his toe on your way out. **Move 1 space away from the Gin Palace.**
- 3-4** You pour a pint of ale, but the head on it is enormous. The drunkard you are serving swipes it out of your hand and onto the floor. The landlord docks your wages. **Gain £0.**
- 5-6** An aspiring writer comes to the bar and asks for a cup of Smoking Bishop. You know a good recipe, and you rustle one up. The landlord is impressed and gives you a raise. **Gain £4.**
- 7+** A rakish young man leaves with a woman of dubious repute. When you wipe his table, you find a silver pocket watch. You dash after him and he slips you a bank note. **Gain £10.**



## LOVE AT THE GIN PALACE

- 1-2** You're having an interesting conversation with someone curious. You get up to use the toilet. When you return, your coat and love interest are both gone. **Lose £2.**
- 3-4** Someone enters the bar and your love interest's face suddenly drops. They sheepishly grab their coat and skulk off without saying goodbye. **Nothing happens.**
- 5-6** You agreed to meet your love interest at 8pm. You arrive on time, but it looks like your lover has been there for a while. They are rosy cheeked and amorous. **Claim Love at the Gin Palace.**
- 7+** It feels hard to believe, but a very well-dressed love interest is showing you a lot of attention. They link arms with you and lead you out of the Gin Palace. **Claim Love at the Gin Palace and go to the Townhouse.**



## WORK AT THE PRINTING PRESS

- 2** A colleague's sleeve gets caught in one of the rollers and he screams in distress. Instinctively, you push your artificial leg into the press to jam it, saving your colleague's arm. **Discard your broken Artificial Leg.**
- 3-4** There's been a military uprising in the colonies and the press has been asked to print an extra 10,000 copies of the daily paper. You work overtime, but it's exhausting. **Lose 1HP but gain £6.**
- 5-6** You're asked to cover for a proofreader who has arrived at work swaying, slurring, and stinking of gin. **Gain £8.**
- 7+** Sales of the press's leading weekly newspaper reach 200,000, and you're given a bonus to recognise the extra hours you're putting in. **Gain £10.**



## LOVE AT THE PRINTING PRESS

- 1-2** You eat lunch with your love interest. It seems to be going well, but you didn't wash your hands before you ate. You develop stomach cramps and have to leave. **Lose 1HP and move 2 spaces.**
- 3** You invite your love interest for a drink at the Gin Palace. You arrive early but they never show up. **Go the Gin Palace.**
- 4-5** You and your love interest take it in turns to read to each other the latest serial instalment of Dickens's new novel. It's a sad ending to the part, and you share a warm embrace. **Gain 1HP.**
- 6+** You put on your finest voice and sing a tuneful ditty printed in a newspaper hot off the press. Your lover giggles, and before you know it, you are arm in arm. **Claim Love at the Printing Press.**



## WORK AT THE PRINTING PRESS

- 2** It's been a particularly busy and long shift, and your boss has been coaxing you to work faster all day. Sweat drips from your brow and the room spins. You black out. **Gain £3 but lose 2HP.**
- 3-4** The fumes from the ink, paper, and steam press feel especially nauseating today. You start to develop a cough. **Gain £4 but lose 1HP.**
- 5-6** You notice several typos in the proofs for the weekly newspaper. You report this to the editor, who offers you a small bonus. **Gain £6.**
- 7+** Your boss is impressed by your attention to detail and the efficient methods you use to keep up with able-bodied colleagues. He invites you to take an editing job. **Gain £15.**





## LOVE AT THE PRINTING PRESS

- 2** Your love interest gives you a swig from their hip flask. Unfortunately, the neat brandy doesn't mix well with your upset stomach. You vomit. **Lose 1 HP.**
- 3** You're carrying a bundle of newspapers when you notice an advert for a new play. You ask your love interest if they'd like to go with you. They accept, but the play is awful. **Go to the Theatre and lose £2.**
- 4-6** You pluck up the courage to tell your love interest your true feelings for them, but when the moment arrives you can't get your words out. It's just too noisy to think. **Nothing happens.**
- 7+** Your love interest is blown away by your robustness and unrelenting work ethic. They whisper a complement into your ear and kiss you on the cheek. **Claim Love at the Printing Press.**



## WORK AT THE RAILWAY STATION

- 3** Someone drops their umbrella onto the tracks, and you offer to retrieve it. As you do this, your artificial leg gets caught. The approaching train slows but still mows you down. **Discard the Artificial Leg you are using and lose 4HP.**
- 4** It's been a long day checking tickets on carriages and your back is feeling rattled and out of joint. You mention it to a colleague who claims it could be "railway spine". **Gain £5 but lose 1HP.**
- 5-6** Your artificial leg breaks on shift, but luckily the company you work for has an artificial leg scheme for its workers. You apply and are given a lump sum for a new leg. **Discard the leg you are using, gain £15, and buy another leg.**
- 7+** You find a ruby necklace on the station platform and give it to lost property. Nobody claims it, so it's eventually given to you as a reward for all of your hard work. **Gain £25.**



## LOVE AT THE RAILWAY STATION

- 2** You're locked in conversation with a flirtatious passenger on the stairs when suddenly you're knocked to the floor by a rushing businessman. He dashes off without apologising. **Lose 1HP.**
- 3-4** A train passenger strikes up conversation with you, but it's not a good time. Your artificial limb is rubbing horribly, and you're quite distracted. **Lose 1HP.**
- 5-6** You give a copy of a novel that you just read to a passenger you are trying to impress. You thought it was great. They, unfortunately, are not quite so keen! **Nothing happens.**
- 7+** Someone on the platform opposite keeps catching your eye. You eventually call out, but their train approaches. You dash to meet them, embrace, and get on the train together. **Claim Love at the Railway Station.**



## WORK AT THE RAILWAY STATION

- 2** It's your turn to shovel coal in one of the engine carriages. It's hard work, so you take a breather and lean on something, but it's very hot. You're badly burned. **Lose 2HP.**
- 3-4** You've been on the platform all day conducting trains and passengers alike. The noise of the engines must be getting to you, though, as you can no longer hear out of one ear. **Gain £6 but lose 1HP.**
- 5-6** Your artificial leg is really helping you to assist passengers with their luggage. You lift a particularly heavy bag for a well-dressed lady, and she gives you a handsome tip. **Gain £10.**
- 7+** You're rewarded for all of your hard work with shares in the company. You immediately sell them and can't believe how much they were worth! **Gain £20 and go to the Stock Exchange.**



## LOVE AT THE RAILWAY STATION

- 2** You've been having a fine tête-à-tête with someone attractive in First Class. You excuse yourself to use the loo. When you return, both your lover and bag are gone! **Lose half of your money.**
- 3-4** You keep exchanging glances with the person opposite. The mood is ruined somewhat, though, when the inspector arrives, and you can't find your ticket. You're fined. **Lose £2.**
- 5-6** Conversation heats up with the person opposite you on the carriage when suddenly your stump twitches, causing you to kick them in the leg. They get off at the next station. **Nothing happens.**
- 7+** You end up seated next to your dream lover in the second-class carriage. The conversation flows, and you make a snap decision to leave the train with them at their stop. **Claim Love at the Railway Station and go to the Cottage.**



## WORK AT THE SICKROOM

- 2** Under the doctor's supervision, you apply leeches to a patient for bloodletting. In removing them, a greedy one clamps onto your arm and gives you an infection. **Lose 2HP.**
- 3-4** A patient has contracted gangrene. You remove dressings from their wound, and the smell turns your guts. **Gain £4 but lose 1HP.**
- 5-6** You nurse an elderly pneumonia patient for several days. Unfortunately, they pass away, but you discover they left you a sum in their will. **Gain £10.**
- 7+** Under the watchful supervision of the doctor, you nurse a rich man with dropsy. Eventually, well enough to leave, he rewards you handsomely. **Gain £15.**



## LOVE AT THE SICKROOM

- 1-2** You fall in love with a consumptive patient. You try to nurse them back to good health, but you fail and catch the disease yourself. **Lose 2HP.**
- 3-4** You keep catching the relative of a patient staring at your leg with an odd glint in their eye. You find it deeply unsettling. **Nothing happens.**
- 5-6** The friend of a patient who left last week returns and asks you to dine with them at a nearby hotel. You accept, but the evening goes poorly. The meal was good though! **Gain 1HP.**
- 7+** You tirelessly nurse a fellow amputee back to good health after their amputation, using all of your skill and experience. You grow close and slowly fall in love. **Claim Love at the Sickroom.**





## WORK AT THE SICKROOM

- 2** The sickroom is full of quarantined cholera patients. Though you interact with them as little as possible, you catch the feared disease. **Lose 3HP.**
- 3-4** The doctor asks you to administer chloroform to a patient. You don't really know what you're doing and give the bottle a big sniff. You are rendered insensible. **Gain £5 but lose 1HP.**
- 5-6** You heroically care for a dysentery patient, who arrived in a very sorry state. Impressed with your nursing skill, the doctor gives you a raise. **Gain £7.**
- 7+** You care for an elderly veteran who is also an amputee. Resigned to not leaving the sickbed again, they gift you their artificial leg. **Claim any Artificial Leg still available costing up to £20.**



## LOVE AT THE SICKROOM

- 1-2** You form a bond with the sibling of a malaria patient recently returned from the colonies. The mood is spoilt though when the delirious patient strikes you. **Lose 1HP.**
- 3-4** You spent weeks nursing someone close to your heart back to full health. You think you've developed a special bond but they up and leave as soon as they're better. **Nothing happens.**
- 5-6** You feel the eyes of the lecherous local surgeon following you wherever you go. You eventually ask them to leave you alone. **Nothing happens.**
- 7+** Your on-and-off lover loses a leg. They wearily tell you they had the leg amputated to be with you. You don't know what to make of it but feel compelled to marry. **Claim Love at the Sickroom.**



## WORK AT THE SLUMS

- 1** You're sweeping the street when suddenly a chamber pot is emptied right overhead. You have to pay the nearby washerwoman to clean your clothes. **Lose 1HP and lose £1.**
  
- 2-4** The local dog warden offers you some cash to help round up the strays in the area. The work is mostly easy, but you're bitten by one obstinate mongrel. **Lose 1HP but gain £3.**
  
- 5-6** There's a fire down the road and you muck in to extinguish it. You're burnt in action, but the street does a whip around to compensate you. **Lose 1HP but gain £5.**
  
- 7+** A police officer offers you a handsome reward for your help apprehending a renowned pickpocket. Your agility surprises the thief, and the officer pats you on the back. **Gain £6.**



## LOVE AT THE SLUMS

- 1** You strike up a relationship with a pauper, but they're sick with consumption. You care for them at their sickbed, but sadly they don't make it. You then get ill. **Lose £5 and 2HP.**
  
- 2** You embrace your lover after a particularly nice walk. Afterwards, you can't stop scratching your head. Only then do you notice the lice crawling through your lover's hair. **Lose 1HP.**
  
- 3-4** You try teaching your love interest how to read. Unfortunately, the mood is ruined when a big rat scuttles across the end of the table. **Nothing happens.**
  
- 5+** You find your soulmate in the slums. They may be poor, but they are perfect. Love has no limits and knows no boundaries. **Claim Love at the Slums.**



## WORK AT THE SLUMS

- 1** There's an outbreak of cholera along the street. You start to feel weak and nauseous. Before long, your skin is hanging loose, and your weight drops rapidly. **Lose 3HP.**
  
- 2-3** You go to help a neighbour and find that their house has fallen into disarray. It's now an opium den. The fumes and squalor appal you. **Lose 1HP.**
  
- 4-6** You acquire some polish and start a shoe-shining stall. You're surprised by the amount of custom you get from passing businessmen. **Gain £6.**
  
- 7+** You're cornered by a dangerous burglar. Instinctively, you use your wooden leg as a baton. You knock the man over, and he's arrested. You're given a reward for his capture. **Gain £10.**



## LOVE AT THE SLUMS

- 1-2** Your stump has been swollen and sore lately. The unsanitary conditions of the Slums seem to have given you a nasty infection. **Lose 2HP.**
- 3-4** Your love interest invites you in for a slice of bread and butter. The bread is claggy and slightly gritty. It's clear it's been adulterated. You feel sick. **Lose 1HP.**
- 5-6** You help your love interest to organise a humble funeral for a deceased relative. It's a sombre occasion, but you've grown close and decide to marry. **Lose £2 but claim Love at the Slums.**
- 7+** It turns out that the lover of your dreams is a street seller of nutmeg graters. You strike up conversation in the street and they invite you back to the Slums for a glass of milk. **Claim Love at the Slums.**



## WORK AT THE STOCK EXCHANGE

- 2** An irate sporty-looking young man charges in. “I’ve speculated all of daddy’s money away thanks to you, you scoundrel!” he shouts as he slaps you across the face. **Lose 1HP.**
- 3-4** Phantom limb pain strikes as you explain buying fees to a wealthy American businessman. “Goddammit!” he exclaims before muttering some abuse and storming off. **Lose 1HP.**
- 5-6** A lady in mourning dress asks to buy 2,000 shares in the new home for stray cats. You think about explaining the risks but then think of your commission. **Gain £30.**
- 7+** You’ve built a strong rapport with an agent for a mining company who tips you off about his company. You buy the shares, and the miners strike gold! **Gain £80.**



## LOVE AT THE STOCK EXCHANGE

- 3** You bump into an acquaintance, who you think is romantically attracted to you. They convince you to make an investment, but it fails, and they are nowhere to be found. **Lose £10.**
- 4-5** A well-known investor says a flirtatious line to you before looking you up and down. They then notice that you're an amputee and rush off in the other direction. **Nothing happens.**
- 6-7** You have a flirtatious debate with an old flame, who is bullish about a particular stock. You short the same stock and then the value plummets. Your love interest is outraged. **Gain £15.**
- 8+** You're about to make an investment when your eye is caught by your childhood sweetheart. They peck you on the cheek and invite you to dinner. **Claim Love at the Stock Exchange and go to the Country Estate.**





## WORK AT THE STOCK EXCHANGE

- 2-3** A snooty investor notices that you are an amputee and swoons dramatically. In a panic, your boss sacks you on the spot. **Leave the Stock Exchange and move 2 spaces.**
- 4-6** During a client meeting, your stump starts uncontrollably twitching. Your wealthy client looks unsettled and makes an excuse to leave. Your boss docks your wages. **Gain £0.**
- 7** One of your biggest clients decides to sell 1,000 shares in the East India Company. You rub your hands together under the desk thinking of the commission! **Gain £50.**
- 8+** Your relentless hard work does not go unnoticed. A Member of the Committee resigns, and you get offered his job. It comes with a big commission-based bonus. **Gain £90.**



## LOVE AT THE STOCK EXCHANGE

- 3** A snobbish investor tells a police officer that you are a beggar in disguise. You're violently ejected from the Stock Exchange. **Leave the Stock Exchange, move 1 space and lose 1HP.**
- 4-5** An investor with the gift of repartee engages you in conversation, but you notice that they are staring at your amputated leg. It makes you uncomfortable, so you leave. **Leave the Stock Exchange and move 2 spaces.**
- 6-7** A wealthy investor takes a liking to you. You're not really interested, but they shower you with expensive gifts. **Gain £15.**
- 8+** While making an investment, you end up in a flirtatious tête-à-tête with one of the stockbrokers. You decide to ask them over for afternoon tea and they consent. **Claim Love at the Stock Exchange.**



## WORK AT THE THEATRE

- 1** There is a fire at the theatre. In the rush to escape you are knocked over and are one of the last to leave. You are severely burned. **Lose 3HP.**
  
- 2-3** You spill a tray of drinks, and your manager docks your wages to pay for it. **Lose £1.**
  
- 4-6** One of the actors is sick with dysentery. You've worked such long hours you know all the lines by heart and the director pays you to stand in. **Gain £5.**
  
- 7+** As you sweep the aisles, you're spotted by a director who's looking for someone to play a pirate with a false leg in an upcoming production. **Gain £10.**



## LOVE AT THE THEATRE

- 3** Your lover's face freezes in horror as the person three rows in front turns around and sees you together. It turns out they're married, and their spouse breaks your nose. **Lose 2HP.**
- 4-5** Your theatre date hypnotises you with their smoky eyes and rakish grin. You spend the night in a romantic haze. Unfortunately, they turn out to be a famous pickpocket. **Lose £5.**
- 6-7** You and your date have an average time at the theatre, but you decide to marry anyway as you're worried you won't find anyone else. **Lose £3 but claim Love at the Theatre.**
- 8+** You discover that your date's uncle invented the Golden Leg. He offers you a go and it would be rude to refuse. **Claim Love at the Theatre and take the Golden Leg card.**



## WORK AT THE THEATRE

- 1-3** You mop the pulpit after a raucous audience has left, but you slip on the wet floor. Your boss finds you in a heap and accuses you of dossing. **Lose 1HP.**
- 4-5** The stage manager hears your tuneful whistling during the post-performance clean up, and he invites you to a paid audition for an upcoming play. **Gain £5.**
- 6-7** During the interval, you're beckoned to a balcony by a lady in a fine frilly dress. You bring her the glass of hot wine she asked for and she slips you a generous tip. **Gain £8.**
- 8+** You've been scribbling a draft script for weeks, but you can't find it. Suddenly, a well-known playwright appears with it in his hand. He offers you a hefty sum for it. **Gain £12.**



## LOVE AT THE THEATRE

- 2-3** You lock eyes with your date and then shyly look away. When you glance down, though, you notice that your stump wound has reopened. You leave embarrassed. **Move 2 spaces, lose £2, and lose 1HP.**
- 4-6** The wine has been flowing, and you're feeling hopeful about your date. Unfortunately, their tolerance doesn't match yours. You notice they're soundly asleep in their seat. **Lose £2.**
- 7** The lady next to you leans forward, and you notice a man reaching into her bag. He tries to leave, but you trip him with your false leg. The lady blushes and gives you a card. **Accept the invitation and go to the Country Estate or stay put.**
- 8+** You find yourself whispering back and forth with your date throughout the performance. Before you know it, the curtain is drawn. Hand in hand you leave the Theatre. **Lose £3 but claim Love at the Theatre.**



## WORK AT THE TOWNHOUSE

- 2** You're asked to run an errand to the greengrocer, but on the way you trip on a loose cobble and crack your artificial leg. You must pay for the repairs. **Lose £3.**
- 3-4** Guests are visiting, and you're asked to help in the kitchen. While making hot drinks, you trip and accidentally drop the coffee pot. It's taken out of your wages. **Gain £2.**
- 5** Your hard work is recognised by the cook, who serves you an extra slice of meat with your dinner. It revitalises you. **Gain £5 and 1HP.**
- 6+** One of the children of the house falls sick. The family doctor is called, but in the interim you serve the role of nurse. The head of the house rewards you handsomely. **Gain £12.**



## LOVE AT THE TOWNHOUSE

- 3** The house hosts a claimed mesmerist. Though sceptical, you volunteer to be mesmerised. Under the spell, you blurt out who you're attracted to, much to your lover's chagrin. You leave in embarrassment. **Move 2 spaces.**
- 4-6** You're besotted with the cook. You try to help them to make mock-turtle soup for a dinner party, but you add too much salt. They are scolded for your mistake. **Nothing happens.**
- 7** To celebrate Christmas, you give your favourite servant an orange and a bag of nuts. They kiss you in return and give you a locket containing a piece of their hair. **Claim Love at the Townhouse.**
- 8+** The head of the house invites you to drink port with them in the parlour. You exchange smouldering looks and leave late with a proposal. **Claim Love at the Townhouse and gain £50.**





## WORK AT THE TOWNHOUSE

- 2** You're asked by one of the servants to help clean the landing. While you're doing this, you hear scuttling. It's a mouse! It makes you jump, and you fall down the stairs. **Lose 2HP.**
- 3-4** The page is sick. In his absence, you're asked to run a letter over to the Country Estate. You do it, but there's no extra reward, and you're completely exhausted. **Gain £6 and lose 1HP.**
- 5-6** The governess leaves following a scandal, and you're left to teach the children etiquette. Impressed with your teaching, the head of the house offers you a raise. **Gain £8.**
- 7+** The head of the house develops an odd fixation with your artificial limb. They offer you £50 for it so they can display it on their mantelpiece. **Gain £50 and discard the Artificial Leg you are using.**



## LOVE AT THE TOWNHOUSE

- 3** You're so attracted to one of the servants that you take it upon yourself to assist them with the morning emptying of chamber pots. It's a bad idea, and it makes you queasy. **Lose 1HP.**
- 4-5** At a dinner party, the head of the house's brother, Colonel Johns, visits. Unfortunately, he's a rude and obnoxious fellow. His jokes about wooden legs offend you. **Nothing happens.**
- 6-7** A wealthy and regular visitor to the house is a less-than-secret admirer of you. The feeling isn't mutual, but you do appreciate the gifts they keep giving you. **Gain £10.**
- 8+** A distant cousin who's been on a European tour comes to visit. You instantly connect with them. Within hours, you're engaged to marry. **Claim Love at the Townhouse.**



## WORK AT THE VETERANS' HOME

- 1-2** One of the veterans you are most fond of has a fall and breaks his wooden leg. He can't afford another one, so you give him one of yours. **Discard one of your Artificial Leg Cards (only if you have any).**
- 3** The in-house brewer has run out of yeast. He asks you to go to the Brewery to get some. You ride there on horseback but as soon as you dismount, your horse bolts. **Go to the Brewery.**
- 4-6** You lend a hand to a veteran who has consumed one too many brandies. Despite your protestations, he demands that you take his silver snuff box as payment. **Gain £6.**
- 7+** A veteran who you spent a long time helping passes away. It's a sad moment, but you discover that he left you half of his estate and his wooden leg in his will. **Acquire the Leather Socket Leg and gain £30.**



## LOVE AT THE VETERANS' HOME

- 1-2** You play whist with a love interest and a couple of the veterans. You end up winning. Enraged, your lover flips the table, and it lands with a crash on your good foot. **Lose 1HP.**
- 3-5** You take your love interest for a walk along the Thames. All is going well when suddenly you trip and almost fall into the river. Embarrassed, your lover makes an excuse and departs. **Nothing happens.**
- 6** You meet a fellow amputee. Through conversation, you realise that you have a deep connection and a lot of shared experiences. You soon realise they are “the one”. **Claim Love at the Veteran’s Home.**
- 7+** You take a stroll across the lawn and spot a familiar figure a short distance away. It’s a wealthy old flame of yours. You get talking, and the fire of love is rekindled. **Claim Love at the Veteran’s Home and gain £20.**



## WORK AT THE VETERANS' HOME

- 1** You organise a draughts tournament for the veterans. You soon regret this decision when a fight breaks out and you see a wooden leg used as a club. You are sacked. **Move 2 places away from the Veteran's Home.**
  
- 2** A particularly persistent veteran demands that you take him to the Docks to see his old ship. To keep him quiet, you take him. He gives you a coin in return. **Move to the Docks and gain £2.**
  
- 3-6** You make a strong tea for one of the older veterans who proceeds to tell you his stories from the Napoleonic Wars. He thanks you for listening and it warms your heart. **Gain 1HP and £4.**
  
- 7+** When you replace the dressings on an elderly veteran's stump, a gold locket drops out. The old man looks down and says "ee's yours. I ain't gonna last much longer". **Gain £20.**



## LOVE AT THE VETERANS' HOME

- 1-2** You take a shine to one of the cooks. To impress them, you volunteer to help in the kitchen. It's a bad idea, though, as you scold yourself on one of the stoves. **Lose 1HP.**
- 3-5** You're attracted to one of the staff, so you offer to help them out with their daily tasks. They take advantage of your offer, and you end up washing linen all day long. **Nothing happens.**
- 6** You've been speaking on and off with one of the duty staff for some time. Finally, you muster the confidence to ask them out for a walk and they consent. **Claim Love at the Veteran's Home.**
- 7+** You accompany a staff member to the Brewery to get yeast for the in-house bakery. Along the way, they buy you roasted chestnuts, and you kiss them on the cheek. **Claim Love at the Veteran's Home and go to the Brewery.**



## **CUSTOMER SERVICE:**

E-mail: [info@focusgames.com](mailto:info@focusgames.com)

## **STUDIO:**

The White Studios  
309 Templeton Business Centre  
Glasgow  
G40 1DA  
UK  
Call: +44 (0)141 554 5476

## **OFFICE:**

20-22 Wenlock Road  
London  
N1 7GU  
Call: +44 (0)207 038 2939

[www.focusgames.com](http://www.focusgames.com)  
[www.leglessinlondon.com](http://www.leglessinlondon.com)  
[@FocusGames](https://twitter.com/FocusGames)