



# RULES BOOKLET



[www.leglessinlondon.com](http://www.leglessinlondon.com)

[www.focusgames.com](http://www.focusgames.com)



The aim of this game is to achieve goals while living without one leg.

You can buy Artificial Legs in the game.

These can help you to achieve your goals and win the game, but not all Artificial Legs are helpful.

You do not have to buy an Artificial Leg to win the game.

## What is in the game



**Board**



**Pawns**



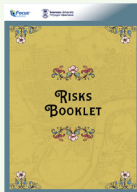
**1 x Dice**



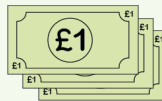
**Victory Tokens**



**Health Tracker Clips**



**Risk Booklet**



**Money**



**Location Cards**



**Street Event Cards**



**Artificial Leg Cards**



**Character Cards**

# Table of Contents

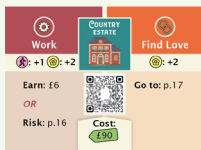
How to set up the board	4
Board Setup	6
How to set up the characters	8
Overview of a turn	9
How to win	10
How to buy Artificial Legs	10
How legs help you	11
How to use Artificial Legs	12
Leg maintenance	12
How to sell Artificial Legs	13
How to play	13
What to do on your turn	14
Moving	14
Taking an Action at a Location	15
Sickness	20
Winning the game	21
Frequently Asked Questions	21

# How to set up the board



Sort the **Location Cards** into 15 pairs with matching **Locations** (e.g. Slums and Slums).

Choose 1 from each pair and put the rest back in the box.



Put the 15 chosen **Location Cards** beside the board.

The text should be facing upwards.

**Tip:** Try to place the Location Cards at the board edge close to the corresponding Locations.

For example, place the Cottage card to the left of the board at the top, near the Cottage Location on the board.

This will make finding the information for each Location easy.





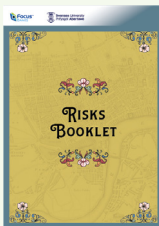
Put the **Artificial Leg Cards** in a pile beside the board.

The side with the Cost showing should be facing upwards.



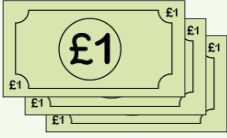
Put the **Street Event Cards** beside the board.

The text should be facing downwards.



Put the **Risk Booklet** at the side of the board.

# How to set up the characters



Choose which player will manage the **Money**.

This person is the **Banker**.

Put all the **Money** next to this person.



Give 1 **Character Card** to each player at random. Everyone can look at this card.

This is the character you will play in the game.

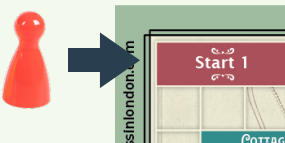
Put the other **Character Cards** back in the box.



Give a **Pawn** to each player.



Look on the **Character Card** for the start square.



Put the player's **Pawn** on the correct start square on the board.

Repeat for all the players.



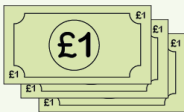
Put a **Health Tracker Clip** on the top heart on each player's **Character Card**.



Give each player **2 Victory Tokens** matching the colour and symbol of their pawn.

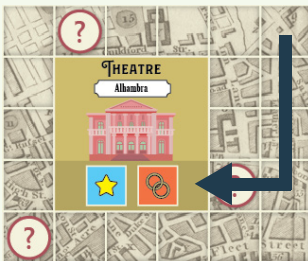


Look on each player's **Character Card** at the amount of **Money** to start with.



Give the player that amount of **Money**. Repeat for all the players.

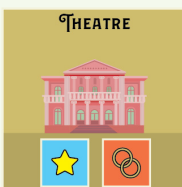
## Overview of a turn



You can **move** your character along the board.

**OR**

If you are at a **Location** you can do 1 **Action**.






**Locations** are places on the board such as the Theatre.

**Actions** can help you make money (Work) or complete victory conditions (Find Love, Buy Property or Complete Personal Goal).

# How to win

## Victory conditions:

-  Claim love (not in Sickroom or Slums)
-  Buy a property
-  Buy back your amputated leg: go to Sickroom, roll a 6, and pay £5



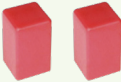
- Claim Love



- Buy a Property



- Complete Personal Goal



At the bottom of your **Character Card** are 3 goals.

You need to complete 2 goals to win.

When you complete a goal, put a **Victory Token** on the board at the **Location** where you completed that goal. Place the token on the square that matches the goal you have completed.

The first person to place 2 **Victory Tokens** wins.

# How to buy Artificial Legs



During the game, you can buy **Artificial Legs**.

Each leg has different abilities so you can buy several for different situations.



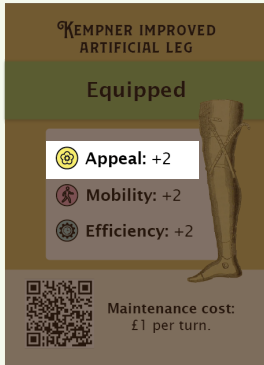
You need to have your character at the **Artificial Leg Store** on the board to buy a leg.



The cost of legs are on the front of the **Artificial Leg Cards**.

Look through the deck and choose a leg. You can't look at the side of the card that says "Equipped" unless you have bought it.


# How legs help you



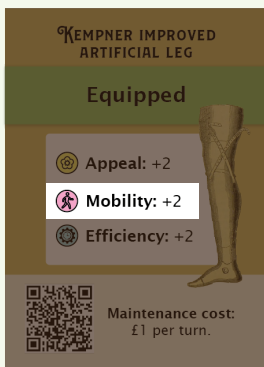
Once you have bought an Artificial Leg, you can then turn the card over to see the side that says "Equipped".

This side of the card tells you how the leg helps you.


**Appeal** makes it easier when you try to Find Love in the game.

This is the symbol for **Appeal**: 

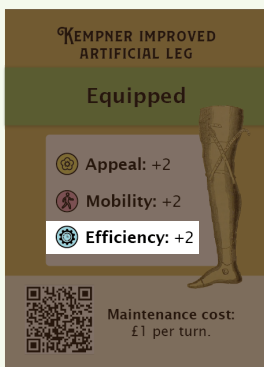
**Appeal** means how good the leg looks.




**Mobility** makes you move further on your turn.

This is the symbol for **Mobility**: 

**Mobility** means how well you can move.



**Efficiency** makes it easier when you Work in the game.

This is the symbol for **Efficiency**: 

**Efficiency** means how well you can Work.

# How to use Artificial Legs



If you have several legs, you can only use 1 leg at a time.

To use a leg, keep it with the green stripe facing upwards.



Turn your other leg cards over so you can't see the green stripe with the word "Equipped".

## Leg maintenance



At the beginning of each turn, pay the **maintenance cost** of all the legs you own.

The cost is written on the bottom of the card.



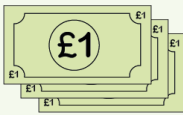
If you can't pay the cost or you don't want to, you must sell the leg.



# How to sell Artificial Legs



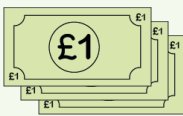
To sell a leg, put the card back in the **Artificial Leg Card** pile.



You get half of the cost of the leg, rounded up. For example, a leg that costs £15 can be sold for £8.

You can do this from anywhere on the board. Selling a leg does not use a turn.

# How to play



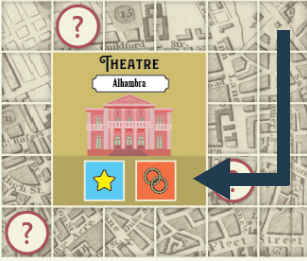
The player to the left of the **Banker** goes first.

The **Banker** is the person managing the money.



Take turns to play, going clockwise.

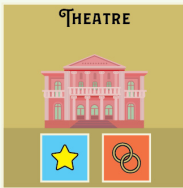
# What to do on your turn



You can **move** your character along the board.

**OR**

If you are at a **Location** you can do 1 **Action**.



**Locations** are places on the board like the Theatre.

**Actions** can help you make money (Work) or complete victory conditions (Find Love, Buy Property or Complete Personal Goal).

## Moving



Roll the dice.

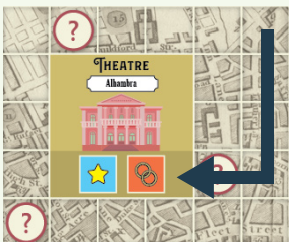


If you have an Artificial Leg, find the **Mobility score**.



Add the dice roll to the **Mobility score**.

This is how many spaces you can move.



Move your character that number of spaces up, down, left or right.

You can turn corners.

You can't go diagonally.



This is the symbol for a Street Event. Street Events can be good or bad.

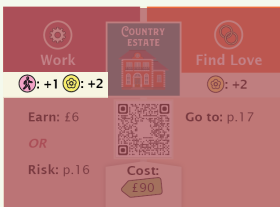


If you move over a Street Event symbol, take a **Street Event Card** and continue your move. When you finish moving, read any Street Events you have picked up in the order in which you collected them. Follow the instructions on the cards. *For example, for "lose 2 HP", move your Health Tracker clip down 2 spaces.*



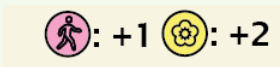
Now it's the next player's turn.

## Taking an Action at a Location

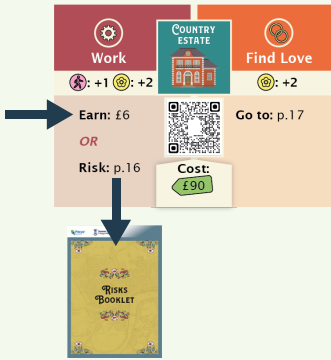


### Option 1: Work

Check that your leg has at least the scores shown under the word "Work".



For example, if the symbols to the left are shown this means that you need to use an Artificial Leg with the same scores or higher for **Mobility** and **Efficiency** to Work here.



If you meet the requirements for Work, either take the **earnings** on the card (e.g. £6) or open the **Risk Booklet** at the page on the card (e.g. p.16).

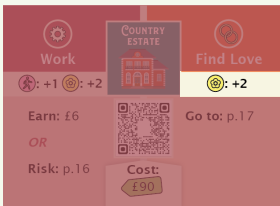


If you open the **Risk Booklet**, roll the dice and add your Artificial Leg's **Efficiency** score. Read the story with this number from the book. Follow the instructions.

If you take a risk, you may get a better reward or you may face a negative consequence.

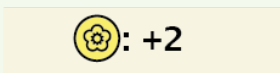


Now it's the next player's turn.

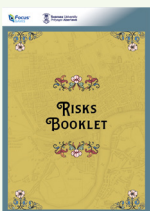


### Option 2: Find Love

Check that your leg has at least the scores shown under the words "Find Love".



For example, if the symbol to the left is shown this means that you need to use an Artificial Leg with the same score or higher for **Appeal** to Find Love here.



If you meet the requirements to Find Love, open the **Risk Booklet** at the page on the card (e.g. p.17).



+



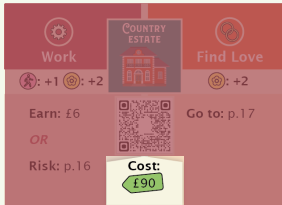
Appeal: +2



Roll the dice and add your Artificial Leg's **Appeal** score. Read the story with this number from the book.

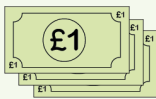
If you Claim Love, place a **Victory Token** on the square with 2 interlocking rings at your Location on the board.

Now it's the next player's turn.



### Option 3: Buy a Property

If there is a cost on the card, you can buy the Property.






To buy the Location you are at, pay the cost to the bank.



Place a **Victory Token** at your Location on the board.

Now it's the next player's turn.

Victory conditions:

-  Claim love (not in Sickroom or Slums)
-  Buy a property
-  Buy back your amputated leg: go to Sickroom, roll a 6, and pay £5



## Option 4: Complete a Personal Goal

Read the 3<sup>rd</sup> Victory Condition at the bottom of your **Character Card**. If you are at the correct Location, follow the instructions.

Place a **Victory Token** at your Location on the board.

Now it's the next player's turn.

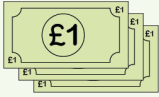
## Option 5. Buy an Artificial Leg

You can only buy Artificial Legs when you are at the Artificial Leg Store on the board.

When you are there, look through the pile of **Artificial Leg Cards** and choose 1.

While browsing the Artificial Leg cards, you can only look at the side with the cost on it, not the side with the green stripe that says "Equipped". You can only look at the "Equipped" side once you own an Artificial Leg.





Pay the cost of the leg to the Bank and add the card to your hand.

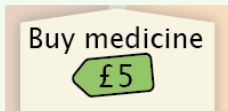


Now it's the next player's turn.



### Option 6: Recover Health Points

You can only Recover Health Points when you are at the Sickroom on the board.



Pay the cost on the Sickroom card to the Bank.



Roll the dice. Move your **Health Tracker Clip** up that number of spaces. Stop if you get to the top.

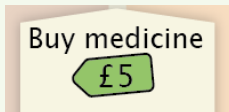


Now it's the next player's turn.

# Sickness



If your **Health Tracker Clip** gets to the bottom of the track, go to the Sickroom.



Pay the cost on the Sickroom **Location Card**.



Can't pay? You are dead! Put your **Character Card** back in the box, remove any **Victory Tokens** you have placed on the board, pick a new **Character Card** at random, and rejoin the game.



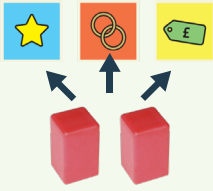
If you can pay, roll the dice. Move your **Health Tracker Clip** up that number of spaces. Stop if you get to the top.

You must stay in the Sickroom until your **Health Tracker Clip** reaches the top of the track.

You can roll once per turn. Each turn you need to pay the cost on the Sickroom **Location Card**.

Once your **Health Tracker Clip** gets to the top, you can move away on your next turn.

# Winning the game



When a player has placed both of their **2 Victory Tokens**, they win the game.

# Frequently Asked Questions

**Can I move and do an Action at a Location in the same turn?**

No. You can either move or do 1 Action.

**Can I move diagonally?**

No.

**Can I change direction during my move?**

Yes.

**Can I be in the same square or Location as another player?**

Yes.

**Can I continue moving after hitting a Street Event symbol?**

Yes. Take a card and continue moving. Read the card(s) once you have finished your move.

### **Do Locations count as squares when moving?**

No. If you enter a Location, your move stops.

### **Can I enter Locations from any adjacent square?**

Yes.

### **Why do the dice roll numbers in the Risk Booklet go above 6?**

Your Artificial Leg's Efficiency or Appeal score is added to the dice roll so it is possible to score more than 6.

### **What does "lose 1 HP" mean?**

This means "lose 1 health point". Move your **Health Tracker Clip** down 1 space.

### **How do the Crutches work?**

The Crutches can be used alone or with any Artificial Leg (excluding the Bath Chair or Wheel-Chair). If you have the Single Crutch, you can roll the dice twice and use the highest number of the 2 rolls to move. If you have the Pair of Crutches, you can roll the dice 3 times and use the highest number of the 3 rolls to move. This mechanism does not apply to Work, Finding Love, or Completing Personal Goals.

### **What happens if I run out of money?**

If you run out of money but have to pay for something, you must sell 1 or more of the Artificial Legs that you own.

If you need to pay for something but don't have any legs to sell, lose 1 HP for each £ owed.

If you run out of money while healing in the Sickroom, you are dead! Put your **Character Card** back in the box, remove any **Victory Tokens** you have placed on the board, pick a new **Character Card** at random, and rejoin the game.

### **Why do some dice roll numbers in the Risk Booklet start above 1?**

Some Locations have entry requirements for Work and Finding Love. For example, you may need an Appeal score of 2 to Find Love somewhere. This would mean that the minimum you could roll would be 3 (1 + an Appeal score of 2).

### **Can 2 players place a Victory Token in the same place?**

No. If there are no longer 2 spaces available where you can claim a Victory Condition, you are dead! Put your **Character Card** back in the box, remove any **Victory Tokens** you have placed on the board, pick a new **Character Card** at random, and rejoin the game.

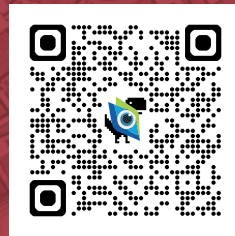
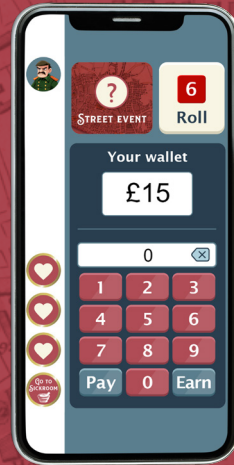
### **What does a negative score mean on an Artificial Leg Card?**

If the **Artificial Leg Card** you are using has a negative score for Appeal, Mobility, or Efficiency, subtract this number from the dice roll for the activity you are doing. For example, if your leg has a Mobility score of -1, if you roll a 6 to move, you can only move 5 spaces.

Remember, you don't have to use an Artificial Leg at all times. If you turn an **Artificial Leg Card** over so the "Equipped" side is face down, you can take turns without using it. You do still need to pay the Maintenance Cost of all Artificial Legs you own, though.

# ACCESSIBILITY FEATURES AVAILABLE ONLINE

- Screen-reader-friendly digital versions of game assets
- A digital app which allows you to manage your money and provides a dice roller, health tracker, and a street event card randomiser



[www.leglessinlondon.com](http://www.leglessinlondon.com)

## 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)  
 [@FocusGames](https://twitter.com/FocusGames)