

AUTHORISED READERS ONLY

THE WORLD OF SMOG

ON HER MAJESTY'S SERVICE

RULEBOOK

1889. THE MECHANICAL AND MAGICAL EMPIRE OF QUEEN VICTORIA RULES THE WORLD.

London has become the centre of the world and an extraordinary stage where the appearance of monsters, the return of secret cults and the outbreak of infernal machines regularly contend for the front page of The Times. The last one of these incredible events is the arrival of Oberon, ruler of the courts in Faërie, to be present during the jubilee of the Queen. The ceremony is getting closer and the Queen has secretly invited the most avant-garde Clubs of the capital to join an expedition in the legendary "Shadow Market". She promised to cover with honours those who will manage to bring back from this dangerous voyage some precious objects: some keys made of adamant and Atlantean metal, a mithril padlock and a magic chain, magic artefacts which cannot be made in the real world!



However, the Shadow Market is a maze out of space and time, where Ether and magic materials are very expensive. It gives shelter to dangerous creatures, which are ready to hinder the path of the unlucky gentlemen and last but not least, some adventurer may end up trapped forever if they won't manage to pay a heavy tribute in Ether to the guardian of this place - the mysterious Shadow Master. When the great engineer of the Queen manages to open a portal to the Shadow Market, only a small number of the bravest Ladies and Gentlemen are ready to accept the challenge of the Queen. You are one of them!

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1 GAME BOARD



12 LOCATION TILES



4 PLAYER DASHBOARDS

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4 GENTLEMAN FIGURES

6 AGENT FIGURES

1 SHADOW MASTER FIGURE



1 FIRST PLAYER TOKEN



16 ETHER COUNTERS (4 OF EACH TYPE)



30 COINS



30 HOURGLASS TOKENS



6 AGENT CARDS



16 ARTEFACT CARDS (4 OF EACH TYPE)



24 SPECIAL ACTION CARDS



13 SECRET COMBINATION CARDS



8 SECRET GATE CARDS

GOAL OF THE GAME

You must race around the board to gather the 4 Ethers displayed on your Secret Combination card and all 4 different Artefact cards. With those in hand you must reach your Secret Gate to exit the Shadow Market and present the Queen with her Artefacts.

How can you achieve this feat? You must travel from location to location in the Shadow Market, buying and selling Ethers and acquiring Artefact cards until you can gather just the right combination of Ethers that will allow you to exit the Shadow Market, all the while trying to avoid or benefit from the Agents of the Shadow Master.

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GAME SETUP

1. Open the game board and insert each of the 12 Location tiles into their designated slots, matching the numbers or letters on the board with the numbers or letters on the back of the tiles.
2. Rotate the Location tiles as shown in the setup diagram, making sure their starting orientation is correct by aligning the marking on the tile with the marking on the board.
3. Shuffle the Special Action cards deck and place it face down next to the board.
4. Divide the Artefact cards into four decks, each containing one type of Artefact, and place each deck in their corresponding slot next to the four outer Location tiles.



2. Rotate the Location tiles as shown in the setup diagram, making sure their starting orientation is correct by aligning the marking on the tile with the marking on the board.



THE ARTEFACTS

	Atlantean Key Symbol of the material plane
	Spectral Chain Used to keep the dead from returning in the material world
	Adamantine Key Symbol of the faerical plane
	Mithril Lock Used to keep elements locked in each plane

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- Shuffle the Agent cards and place one on each of the 4 Agent slots at the corners of the board, face up. Place the corresponding Agent figures on top of their cards.



- Each player chooses a Gentleman and places his corresponding figure on the central tile of the board (the "Esplanade"). The players take their corresponding player dashboards and 4 Ether counters, and position themselves on each side of the board. Each board edge is identified by an Ether colour. The side of the board a player occupies determines the Ether Expertise of his Gentleman.

- All players place the Ether counters on the "0" spaces of their Ether Chart. Each player starts the game with one free Ether on his dashboard, according to his Gentleman's Ether Expertise (i.e., the player on the blue side of the board starts with his counter on the "1" Mana space).

THE ETHERS

	<p>Red – Blood (living material)</p>
	<p>Blue – Mana (magical material)</p>
	<p>White – Ectoplasm (spirit material)</p>
	<p>Brown – Titanium (mechanical material)</p>



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8. Each player receives:

- 1 random Secret Combination card (look at it and keep it face down)
- 1 random Secret Gate card (look at it and keep it face down)
- 2 Coins (place the rest of the Coins near the board to form a “bank”)

9. The youngest player receives the First Player token and places it on the top right slot of his dashboard. He will begin the game.

10. Each player takes 2 Hourglass tokens and places them, one at a time, on any Ether or Artefact spot on the board. Start with the first player, and go in clockwise order, twice around the table.

Once the setup is finished, your board should look similar to the example below.



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"In times when the dragons roared,

The king of Kamaloth invoked his round table and sent his most doughty knights on a quest to bring him the Seal of royal blood since this Oberon wanted to hold back his chimeras and begin the truce, so that his kingdom becomes once again a dream. But the King of Elves promised that at the end of times, when men will forge horses and from their nostrils a black fog will rise, Once again the Seal will be offered to preserve the harmony."

"History of Royal Blood - Fifteenth century manuscript"



READING THE TILES

One crucial aspect of Smog is how each player reads the rotating Location tiles. All players must be positioned clearly on one of the four sides of the board. Whenever a player wishes to trade an Ether or Artefact, he can use **only** the value and type listed on his edge of the tile. That is the bottom side in relation to his point of view of the tile. Thus when a tile is rotated, all players now have a different value indicated on their edge of it.

**Player A point of view:
Ectoplasm = 2 Coins**



**Player D point of view:
Mana = 3 Coins**

**Player B point of view:
Blood = 1 Coin**

**Player C point of view:
Titanium = 4 Coins**

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THE GAME ROUND

THE ACTIONS IN DETAIL

The game is played over a series of rounds, with each player taking their turn in clockwise order. The round always starts with the player who currently holds the First Player token.

At the start of every round (except for the first), all players receive 1 Coin.

On your turn, you may take any 3 actions from the list below. A player can take the same action multiple times during his turn, unless otherwise indicated.

- **Move Your Gentleman**
- **Rotate Your Tile**
- **Buy One Ether**
- **Sell One Ether**
- **Buy One Artefact**
- **Remove One Hourglass**
- **Request Coins**
- **Rotate Any Tile and Get Special Action**
- **Exit the Shadow Market**

During your turn you can also perform the following free actions:

- **Activate a Special Action card**
- **Pay the Shadow Master**

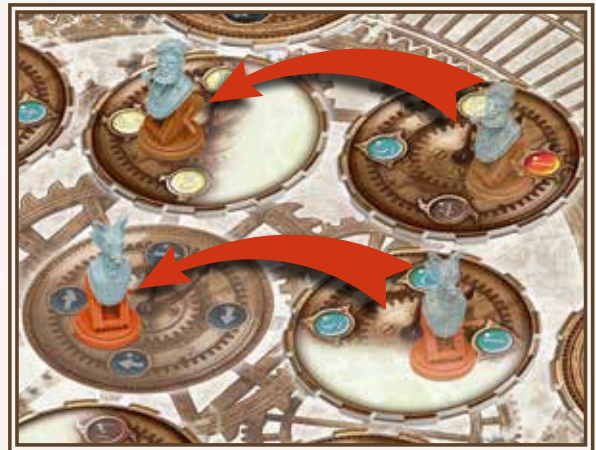
MOVE YOUR GENTLEMAN

You may move your Gentleman figure one Location tile horizontally or vertically for one action. You may never move diagonally. If your movement crosses a Barrier, you must pay 1 Coin or 1 Ether. If you cannot pay, your Gentleman cannot move in that direction.

BARRIERS

Some Location tiles present a Barrier of thick fog on one of their edges. A Gentleman is only able to cross this Barrier by paying 1 Coin or 1 Ether. It doesn't matter whether the Barrier is on his current tile, or on the tile he wishes to enter, if it's positioned in the way of his intended movement, it requires a fee to be crossed.

John Brown spends 1 action to move one tile and pays one coin to cross the barrier.



Master Fox spends 1 action to move one tile.

ROTATE YOUR TILE

You may rotate the Location tile your Gentleman currently occupies 90° clockwise for one action.

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BUY ONE ETHER

You may purchase one unit of the Ether shown on your edge of your Gentleman's current Location tile by paying the cost (in Coins) shown on the bottom side (as you view the tile) for one action. Move the matching Ether counter on your dashboard up one slot to reflect your purchase and give the coins used to the bank.

You may not buy an Ether if there is an Hourglass on your edge of the Location tile.

When you buy an Ether, you must immediately place an Hourglass on your edge of that Location tile and rotate that Location tile 90° clockwise (this does not count as an action).

You cannot buy an Ether on a tile during the same turn you sell on that tile, even if the Ether types are different.

Step 1: Pay 2 Coins to get 1 Mana



Step 2: Place 1 Hourglass on the Ether you got



Step 3: Rotate your tile 90° clockwise



SELL ONE ETHER

You may sell one unit of the Ether shown on your side of your Gentleman's current Location tile for the amount of coins shown on the bottom side (as you view the tile) for one action. Move the matching Ether counter on your dashboard down one slot to reflect your sale and take the coins listed from the bank.

You may not sell an Ether if there is an Hourglass on your edge of the Location tile.

After making your sale, you must place an Hourglass on your edge of that Location tile and rotate that Location tile 90° clockwise (this does not count as an action).

You cannot sell an Ether on a tile during the same turn you buy on that tile, even if the Ether types are different.

BUY ONE ARTEFACT

If your Gentleman is on one of the four outer Location tiles, you may spend 1 action to buy one card from the corresponding deck. By paying the cost in coins shown on the bottom side of the tile (as you view the tile) you may take an Artefact card and place it face up next to you.

If you're in possession of an Artefact, you cannot buy any more cards from that same deck.

You may not buy an Artefact card if there is an Hourglass on your edge of the Location tile.

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When you buy an Artefact card, you must immediately place an Hourglass on your edge of that Location tile and rotate that Location tile 90° clockwise (this does not count as an action).

REMOVE ONE HOURGLASS

You may remove one Hourglass token from your Gentleman's current Location tile for 1 action. This Hourglass can be anywhere on your tile, not just on your edge. Removing an Hourglass makes it possible to buy and sell Ethers or Artefacts using that tile edge.

REQUEST COINS

You may only take this action if your Gentleman is at the Esplanade, the central tile. Each player can only take this action once per turn.

If your Gentleman is the poorest in the game (with the least Coins in his possession), you may request more Coins from the Queen for one action. She graciously gives you 2 Coins. If you are tied with another player as the poorest, the Queen only gives you 1 Coin.

Note: Coins on a player's Shadow Master Counter do not count as being in his possession.

ROTATE ANY TILE AND GET SPECIAL ACTION

You may only take this action if your Gentleman is at the Esplanade, the central tile. Each player can only take this action once per turn.

You may rotate one Location tile anywhere on the game board 90° in **any** direction for one action. You also draw a Special Action card from the deck, look at it and keep it face down next to you.

Note: If the Special Action deck ever runs out, reshuffle the discarded Special Action cards and form a new deck.

EXIT THE SHADOW MARKET

If your Gentleman is standing on the Location of his Secret Gate, you may spend one action to exit the Shadow Market. Show that you have the 4 Ethers requested by your Secret Combination card and all 4 different Artefacts. You present them to the Queen and win the game!

SECRET COMBINATION

The Secret Combination card you receive at the start of the game indicates the type and quantity of each Ether your Gentleman must possess in order to be allowed to exit the Shadow Market. Having more of any Ether than necessary is not a problem.

Examples of Ethers needed to complete the Secret Combination:



**1 Blood
1 Titanium
1 Ectoplasm
1 Mana**



**1 Blood
2 Mana
1 Ectoplasm**

SECRET GATE

The Secret Gate card you receive at the start of the game indicates the Location tile where your Gentleman must be in order to exit the Shadow Market and win the game. That Location is in relation to how the player views the board, with the arrows on the card facing forward.



The gray spot indicates where the Gentleman must be placed to exit the Shadow Market

FREE ACTIONS

ACTIVATE A SPECIAL ACTION CARD

At any point during your own turn, you may play a Special Action card in your possession to activate the effect described in it. In order to activate the card, you must possess the Ethers listed on it. The Ethers are not spent, you merely have to possess them. The card is then immediately discarded.

Each of the Special Action cards is explained here in detail:

Spectral Speed (Ectoplasm): Gain +2 actions to use immediately.

Favour of the Queen (Titanium): Immediately gain 2 Coins.

Breath of the Titan (Mana): Take an opponent's Gentleman figure and place it on any tile on the board.

Ritual Invocation (Blood): Substitute an Agent of your choice that is currently on a Location tile for a different one. Choose the Agent that will replace him, swap their figures and also the position of their cards on the board. **Note:** This card can be played at the very start of your turn, before the Agent's power takes effect.

Gears Shift (Ectoplasm and Blood): Rotate two Location tiles anywhere on the board 90° in any direction.

Fade Into Rust (Titanium and Mana): Discard all the coins an opponent has on his Shadow Master Counter area.

Gift of the Dragon (Mana and Blood): When you next sell an Ether, gain +3 Coins.

Wheel of Chaos (Titanium and Ectoplasm): Rotate the entire game board 90° in any direction. This alters all the players' buy/sell values, Ether Expertise, and the position of their Secret Gate.

Ether Channeling (Mana, Blood and Titanium): Steal one Ether of your choice from an opponent. His Gentleman loses one Ether and you gain it.

Alchemical Drain (Mana, Titanium and Ectoplasm): Steal one Coin from each player in the game.

Steam Lord's Decree (Blood, Ectoplasm and Titanium): Steal one Artefact card from an opponent. *You can never steal an Artefact you already own.*

Gift of Faerie (Mana, Blood and Ectoplasm): Buy the Ether or Artefact card related to your edge of your current Location tile without spending an action or any Coins. Don't add an Hourglass or rotate the tile.

PAY THE SHADOW MASTER

At any point during your own turn **only** you **may** pay as many Coins as you wish to the Shadow Master. The coins are placed in the Shadow Master Counter area on the top left of your dashboard.

Important: A coin placed on the Shadow Master Counter cannot be taken back or used in any transaction.



THE SHADOW MASTER

At the end of each round, once all players have taken their turn, the player with the highest score on his Shadow Master Counter gains the favour of the Shadow Master. He takes the First Player token and Shadow Master figure, placing them one on top of the other on the top right slot of his player dashboard.

Tiebreaker: If players have the same score, the player with the largest quantity of the Ether in which he has Expertise (ie. Red side player - Blood) gains the favour of the Shadow Master. If players are still tied, or if nobody has paid any coins, then the Shadow Master figure is placed in the common area. The player with the First Player token remains the first player, but no one has the favour of the Shadow Master next round.



If the Shadow Master figure is moved onto a player's dashboard, two things happen:

- All players empty their Shadow Master Counters, discarding the Coins.
- Remove the figure of the oldest Agent on the board and replace it with the figure of the next available Agent, in clockwise order.

If the Shadow Master figure remains where it was from one round to the next, nothing happens.

The player with the favour of the Shadow Master has the following privileges:

- He becomes the First player.
- He gains a 4th action on his turn (as long as he retains the favour of the Shadow Master).
- At the beginning of each round, he may move the Shadow Agents on the board (see next chapter).

The player with the favour of the Shadow Master has the following obligations:

- He **must** place the Coin he receives at the beginning of every round on his Shadow Master Counter area.
- Once his Shadow Master Counter reaches 5 Coins, it must be immediately emptied, discarding all Coins. This does not mean he no longer has the favour of the Shadow Master, the figure is still his and he will keep it if his Shadow Master Score is the highest at the end of the round.

Next available Agent takes its place

Oldest Agent leaves the board.



THE SHADOW AGENTS

They are ready to help and ease the task for the most generous gentlemen. And more than ready to hinder their patron's adversaries!

ENTERING THE GAME

When the first trade is made in the game, take the figure of the Agent whose card is on the first Agent slot (marked with a "I") and place it on the Location tile where the trade was made.

When the second trade is made in the game, take the figure of the Agent whose card is on the second Agent slot (II), going in clockwise order, and place it on the Location tile where this trade was made.

Every time the Shadow Master figure is moved onto a player's dashboard, remove the figure of the oldest Agent and substitute it with the figure of the next available Agent, going in clockwise order (check the Agent card slots in clockwise order, the first you find without a figure on top is the Agent that must leave the board, being replaced by the Agent sitting on the card on the opposite corner of the board).

MOVING THE AGENTS

At the start of the round, the player with the favour of the Shadow Master may move all the Agents currently on the board. Each Agent can move 1 tile (or 2 tiles in a 2-player game) in any direction, though not diagonally. They can never enter the Esplanade, the central tile, and are not hindered by Barriers in any way.

CONFLICT

If there's ever a conflict between an Agent's effect and either another Agent's effect or a Special Action card, the prevalent effect is always the most restrictive one.

For example, The Doctor prevents anything from being bought or sold on his tile. Therefore, the Special Action card "Gift of Faerie", which grants a free purchase, cannot be used in that tile.

The controlling player can increase their movement, if he so desires, by burning Hourglasses from their Location. For each Hourglass he discards from the tile in which the Agent begins his movement, the Agent will move an extra tile (discarding Hourglasses in this fashion is a free action). Hourglasses can only be burned from the tile in which the Agent begins its movement, not from any tiles he passes through. If any Hourglasses are used to boost his movement, the Agent is obligated to move the total number of tiles he's able to (without moving back and forth on the same round).

If no one has the favour of the Shadow Master, the Agents don't move.

Example: *The Witch is on a Location tile with 2 Hourglasses at the beginning of the round. The player with the favour of the Shadow Master can burn both Hourglasses to move the Witch an extra 2 tiles, for a total of 3 tiles. He could also burn just one Hourglass to have the Witch move a total of 2 tiles, or burn no Hourglasses at all and either move the Witch a single tile or leave her in the same place.*

THE AGENTS' EFFECTS

Each Agent has a different effect, affecting either the Location tile he occupies or the Gentlemen who begin their turn in the same Location tile as the Agent.

THE WITCH



Hidden amongst the common beggars and tattered wretches in the Market's alleys is a bent and hungry hundred-year-old woman, lugging around her amulets and oboe. Nobody suspects her melodies can twist steel and set glass ablaze, making everything around her a deadly trap. In ages past, improvised tribunals condemned many a wizard and sorcerer to the

pyre. A few survivors fled to the kingdom of Oberon, hoping to practice their sabbaths in peace. Instead, the fairies persecuted them in ways more twisted than simple execution.

When she heard about the impending royal ceremony and the expedition, she used all her powers to reach the Shadow Market and intercept the expeditionary force responsible for recovering

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the Artefacts. She knows they are indispensable to the Alliance between Faërie and the UK. This alliance between her two sworn enemies must be prevented by all means.

Effect: *If the Witch is on the same tile as your Gentleman at the beginning of your turn, you must take one less action this turn (normally two instead of three).*

THE DANDY

A cricket champion, an object of desire for some, and of envy for many others, the worldly Dandy was one of the most popular men in London. This accomplished nobleman led a double life, however. To relieve his boredom, he bent all his resources to elegantly robbing the most important members of London's society.



The man once called “the gentleman burglar” by The Times brought about his downfall the night he attempted to rob the mausoleum of Imothep II in Trinity Square. Caught by the minions of the Black Pharaoh and skinned alive, the thief was then revived by the necromancers of the Cult and sent to the Shadow Market. Deprived of his charm, his life, and even his death, the Dandy carries his corpse along the Market's alleys in search of other gentlemen on whom he can practice his old hobby.

Effect: *If the Dandy is on the same tile as your Gentleman at the beginning of your turn, you lose 1 Coin. If you have no Coins, there is no effect.*

THE DOCTOR



The Doctor was sent by the Order of the Dragon to search for the “chang-sheng bu lao yao”, the “elixir of youth”. He came to study the promise of immortality sparked by the appearance in London of extraordinary and centuries-old species. He is an expert in extispicy, an ancient divinary art that predicts the future by reading the bowels of a person. The London

police took exception to this, however, and forced him to move his practice to the Shadow Market, where a permissive morality and the presence of many specimens made it much simpler.

The arrival of the Doctor is always preceded by the appearance of his assistants, some gibbon apes. When this happens, the merchants quickly close down their booths while the customers leave hurriedly. No one wants to become the cold Doctor's next specimen.

Effect: *No player may buy or sell any Ethers or Artefact cards from the Location tile occupied by the Doctor (other actions are not affected).*



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THE MERCHANT

The man nicknamed the Merchant tirelessly strides along the alleys of the market and questions newcomers with frantic bow strokes on his chipped and out-of-tune violin. A legend says a powerful Faërie mage, disgusted by this showman's unbearable stridency, cursed him to never leave the Shadow Market. There is a grain of truth in this tale. This satyr, despite his lack of musical ear, has an almost supernatural gift for finding amazing deals at incredible prices nobody else can match. The merchant guilds from the Kingdom of Faërie hired the mage to get rid of this unfair competitor forever.



The Merchant, as jovial as ever, rarely mentions this unlucky event. He just continues urging on his new customers in a booming way, under the angry gaze of the other vendors who are already searching for a way to get rid of him.

Effect: All purchasing prices are lowered by 1 coin on his tile (minimum cost of 1). He also offers 1 extra coin for each sale you make on his tile.



THE GATE KEEPER

Even the most stolid visitors to the Shadow Market break out in a cold sweat when they hear the low beating of this reptile's wings above their heads. All activity ceases, and a deadly silence falls over the Market every time this creature pounces on a customer and brings him away in its sharp talons. This is the fate of those who break the Shadow Master's rules. Nobody knows how this chimera, once feared and worshipped by the Mayas, came to join the Shadow Master's menagerie. When not actively enforcing its master's laws, the Gate Keeper flies above the Shadow Market, feeding on the admiration of the spectators.



Its past as a forgotten god makes it very sensitive to flattery. Through obsequiousness, the cleverest customers may receive the honour of being carried to the farthest areas of this secret bazaar.

Effect: A Gentleman on the same Location tile as the Gate Keeper can spend an action to move to any other Location tile on the board.

THE LOST BOY

Since the moment the Shadow Master gave the official order to ignore him, the Market's inhabitants have pretended not to notice the Lost Boy. Still, the macabre show of this young boy and his skull

of a dead horse riding through the alleys of the Shadow Market plays out to dumb-founded and disturbed newcomers every day. Some have claimed that he is the fruit of the forbidden love between an important Member of Parliament and a soothsayer of the Wheel, taken at his birth by agents of the Cult to blackmail his illustrious father. Others whispered how those necromancers, facing the tenacity of the nobleman, made the equestrian scarecrow to frighten his mother. Whatever the truth, all those spreading such rumors have disappeared. Nobody claims to know how the Black Pharaoh compelled the Shadow Master to become the guardian of this innocent victim of a power struggle among London's secret organizations.



The whole apparatus of the Shadow Market freezes when he appears, and the gates close down when he is nearby. The Lost Boy cannot leave for any reason.

Effect: The Location tile he's on can't be rotated under any circumstance, and can't be used as a Secret Gate.



THE END OF THE GAME

The game ends immediately when a player spends an action on his Secret Gate tile to display the 4 different Artefact cards and 4 Ethers requested in his Secret Combination card. The quest is fulfilled and he wins the game!

THE SHADOW MARKET

"- If you are looking for a rare and exotic commodity, the black market in the East End dock seems entirely appropriate to satisfy you, but if you practice the arcane or mechanical engineering and you are looking for precious Ethers for your experiments, then the nebulous Shadow Market is your only hope.

This puzzle of dangerous experiments, artefacts forbidden by the laws of nature and morality, remains of wonderful creatures, enchanted and forgotten materials that cannot be manufactured in our world, and even things you cannot name, adorn the shelves and forges of this secret market.

The legends about its supposed location are whispered in the circles of initiates: Some scholars place it in the depths of London while others say it is on an astral plane on the borders of our world, defying space and time. If your curiosity prevails over your self-preservation, and you have enough resources to get to this senseless bazaar, let me describe what you can expect:

You will always appear on the "Esplanade": This plot of land, lit in the center by a ray of light falling from the dark and unfathomable vault overlooking the Shadow Market, will seem the last civilized place amidst a dark chaos of gears. And while your ears will try to get used to the deafening clatter of neighboring platforms, the voice of the guardian of the place, the Shadow Master, will penetrate your mind to present you the tribute you must gather for him if you want to be able to return to the place where you come from...

As soon as you move farther from the harbor to try to find your precious resources, you'll come across both wonderful and monstrous creatures and you will probably be harassed by hapless predecessors, now trapped and enslaved by the Shadow Master, nourishing the hope that they can redeem their exit fee through theft and intrigues. Mostly at your expense.

You must understand, whatever sinister purpose forces you to reach this sinister place, I beg you, find quickly what you want and leave the area as soon as possible, since the slightest incident can make you an offender for the punishing and quickly delivered law of the henchmen of the Shadow Master. "

- Lewis Carrol, "Rorrim"(1881)

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THE GENTLEMEN OF THE LONDON CLUBS

MASTER FOX

Master Fox was banished from Faërie for betraying the trust of Master Crow, king Oberon's treasurer. When he first arrived in London, he was an object of curiosity—a wise, talking animal in a dirty human city. He quickly earned the authorities' distrust, however, when they discovered he could change his appearance.



Master Fox soon despaired. He wished to cause no trouble, but London's strict codes of dress and behavior, its suffocating atmosphere and society, and the antagonism of its officials was simply too different from Faërie. Living in his accustomed pattern of petty theft and good-natured deception was much more difficult and dangerous. To avoid becoming the first suspect in every crime, Fox needed a job that allowed him indulge his predatory nature without antagonizing his hosts. When Auguste Dupin left for France, therefore, Master Fox opened his own detective office and soon earned a reputation as clever sleuth.

He could not have made a better choice. His profession let him explain his strange behavior. His background helped him understand odd disappearances and magic. His peerless instincts made him a skilled hunter. His transformative powers let him change his aspect at will to surprise his prey. All these skills helped him catch many twisted criminals, and he quickly became the collaborator Scotland Yard needed the most.

Whispers say that Buckingham Palace has asked for his help more than once to discover and neutralize other shape-changers that might try to infiltrate the queen's household. His prestige has allowed him to meet and flatter the most powerful and wealthy citizens of London. He founded "The Friends of Oberon" club with their assistance, a group dedicated to promoting cooperation between the British Empire and Oberon's kingdom. Fox often regales members and guests with nostalgic memories of his homeland.



"The Friends of Oberon" Club

The detective hasn't been fooled by the challenge of the Queen: The claimed artefacts greatly resemble the elements traditionally used in his original world to seal alliances between Courts... In any case, it's the chance the detective was waiting for - this success will allow him to get to the Queen and make her intercede on his behalf with Oberon for his return to Faërie...

JOHN BROWN

The “Knights of Saint-George”, said to be to oldest club in London, is composed exclusively of retired soldiers who share a belief in traditional definitions of valor and an extreme loyalty to the crown.



“Knights of Saint-George” Club

Legends say this club was founded during an ancient medieval gathering, just as the West began spreading its rule and faith to ungodly lands. In that glorious age, its member knights covered themselves with honours defending the harbor of Askalon, on the way to Jerusalem. Ever since, the sword their commander wielded in that battle has hung above the club’s armoury and hall of honour, as if watching over the Knights' current master, Dean Brown.

The story of the dean is exemplary for many reasons. John Brown, an ex-Royal Scots Dragoon Guard, fought across the breadth of the empire. He earned his first decorations against rebels in India, crossed swords and gunpowder with the Boer of South Africa, and fought to conquer China in the second Opium War.

While chasing his routed enemies with a saber near the Pearl River, Brown was captured by the troops of Empress Cixi and secluded in a sordid prison in Canton. In these hellish conditions, gangrene took his legs. His jailers compelled him to “chase the dragon”, hoping the opium would take his sanity. They did not know John Brown. His iron will saved him from madness, and he held on until British automaton troops reached the prison in their brutal conclusion of the conflict.

After his repatriation, Brown received numerous decorations from the government and artificial limbs from the army’s mechanical engineers. He had earned a quiet retirement, a chance to write down his memories, but this did not suit his temperament or his sense of duty. Seeing the capital overrun by



monsters, walking dead, and Eastern schemers made his blood boil. He had spent decades fighting the enemy all across the world, while the true danger made its nest in Piccadilly Circus!

Now, while most other clubs compete in cowardly obsequiousness to decline the challenge of the Queen, Brown immediately volunteered, sword in hand, to get the artefacts back... The Shadow Market might be a deadly trap? Who cares! This is an especially good way of getting a special audience with the Queen to raise her awareness regarding the threats in the streets of London!

ON HER MAJESTY'S SERVICE

PARVIN KHAN

The British army never crushed so violent a rebellion as the one that exploded in Bengal province. The insurgents blocked access to the empire's two vital resources: minerals and tea.

To avoid a dangerous precedent, the crown decided to send a message and dispatched a special army corps led by Charles Babbage. He and his gang of engineers flooded Calcutta with infernal machines, the most dangerous ever created by the brilliant and insane minds of the Mechanical Brotherhood. The suppression became a slaughter.



The once-magnificent Bengali harbor became a field of smoking ruins. As telegraphs around the world announced British supremacy, the merciful queen ordered that the survivors be welcomed and cared for by the crown. The engineers reported with mathematical certainty, however, that there could be no survivors. To their surprise, a tiny shadow emerged from the ruins: Parvin Khan. Babbage himself, astonished by her survival, welcomed the small, wide-eyed, dark complexioned girl.



“The Mechanical Siren” Club

On their return to London, Babbage entrusted Parvin to the only female member of the Brotherhood: the Countess Ada Lovelace. A brilliant mechanic, Lady Lovelace was also the president of “The Mechanical Siren” club. In sad truth, despite the matriarchal presence of Queen Victoria, most gentlemen could more easily accept the appearance of fighting spirits, living dead, and other chimeras on London's streets than they could the idea of women doing anything more than keeping a tidy home. The Sirens keep track of, and attempt to recruit, scholars and freethinkers interested in changing this state of affairs.

The Countess poured her heart in educating the young Indian girl. By the age of sixteen, Parvin had become an expert in thermodynamics and a true suffragette. But when the young lady first came before the Brotherhood to demonstrate her “Flying Apparatus (MkI)” —its structure based on the anatomy of fairies—she was saddened to see her male colleagues moved by her beauty rather than her achievement.

Now, if Parvin gets the artefacts the most important woman in the Empire wants, she will prove bravery and wisdom are no longer a monopoly of these gentlemen.

 SIR DANIEL HOME



“The Maze” Club

Uncanny entities and events abound in London—some stranger than others—and the effects of their passing show like scars on the city. Few give much thought to the damaged and abandoned buildings, even the post office of Saint Pancras. Fewer still suspect that this ruin plays host each week the meetings of the “Maze”, a club restricted to people who can speak to ghosts. With great discretion, its members share what they have learned from the dead. They seek a truth that most mortals cannot grasp, but most are mediums of mediocre skill. None of them, or anyone else, knows that among their number walks Sir Daniel Home, the greatest medium alive.

London’s scientific establishment recognized and legitimized spirit mediums twenty years ago. Since then, the words of the dead have acquired validity in the law courts. Post-mortem witnessing and testifying have become common, and affirmed mediums work in the best lawyers’ offices in the capital. Home, just a young prodigy from Scotland when the courts first admitted spirit testimony, quickly became famous and sought after. Unlike most mediums, who can maintain only a limited conversation with a ghost, Home and a few others can compel the dead to tell the truth. His help proved fundamental in so many crimes that he had the privilege of writing his own stories in the police gazette.

However, spirits dislike being disturbed, much less being forced by the living to do something. The wisest mediums began wearing masks when practicing their art, so that the summoned spirits would not recognize and haunt them. Sir Home has thus, since the beginning of his career, worn his leather mask even in public, for not only do hundreds of spirits desire his ruin, but almost as many envious colleagues would engineer his downfall, if they could.

This masquerade has allowed Home to become famous without ever showing his face, a mystery that no living or dead person can solve.

When recently the Maze was contacted to join the challenge of the Queen, Home immediately understood that his mask would resume service because the apparent frivolity of a competition between clubs could only be the hidden part of a bigger plot... In order to discover it, he must win!



≡ CREDITS ≡



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Del, my soulmate and partner in gaming/crime.
Thymon. This game is for you, little Master.

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The World of Smog: On her Majesty's service

First Edition: May 2015

THIS PRODUCT IS NOT A TOY.

NOT INTENDED FOR USE OF PERSONS 13 YEARS OF AGE OR YOUNGER.

➤ RULES SUMMARY ➤

➤ SETUP ➤

Each player:

- Gets 1 Secret Gate card
- Gets 2 coins
- Places 2 Hourglasses on the board
- Gets 1 Secret Combination card
- Gets 1 unit of the Ether of his Expertise

➤ GAME ROUND ➤

All players gain 1 Coin (except for 1st round)

Starting with the First Player and going in clockwise order, each player has 3 actions to spend on the following tasks:

- **Move Your Gentleman** (one tile, paying 1 Coin or 1 Ether to cross a Barrier)
- **Rotate Your Tile** (90° clockwise)
- **Buy One Ether** (then place an Hourglass and rotate tile 90° clockwise)
- **Sell One Ether** (then place an Hourglass and rotate tile 90° clockwise)
- **Buy One Artefact** (then place an Hourglass and rotate tile 90° clockwise)
- **Remove One Hourglass** (anywhere on your tile)
- **Request Coins** (once per turn, on the Esplanade only. 2 Coins if poorest, 1 Coin if tied as poorest)
- **Rotate Any Tile and Get Special Action** (once per turn, on the Esplanade only.
Rotate tile 90° in any direction)
- **Exit the Shadow Market** (on your Secret Gate tile. Must have all Artefacts and all Ethers on your Secret Combination to win the game)

At any point during his turn, a player may perform the following free actions:

- **Activate a Special Action card** (must possess the Ethers it requires)
- **Pay the Shadow Master** (place Coins in your Shadow Master Counter)

➤ SHADOW AGENTS ➤

- First 2 Agents enter the tiles where the first 2 trades are made.
- At the end of round, player with the highest Shadow Master Counter score gains his favour (tiebreaker: Ether Expertise)
- Favoured player gains First Player token and Shadow Master figure, a 4th action each round, must place his free Coin on his Shadow Master Counter and discards all Coins there once his Counter reaches 5 Coins.
- At start of round, favoured player may move all Agents on the board 1 tile (2 tiles in a 2-player game). May boost movement by burning Hourglasses from starting tile.
- Whenever a new player gains the favour of the Shadow Master, replace the oldest Agent on the board with the next available Agent, and empty all Shadow Master Counters.