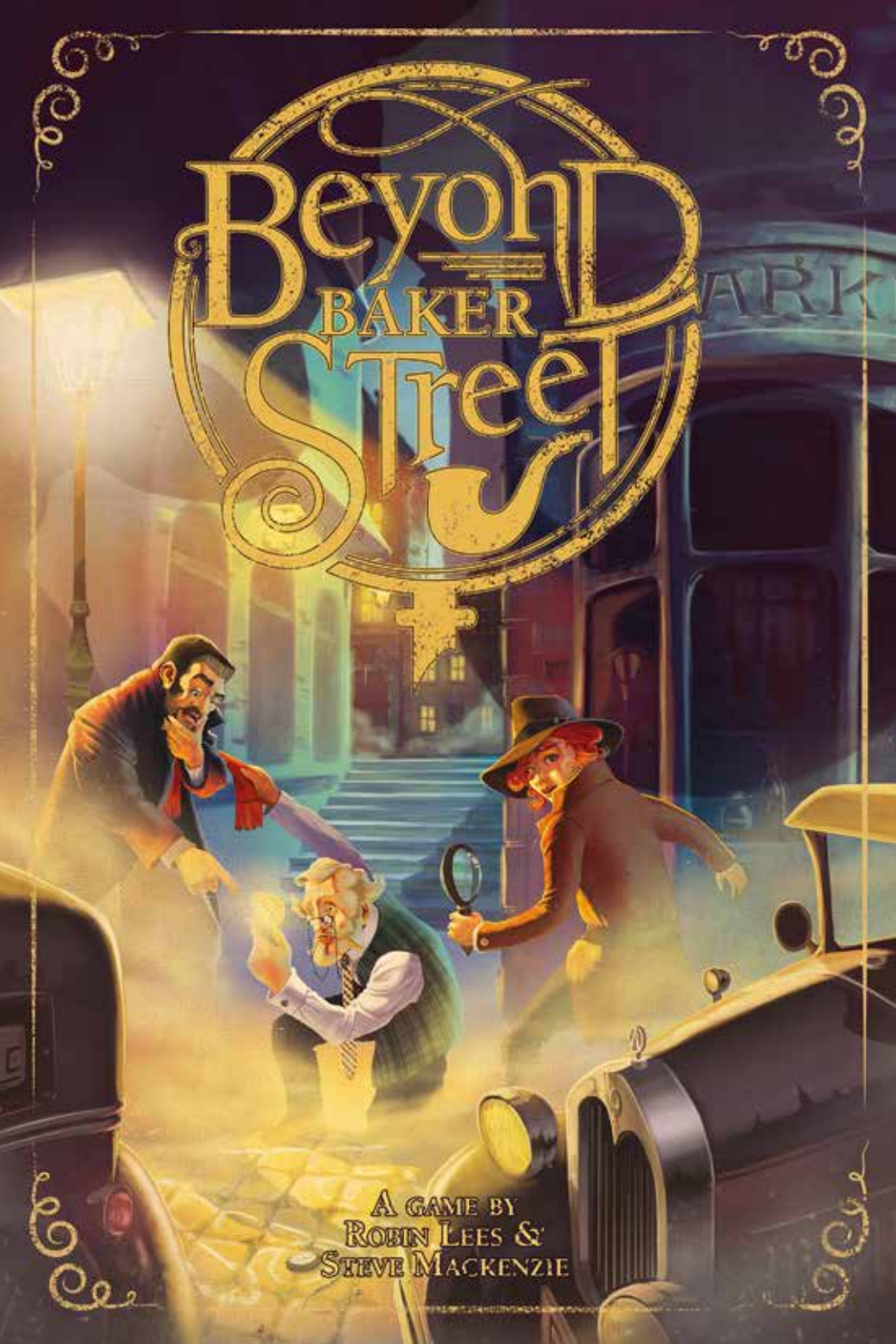
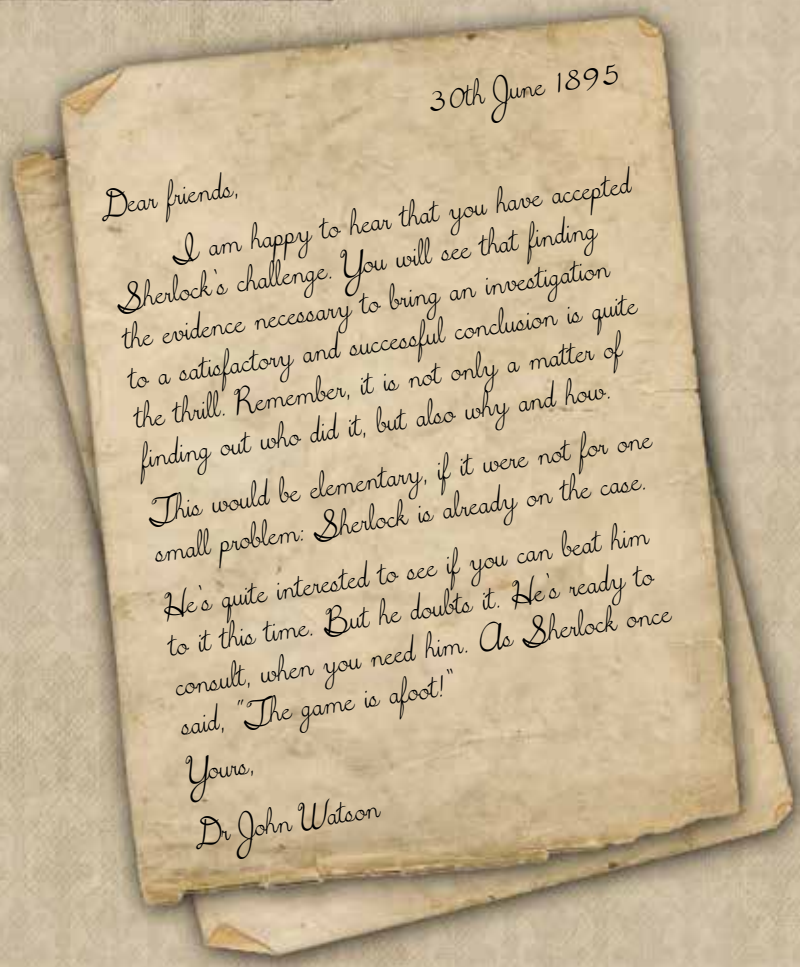

Beyond
Baker
Street
A game by
Robin Lees &
Steve Mackenzie



Overview and Goal

Beyond Baker Street is a cooperative game where you must unite your intellect to solve a case before the great Sherlock Holmes himself. You will need to discover the Suspect, their Motive, and Opportunity to have committed the crime before Holmes does.

You all win the game if:

- You score exactly 20 on the Investigation track and confirm the Suspect, Motive, and Opportunity Leads before the game ends in your defeat.

You all lose the game, and Sherlock wins, if:

- The Holmes marker reaches 0.
- The Investigation track ever exceeds 20.
- The last card of any Lead section is discarded to the Impossible for any reason.
- The players confirm the third Lead before the Investigation track reaches 20.

Contents

6 Case Files Cards

These are the various cases you must solve before Holmes.



28 Lead Cards, comprised of

The Motives, Opportunities, and Suspects that may have committed the crime.

- 8 Opportunity Cards
- 8 Motive Cards
- 12 Suspect Cards



24 Evidence Cards

Each player's hand is made up of Evidence cards. Players must **always** hold their Evidence Cards facing **away** from them.
In this manner you will not know which Evidence cards you have, only seeing the backs of the cards in your hand, but see the cards held by the other players.



21 Character Cards

Introduced after your first game, characters will influence how you play the game.
Brief bios can be found on pages 10-11.



1 Investigation Board



Evidence Icons

Track: The footprint and carriage tracks the characters can follow to ascertain the identity or whereabouts of the suspect.

Witness: The family, friends, neighbours, and passers-by interviewed by the characters to help corroborate their suspicions.

Clue: The characters finding small details at the scene of the crime and following up on them in their investigations

Document: The paper trail surrounding the investigation: newpapers, legal documents, maps, deeds, telegrams, and photography.

4 Reference Cards



3 Confirm Markers

1 Investigation Marker

1 Holmes Marker

1 Rule Book

Game Setup



1 **Prepare the Investigation board:**

A. Players select the Case File card they wish to attempt to solve. The higher the number, the more difficult the case.
First game: use Case File 1.

B. Look at the Holmes rating on the Case File card and place the Holmes marker onto that space of the Holmes track.
For Case File 1, this is space 15.

C. Shuffle each of the Lead piles (Suspect, Motive, and Opportunity) separately. Place 3 cards of one type facedown on each of the 3 Lead sections of the board. Turn the top card of each pile faceup.

D. Place the 3 Confirm markers on the Case File card.

E. Place the Investigation marker on the leftmost space of the Investigation track (as shown).

2 Shuffle the Character cards and give 1 to each player. Alternately, players can select Character cards so as to help some players and hinder others.
First game: skip this step and play without Character cards.

3 Return any unused Case File, Lead, and Character cards to the box.

4 Give each player a Reference card.
Shuffle the Evidence cards and deal cards to each player based on the number of players.

# OF PLAYERS	CARDS
2-player game	6
3-player game	4
4-player game	3

PLAYERS CANNOT LOOK AT THEIR OWN CARDS.
The only hands of cards you should see are those held by the other players.



5 The remaining Evidence cards are placed facedown on the designated area of the board. This becomes the Evidence draw deck.











6 The player with the lowest numbered character card (closest to 1) is the start player, then play proceeds clockwise.

First game: since you have no Character cards, the start player is the one who most recently read a story featuring Sherlock Holmes.

Playing the Game

In ***Beyond Baker Street***, players hold their cards in clear view, with Evidence cards facing outward. Players should be able to see all other players' cards, but not their own.

On your turn, you must take 1 of the following actions. Passing is not allowed. After your turn, the next player in clockwise order takes an action and so on until the end of the game.

- **ASSIST** Identify 1 information on another player's Evidence cards. This must be how many of either an Evidence number or icon that player has. Holmes advances 1 space.
- **INVESTIGATE** Play an Evidence card from your hand to one of the Leads. Draw a new card.
- **CONFIRM** Place a Confirm marker on a Lead with as much Evidence as its value. Holmes moves back 1 space.
- **ELIMINATE** Play an Evidence card from your hand faceup to the Impossible. Advance the Investigation marker by that card's number and draw a new card.
- **PURSUE** Discard the top Lead card from one pile facedown to the Impossible and reveal the next Lead card from that pile. Shuffle all Evidence cards played to this Lead into the Evidence deck.

Note: whenever you play a card, whether it is through the Investigate or Eliminate action, you must draw a new card from the Evidence draw deck. If the Evidence draw deck ever runs out, nothing happens, you should now have all the necessary information to solve the crime before Sherlock.

After resolving your action, check to see if any end game conditions have been met.

If the game has not ended, play moves to the next player on your left. The game continues in this manner until the game ends in either victory or defeat.

Assist

Tell another player 1 piece of information about their Evidence cards. This information will be the number of cards with a specific Evidence number or Evidence Icon that player has.

You must identify all the cards showing that number or icon that the player has in their hand. You may not tell a player that they have no cards of a certain number or icon.

Whenever a player does the Assist action, the Holmes marker advances 1 space on the Holmes track.

By Assisting, you could identify these cards by saying only one of the following...

a. This a 2.

b. These are 1s.

c. This is a Clue.

d. This is a 5.

e. These are Documents.

f. This is a Witness.



No matter which information you provided the player, you then need to advance the Holmes marker 1 space on the Holmes track.



INVESTIGATE

Choose one of the unconfirmed Leads and play an Evidence Card from your hand face-up below that Lead. When playing an Evidence card to a Lead, your goal is to match the Lead's icon and reach that Lead's value.

After playing your card, draw a new card from the Evidence draw deck.

When you Investigate with an Evidence card, the following can happen:

1. **The Evidence icon matches and the total Evidence does not exceed the Lead's value.**
   The number on the Evidence card is added to the other Evidence card already played to this Lead. When the total equals the Lead's value, on a future turn any player may use the Confirm action to confirm the Lead.
2. **The Evidence icon matches and the total Evidence exceeds the Lead's value.**
   If the total number of Evidence exceeds the Lead card's value, it becomes a Dead Lead (covered in *The Impossible* section on page 9) Move the Lead card facedown to the Impossible where it now counts towards the number of cards currently in the Impossible. Reveal the next Lead card of that pile.
   All Evidence cards played to that Lead are shuffled back into the Evidence deck. If there are no cards in the Evidence deck, then the shuffled cards create a new Evidence deck.



The Evidence icon matches and the total does not exceed the Lead's value.

3. The Evidence icon does not match the Lead.
If the Evidence icon does not match the Lead, then the Evidence card's number will be added to the total Evidence required to confirm the Lead. Place the incorrect Evidence card beneath the Lead card so that the Evidence Number is still showing. The added Evidence icon is ignored.



The Evidence icon does not match the Lead and is added to it. 15 Evidence (12+3) is now required.

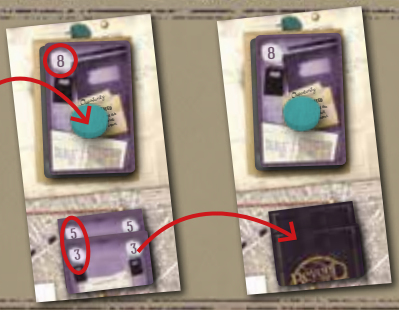
CONFIRM

If the total Evidence value played to a Lead is exactly equal to the value of the Lead card (and any cards added to it), you may confirm this Lead by placing a Confirm marker on it. You are one step closer to solving the crime!

All the Evidence cards played to that Lead are turned facedown and may no longer be looked at during the game.

The Holmes marker then moves one space away from 0 on the Holmes track.

The total Evidence value is 8 (5+3) which equals the Lead card's value. The player Confirms by placing a Confirm marker on the Lead.





The Evidence cards played to that Lead are then turned facedown and the Holmes marker moves back 1 space.

Note: the third Lead cannot be confirmed before the Impossible has reached exactly 20 on the Investigation track, otherwise players lose the game.

ELIMINATE

Play an Evidence card from your hand faceup to the Impossible. This Evidence is now considered eliminated and the Evidence number on this card is added to the Investigation track. Advance the Investigation marker by the value of this card.

After playing your card, draw a new card from the Evidence draw deck.



By Eliminating this Clue 4 card, the Investigation marker advances 4 spaces.

Pursue

Discard the top Lead card from a pile to the Impossible. The discarded Lead card is a Dead Lead and is placed facedown in the Impossible. Then reveal the next Lead card. The discarded card counts towards the number of cards currently in the Impossible.

Note: discarding the last Lead card in a pile causes the player to lose the game.



Pursuing allows players to discard the Witness 9 to the Impossible. They then reveal the next Lead in that pile: Tracks 10.

Any Evidence cards in the Lead section, whether they were there as Evidence or to increase the Lead value, are then shuffled into the Evidence deck. If the Evidence deck is empty, then the shuffled cards create a new Evidence deck.

The Impossible

"How often have I said to you that when you have eliminated the impossible, whatever remains, however improbable, must be the truth?" - Sherlock Holmes



Players must ensure that the evidence they gather is solid. To do this, they must gather enough eliminated Evidence to bring the Investigation track to exactly 20.

However, the Impossible may only contain the number of cards shown on the Case File card. Whenever a card is added to the Impossible in excess of this value, the Holmes marker advances 1 space closer to 0 on the Holmes track.

All cards placed into the Impossible count towards the number of cards allowed in the Impossible whether they are eliminated Evidence or Dead Leads.

There are three ways in which cards are added to the Impossible:

1. **As eliminated Evidence with the Eliminate action:** A player plays a card from their hand faceup into the Impossible. The Investigation marker advances by that Evidence number on the the Investigation track.
2. **As Dead Leads with the Pursue action:** A player discards a Lead from a section facedown into the Impossible. The Lead value is not added to the Investigation track.
3. **As Dead Leads with the Investigate action:** A player plays an Evidence card that causes the Evidence value to exceed the Lead card's value. The Lead card is discarded facedown into the Impossible. The Lead value is not added to the Investigation track.

Game End

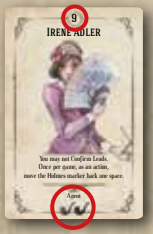
The game ends in the players' victory when:

- The third and final Lead is confirmed and the Investigation marker is on space 20.

The game ends in the players' defeat, and Sherlock's victory, when:

- The Holmes marker reaches space 0.
- The Investigation marker exceeds space 20.
- The last card of any Lead Section is discarded to the Impossible for any reason.
- The third and final Lead is confirmed and the Investigation marker is not on space 20.

Character Cards



The Character cards change the basic rules of the game. They are intented to allow the players an additional level of roleplay within the game, and can also be used as a help or a hindrance in order to level the skills of players themselves. This is represented on the Character cards by pipes on the bottom of the cards. The more pipes a card has, the easier that character will make the game.

Additionally, each character card also has a number at the top of the card. This is used to determine player order at the start of the game (Closest to 1 goes first).

In all instances the rules on the Character cards take preference over the basic rules.



Inspector Lestrade

The lean, ferret-like detective has become Holmes' most trusted contact within Scotland Yard. Lestrade has learnt much from observing Sherlock's techniques.



Inspector Bradstreet

The tall Bow Street detective known for making assumptions based on false testimony. Bradstreet struggles using documents as evidence.



Inspector Gregson

As Holmes once said, Gregson is the smartest of the Scotland Yarders. The detective is particularly good at eliminating the impossible.



Inspector Hopkins

A promising detective and student of Holmes' deductive methods. Nonetheless, young Hopkins is unreliable when dealing with witnesses.



Inspector Baynes

The stout Surrey detective is often too easily convinced of the guilt of a suspect. Holmes is most pleasantly surprised when he confirms the right lead.



Inspector Jones

Tenacious as a lobster, Athelney Jones will bumble into a crime scene and arrest an entire household if he has to. Sadly, the Scotland Yarder often misses obvious tracks.



Inspector Forrester

A smart, keen-faced fellow, Forrester is nonetheless prone to missing key information that Holmes naturally spots from physical clues.



Inspector Martin

The Norfolk Constabulary detective is a dapper man with a quick, alert manner. Unfortunately, Martin is also totally overwhelmed by Holmes' deductions.



Irene Adler

To Holmes she is always *the woman* and she uses this as an ace up her sleeve. She might not be so easily trusted by Scotland Yard, though.



Mary Morstan

The future Mrs. Watson was a key witness in an early case. Being both comely and courteous, Mary is able to easily influence those around her.



Lady Eva Blackwell

The debutante, compromised by a blackmailer, seizes an opportunity and takes the law into her own hands.



Helen Stoner

Living in fear after the death of her sister, Miss Stoner will help in any way possible to get to the bottom of the case.



Lady Hilda Hope

Daughter of a Duke and wife of an important politician, Lady Hilda knows how to handle herself in society. Intriguingly, she also seems to know a lot about the case.



Sir Henry Baskerville

The small, alert, gentleman is fast becoming worn-out and shell-shocked by recent events. He will help in any way possible to draw the case to a conclusion. **The swap may include an Evidence card that currently adds to a Lead's value. Holmes does not move.*



Langdale Pike

The celebrated gossipmonger can provide key information from unnamed sources. His rumours often have those around him seeing things differently.



Wiggins

Head of the Baker Street Irregulars, the young urchin is often dispatched to tail suspects. His help can be invaluable in following new leads without wasting time and effort.



Mrs Hudson

The long-suffering landlady of 221B Baker Street, Mrs Hudson can be relied upon to tidy up the piles of papers and evidence gathering dust.



Toby

Half spaniel, half lurcher with a clumsy, wobbling gait, Toby the dog can be trusted to sniff out the most useful evidence and bury less important information.

Bonus cards

Once you are familiar with the game, shuffle the 2 bonus Character cards with the other characters. When determining player order, cards prefixed by "EX" come after cards numbered 1-18.



Dr. John Watson (Ex 1)

A humble and steadfastly loyal colleague and friend of Holmes, who sees but does not always observe.



Mycroft Holmes (Ex 2)

The most indispensable man in the government, Mycroft possesses deductive powers that exceed even his younger brother's.



James Moriarty, the Napoleon of Crime

Holmes' arch-nemesis returns, stronger than before.

During setup, if you choose to play with this card, it is the only one placed in the Lead Suspect pile. This Lead Suspect provides a different way to play, allowing players to play any combination of Evidence cards against him. Since he is the only Lead Suspect card, players cannot pursue a new Lead Suspect.

Credits

Game Design: Robin Lees and Steve Mackenzie
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Editing: Jean-François Gagné
Publisher: Steven Kimball

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