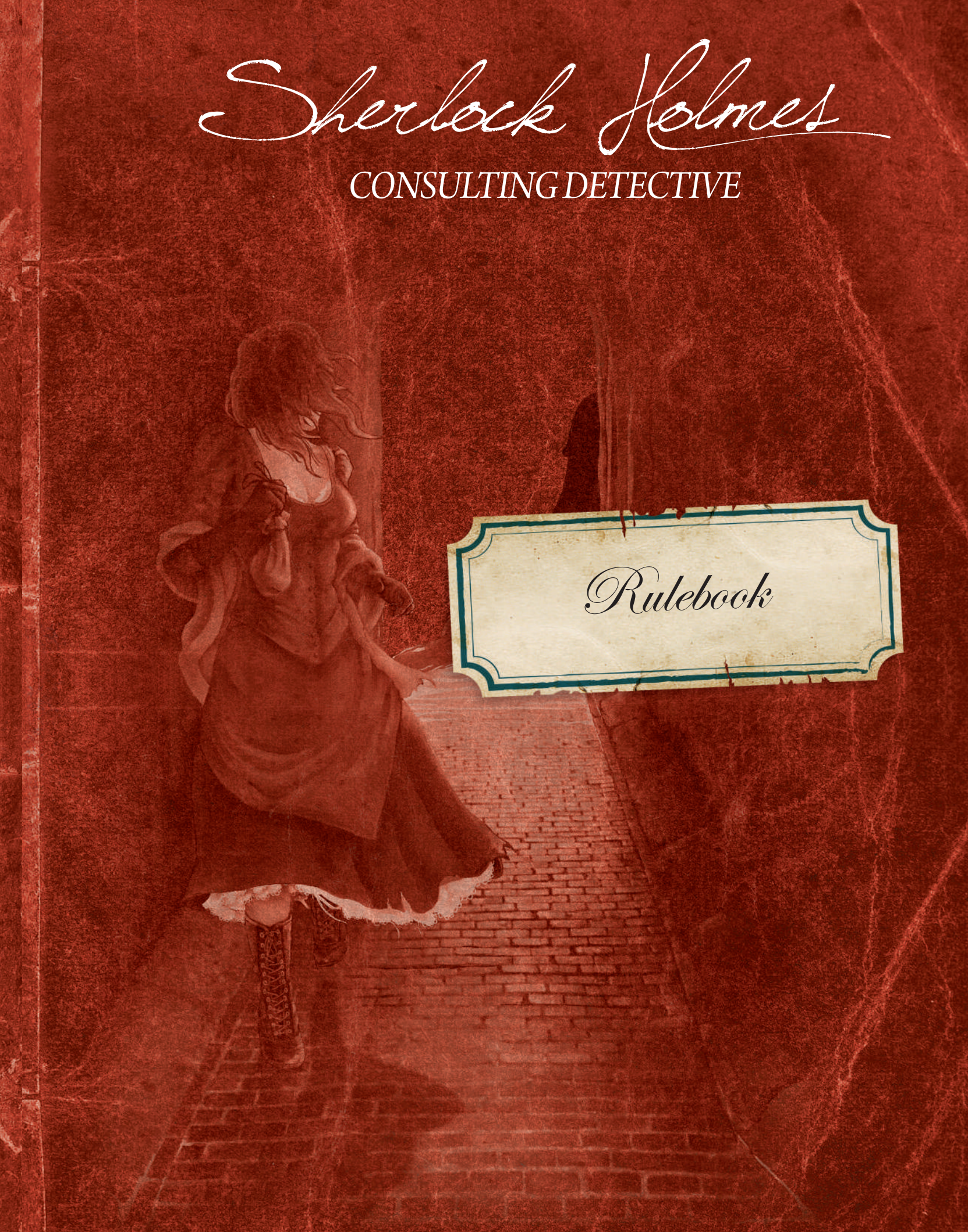
Sherlock Holmes

CONSULTING DETECTIVE



Rulebook


Sherlock Holmes
J. Bell
PHOTOGRAPHER
OXFORD RD

INTRODUCTION

Welcome to the streets of London in the Victorian era. The fog is spreading, crime runs rampant, and you, one of the Baker Street Irregulars, are here to lead the investigation … In *A Study in Scarlet*, Watson introduces the Baker Street Secret Police Section to us for the first time.
This group "*of half a dozen of the dirtiest and most ragged street urchins that I ever clapped eyes on*", under the leadership of Wiggins, was a most precious help to Sherlock Holmes, to whom they were "*the eyes and ears in the streets of London*".

As early as 1888, in *The Sign of Four*, Wiggins had become a young man, and his group of Baker Street Irregulars had doubled. "*They go everywhere, see everything, hear all that is said,*" declared Holmes. Wiggins had become a vital collaborator to the world's greatest consulting detective.

Holmes' career in Baker Street lasted some 22 years. The number of cases he had to solve grew at the same speed as his reputation. After Watson's first marriage, in November 1886, Holmes relied increasingly on the help of the Baker Street Irregulars. During the years in which Holmes was absent, from 1892 to 1894, it was Wiggins, who was then attempting to become an actor, who kept Mycroft Holmes informed of the criminal underworld's activities in London. Mycroft, who had frequent contact with his brother, would pass this information on to Sherlock.

Wiggins continued to collaborate with Holmes throughout the 1890's, and during the first few years of the following century.

His talents as an actor, which he had learned mostly from Holmes, helped him move easily through the various layers of London society. Upon Wiggins' death, in 1939, his journal, which spoke of the many cases on which he had worked with Holmes, was found. You'll find in this book excerpts from that journal.

OBJECT OF THE GAME

You take on the role of members of the unofficial gang of the "*Baker Street Irregulars*", founded by the famous Sherlock Holmes to keep him informed about the word on the street and help him in mysterious cases. This book contains ten mysterious cases which will be up to you to solve. Four of these cases (books 1 to 4) form the Jack the Ripper campaign and may allow you to catch the famous serial killer. The other six cases are unconnected.
For each case, you'll have a series of leads to follow, a map of London, a directory, and the local press.

You also have a list of informants which contain some very qualified people who will assist you in your research (medical examiner, criminologist, sources …)

Armed with all these elements and with your imagination, you'll walk the streets of London looking for clues which will allow you to solve the enigma and answer a series of questions about the case. But nothing's ever as simple as it seems, and you will have to be wise if you don't want to be ridiculed during your final confrontation with Holmes!

Will you surpass the master?

CONTENTS

MAP OF LONDON

This map represents the Victorian city of London in a simplified way. During the game, the map will allow you to locate, for example, a specific place or verify an alibi. For practical reasons, London is divided into 5 neighbourhoods (North West or NW, West Centre or WC, South West or SW, East Centre or EC, and South East or SE) divided by blue lines and the Thames. Each neighbourhood contains numbers which correspond to the addresses of people you will go and question. This division is also used in the book's chapters and in the directory. For example, the address of Hyde Park is 95 NW (abridged form, used in the booklets or in the directory), or otherwise 95 Park Lane NW (long form including the street name, used in the newspaper). On the map, the places marked in red represent specific areas (such as the British Museum), and the places marked in black are police stations. Other places aren't fixed and a given address can thus change ownership from one case to the next. In addition, numbers indicate a housing block. Thus, the hotel Dacre is located at 62 EC, but it is possible that a character could also have that address, but without living at the hotel.

In one of the corners of the map is a travel time duration scale. That scale will sometimes allow you to check the movements of some suspects and thus verify their alibi. To simplify the game, we'll consider their speed to be fixed, no matter which transport method is used. Of course, the travel time of the players is never taken into account.



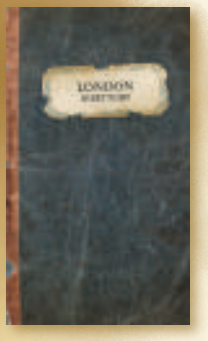
MAP OF WHITECHAPEL

Located on the back of the map of London, this map shows the neighbourhood of Whitechapel, located in the east of London. All of the addresses of Whitechapel correspond to the E (East) and EC (East Centre) neighbourhoods.

Note: this map is only used for the Jack the Ripper campaign (books 1 to 4).



LONDON DIRECTORY



This booklet presents the addresses of people living in London. Thus, when players wish to meet someone, they can consult the directory to find their address and then head over to that address by reading the corresponding lead. To simplify the game, the address system uses the map's division system. Thus, for example, Sherlock Holmes' address (which will be found in the directory under "*Holmes, Sherlock*") is 42 NW. If the players want to head over to Holmes' during the case, they must therefore read chapter 42 NW from the current case.

Note: found in the directory, in addition to the standard alphabetical list, are entries by profession.

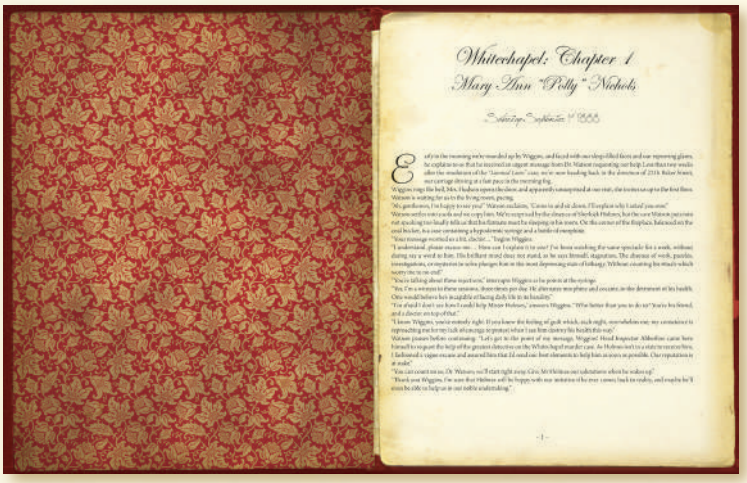
LIST OF INFORMANTS

Located on the back of this book, this list offers Sherlock Holmes' recurring informants, as well as their addresses. These informants will be able to help you in most cases, some being more useful than others depending on events.

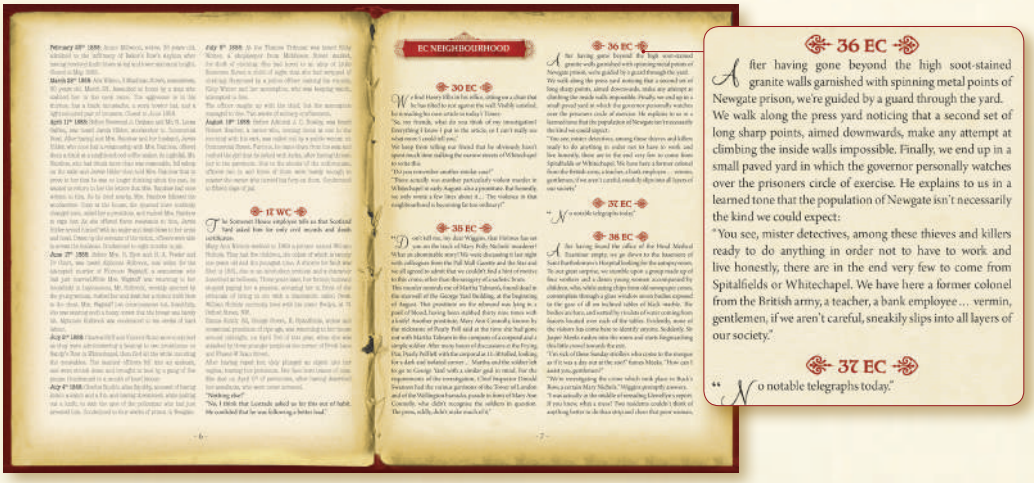
CASE BOOKS

These ten books contain the ten cases you will have to solve. The cases are sorted by date and are all structured the same way:

- **Introduction:** in this text the title and date of the mystery are presented to you, as well as the details of the case (generally during an interview with Holmes).


Whitechapel: Chapter 1
Mary Ann "Polly" Nichols

- **Leads:** this part of the text represents all of the leads (in the form of chapters) which you may follow during your investigation. By following the leads and making the proper deductions, you will be able to solve the mystery offered by Holmes. Each lead corresponds to a geographic area (see Map of London and Directory). The leads are sorted by neighbourhood and, in each neighbourhood, the leads are sorted in ascending order. The illustrations which accompany the text are purely decorative.


EC NEIGHBOURHOOD

30 EC

36 EC

After having gone beyond the high soot-stained granite walls garnished with spinning metal points of Newgate prison, we're guided by a guard through the yard. We walk along the press yard noticing that a second set of long sharp points, aimed downwards, make any attempt at climbing the inside walls impossible. Finally, we end up in a small paved yard in which the governor personally watches over the prisoners circle of exercise. He explains to us in a learned tone that the population of Newgate isn't necessarily the kind we could expect:

"You see, mister detectives, among these thieves and killers ready to do anything in order not to have to work and live honestly, there are in the end very few to come from Spitalfields or Whitechapel. We have here a former colonel from the British army, a teacher, a bank employee ... vermin, gentlemen, if we aren't careful, sneakily slips into all layers of our society."

37 EC

"No notable telegraphs today."

- **Questions:** as soon as you think you have solved the case, you will be faced with two series of questions. The first series is always in direct relation to the case. The second series will allow you to score additional points for the discovery of events which are related to the case.



- **Solution:** Holmes will detail for you the way he unravelled the threads of the case.
- **Score:** in this final section (located in the envelope placed at the end of the book), you'll get the answers to the questions and will tally your final score, which you'll then compare to Holmes'.





NEWSPAPERS

For each case, you'll have at your disposal the day's newspaper, as well as all of the newspapers published on previous dates. In these newspapers you'll sometimes find articles or ads which will point you at new leads.





THE JACK THE RIPPER CAMPAIGN

Books 1 through 4 form a campaign which allow players to try and catch the infamous Jack the Ripper. They must be played in order.

If the players are discovering the world of Sherlock Holmes Consulting Detective with this boxed set, we suggest they do not start with the campaign, but rather with the first of the stand-alone cases (*Doctor Goldfire)* to familiarise themselves with the game system.

The newspapers related to the Jack the Ripper campaign are completely independent from those of the other cases. By playing cases 5 to 10, the players will therefore have no need of the newspapers from the Jack the Ripper campaign (dated 1888). Thus, if the players play the first independent case (*Doctor Goldfire*), they only take a single newspaper (September 13th 1898).

The Jack the Ripper campaign hinges on the four murder nights. It is impossible to stop Jack before the end of the fourth case. However, during the first three cases, the players will see themselves given specific tasks which will allow them to answer questions and progress in the case.

The Jack the Ripper campaign is based as much as possible on known facts and actual testimonies. It will thus be slightly different from a traditional Sherlock Holmes case, as it will be less romanticised. The descriptions and the facts may harm the sensibilities of younger players, we therefore suggest you do not play this campaign with children.



GAME SETUP

- The players choose a case they all agree on. For practical reasons, we suggest that the cases are played in chronological order (Notably in order to avoid finding clues in the newspapers which may spoil the surprise, and in so doing, the fun).
- The map of London is placed in the middle of the table.
- The London Directory and the list of informants (at the back of this book) are placed near the map.
- The players also place nearby the newspaper whose date matches the case's, as well as all previous newspapers.

Important: newspapers with a date following that of the case will not be used.

- The players may choose to grab blank sheets of paper and pencils to keep notes during the investigation.

Note: the players may delegate the task of keeping notes to a specific member of the group.

- A player is chosen as the *"lead investigator"*. That player takes the book, reads the case's introduction text, and the game begins!

GAME OVERVIEW

The players all cooperate to solve the case.
The game plays over a series of turns.

The lead investigator chooses a lead from the current case (they can for example declare "*I want to go visit the crime scene,*" find the address in the directory and go there).
If the lead doesn't exist in the book (meaning there's no corresponding paragraph in the current case for the location the player wanted to visit), the player simply chooses another lead.
When they have found their lead, the player reads the paragraph out loud, then notes that this lead has been followed.
Their turn is now over.

Note: to keep intact the pleasure of discovering the answer, avoid looking too closely at the other leads on the page you're reading!

They then pass the book to the player sitting on their left, who becomes the new lead investigator and chooses in turn a lead of their own.
The players continue this way, until they believe they know the solution to the enigma.
The players can follow as many leads as they want, but on their turn a player can only read a single lead.

Newspapers, already visited leads, directory: on their turn, all of the players have a free and unlimited access to the directory as well as the case's newspapers. They can also reread the leads already visited as much as they want.

Discussions: of course, the players can talk between themselves as much as they want to talk about the case or to debate the next lead to follow. But if there's a disagreement between them about the next destination, it's the current lead investigator who has the final word.

END OF THE GAME

The players can decide to stop following leads as soon as they want to. They then move on to the *"Questions"* section of the case and answer the two series of questions given to them.

Players then head over to the *"Solutions"* section and one of them reads Holmes' conclusions out loud.

Finally, the players open the envelope to evaluate their score and compare it to Holmes'.

SCORE

To tally their scores, the players add the points obtained by answering the questions, then total up the number of leads they followed. Then, they compare this number of leads to the number of leads followed by Holmes.

Note: in some cases, some leads are considered to be "free". These are given at the end of the "Solutions" section of each case. If the players have followed some of these leads, they do not count them among their followed leads.

If the players have followed more leads than Holmes, they subtract 5 points from their score for each extra lead. If they've followed fewer leads than Holmes, they add 5 points to their score for each fewer lead. They obtain their final score this way.

Example: the players have followed 8 leads and scored 95 points by answering the two series of questions. They realise that Holmes has, for his part, finished the case with 6 leads. As they followed 2 extra leads, they deduct 10 points from their score and finally only score 85 points.

HOLMES

The players may then compare their score to Holmes'. Holmes' score is always 100 points. Defeating the Master is clearly hard, but not totally impossible!





Sherlock Holmes

CONSULTING DETECTIVE

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Find all the news on Sherlock Holmes and the Space Cowboys on www.spacecowboys.fr, on and on .

Despite the care used in making this game, if you have a problem with it, please get in touch with customer services at the following address: www.asmodee.com

INFORMANTS

Informants are recurring characters, with specific skills whose help you'll sometimes need to progress in your investigation. Of course, not all informants will be of use in each case, and they'll sometimes even be missing. It's up to you to decide when to use a lead and call on one of them …

SIR JASPER MEEKS (38 EC)

Head Medical Examiner at Saint Bartholomew's hospital. He performs the autopsies on all bodies found during cases.

H.R. MURRAY (22 SW)

Criminologist. He analyses all items and substances found during cases.

SCOTLAND YARD (13 SW)

Police (represented by Inspectors Lestrade and Gregson). They have reports and details relating to the case.

DISRAELI O'BRIAN (14 WC)

Archivist with the Office of National Archives. Compiles ancient legal and criminal documents.

SOMERSET HOUSE (17 WC)

Archive of births, deaths, marriages, and wills, to be consulted freely.

EDWARD HALL (36 EC)

Lawyer at the Old Bailey court. Source of information on court cases and legal affairs.

PORKY SHINWELL (52 EC)

Owner of the *Raven and Rat* pub. Source of information for all illegal affairs and underworld figures.

HENRY ELLIS (30 EC)

Journalist at the *London Times*. Source of information on current events, most notably for foreign affairs.

QUINTIN HOGG (35 EC)

Journalist at the *Police Gazette*. Source of information for criminal cases.

MYCROFT HOLMES (8 SW)

Eminence grise. Source of information for everything to do with government and politics.

LANGDALE PIKE (2 SW)

Social columnist. Knows all the rumours which are running through London society.

CENTRAL CARRIAGE DEPOT (5 WC)

Meeting point for London cab drivers. Source of information on the movements of suspects.

LOMAX (5 SW)

Librarian at the London Library. To be consulted for any encyclopedic research.

TELEGRAPH (37 EC)

The telegraph employees record and archive all telegrams coming from or to London.

SHERLOCK HOLMES (42 NW)

If you're stuck in your investigation, Sherlock Holmes will set you back on track with some good advice.
Be careful, that help could spoil the fun of looking!

FREDERICK ABBERLINE (_____)

Jack campaign only (books 1 to 4) – Scotland Yard inspector assigned to this case in the field.
Coordinates police actions.

WYNNE BAXTER (_____)

Jack campaign only (books 1 to 4) – Coroner for this case.
Performs public audiences, collects police and autopsy reports.