



# Scotland Yard

## SHERLOCK HOLMES EDITION

**“Ah, it’s you ... come in!  
Mr. Holmes and the others are waiting for you. Together you will surely succeed  
in finally catching Professor Moriarty!”  
The door of 221B Baker Street is closing – the hunt for Moriarty begins!**

### The Sherlock Holmes Edition

In this version of Scotland Yard, Sherlock Holmes and his companions hunt down the master villain Professor Moriarty. You have the choice of playing as a Detective or as Moriarty. You can play the game using the original rules or with the special Sherlock Holmes rules.



If you decide to use the original rules, follow the Scotland Yard symbol.



If you choose to play the Sherlock Holmes version, follow the Sherlock Holmes symbol instead.

### Contents

- ① 1 Game Board  
*(The board shows Victorian London around 1895, and is based on historical records, slightly modified for better gameplay.)*
- ② 29 Start cards  
16 tan cards (“D” for the Detectives)  
13 gold cards (“M” [and a balloon symbol] for Moriarty)
- ③ 134 Tickets  
58 × Carriage Tickets (“Handsome Carriages,” orange)  
44 × Tram Tickets (“London Horse Omnibus,” turquoise)  
23 × Underground Tickets (“Metropolitan Railway,” pink)  
6 × Black Tickets  
3 × Double-Move Tickets
- ④ 6 Movers
- ⑤ 6 Player Boards (double-sided)
- ⑥ 1 Travel Log (with pen and paper)
- ⑦ 1 Visor
- ⑧ 3 Bobby Rings



- For the Sherlock Holmes version:
- Ⓐ 10 Character Chips (2 per Detective)
  - Ⓑ 15 Crime Scene Cards
  - Ⓒ 1 Travel Log Strip





## Setup

### Before the first game

Carefully remove all pieces from the punchboards.  
Discard the empty punchboards.

### Before every game

1. Place the **game board** on the table within easy reach all players.
2. Decide who will play **Moriarty**.

*Tip: You need nerves of steel to be Moriarty! If possible, give this role to an experienced player.*

Moriarty takes the **visor** and puts it on. It helps him hide his expression from the Detectives. Moriarty takes the **golden mover**, the **travel log** (with paper), and the **pen** and places them in front of him. He then takes his **player board**.



- A. Moriarty places his player board in front of him so that the Scotland Yard icon is visible.
- B. He takes **5 black tickets** and **2 double-move tickets** and places them on his player board.



- A. Moriarty places his player board in front of him so that the Sherlock Holmes icon is visible.
- B. He takes **1 black ticket** and **1 double-move ticket** and places them on his player board. The remaining double-move tickets and black tickets are placed next to the game board.
- C. Moriarty takes the **15 crime scene cards**. He shuffles them face down and draws **3**. He looks at these cards without letting the other players see them, and then places them face down in front of him. The remaining crime scene cards are removed from the game (do not look at them).
- D. Finally, he covers the right-hand column of the travel log (trains 17 to 24) with the **travel log strip**.

3. Each **Detective** selects a character and receives the corresponding **player board** and mover. *Note: In a 2-player game, the Detective selects and plays 2 characters.*



*Tip: While Detectives may select any character, we recommend always including Sherlock Holmes and Dr. Watson whenever possible.*



- A. Each Detective places their player board in front of them so the Scotland Yard icon is visible.
- B. All players take **4 Underground tickets**, **8 Tram tickets**, and **11 Carriage tickets**. Players place their tickets in 3 stacks on their player board so everyone can see them.



- A. Each Detective places their player board in front of them so the Sherlock Holmes icon is visible.
- B. All players take **4 Underground tickets**, **7 Tram tickets**, and **10 Carriage tickets**. Players place their tickets in 3 stacks on their player board so everyone can see them.
- C. Each Detective receives 1 or 2 **character chips** in their corresponding color:
  - In a game with 2 or 3 Detectives, each receives 2 character chips
  - In a game with 4 or 5 Detectives, each receives 1 character chipThe character chips are placed in the storage area on their player board.



4. Place the remaining Underground, Tram, and Carriage tickets near Moriarty, next to the game board. This is the **general supply**.
5. In a game with 2 or 3 Detectives, **Bobbies** in the form of additional movers lend a helping hand. For **2 Detectives**, take **2** of the remaining movers. For **3 Detectives**, take **1** of the remaining movers. Place a **cardboard ring** around each mover representing a Bobby. The ring stays on the respective mover throughout the game to indicate the mover is a Bobby.





## 6. Initial Starting Position

- Sort the **start cards** into two stacks: “D” (Detectives) and “M” (Moriarty). Shuffle each stack separately and place them face down.
- Each Detective (and Bobby) draws a “D” card. Place each mover on the station shown on the card. Return the “D” start cards to the box.
- Moriarty draws an “M” card and looks at the card without revealing it to the Detectives. The card shows **2** stations.



The left station is Moriarty's starting location.



Moriarty chooses which of the two stations to start at.

**Note:** Moriarty does **not** place his mover on the board!

- Moriarty places his start card face down. Moriarty's remaining start cards are returned to the box (Scotland Yard variant) or are placed in a pile face down (Sherlock Holmes variant).

## How to Play

The game consists of **multiple rounds**. Each round, **Moriarty** makes his move **first**. Then the **Detectives and Bobbies** play in any order.

### General Movement Rules

The game board shows the transportation network of London. Each place on the map is a station for 1 to 3 means of transportation (Carriage, Tram, and Underground). The colors of the station indicate which means of transportation start and stop there.

### Using a Specific Means of Transportation

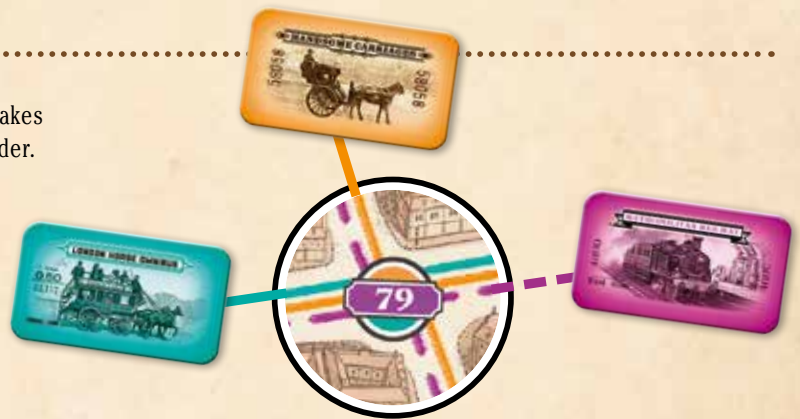
- The player must begin their turn at a station marked for that means of transportation.
- The player plays the **corresponding ticket**.
- The player moves their mover along the **corresponding colored line** to the **next station with the same color**. All movers can only be moved to **unoccupied** stations.

The **Carriage** drives along the **orange** lines, the **Tram** follows the **turquoise** lines, and the **Underground** runs along the **pink** lines.



### Example:

- Green is at station 165. From there they could ...
- ... take the **Carriage** to stations 149, 151, 179, or 180.
  - ... reach stations 123 or 180 by **Tram**.
  - ... **note:** they cannot use the **Underground**. It runs through station 165, but doesn't **stop** there (station 165 has no pink).



**Note:** The Park, Landmark, and River symbols are only used in the Sherlock Holmes version.







## Moving Moriarty

Moriarty **conceals** his moves. He can choose between **normal and special moves** (described below). In the Sherlock Holmes variant, Moriarty has additional special abilities. These are explained on page 6.

### Normal Turn:

1. Moriarty secretly selects a new station, which must be directly connected to his current location by a line.
2. He writes down the number of the new station on the next free space in his travel log.
3. He covers his entry with the ticket that he's just used (Moriarty takes the ticket from the general supply).  
The Detectives are able to see *which means of transportation* Moriarty has used, but they *can't see his destination*.

### Special Tickets:

#### A. Black Tickets

Instead of a normal ticket, Moriarty can use a **black ticket**. The black ticket offers two advantages:



- Moriarty can use **any means of transportation**. He simply covers his entry in the travel log with the black ticket. That way, the detectives don't know which means of transportation he used.
- Moriarty can also use the ferry on the Thames with a black ticket. The ferry lines are dark blue. They connect stations 108, 115, 157, and 194 across the river. The ferry runs from the starting point along the dark blue line to the next station. Black tickets are always documented in the travel log.

#### B. Double-Move Tickets

If Moriarty plays a **double-move ticket**, he takes **2 turns in a row**.



He writes 1 station in his travel log and covers it with 1 ticket (first turn). He then does the same thing again (second turn). He can use the same means of transportation twice or two different ones. He can also use black tickets. Moriarty may **only play 1 double-move ticket per turn**. Used double-move tickets are placed in the box.

### Special Events:

#### A. Moriarty shows up!

Every now and then Moriarty must show himself. Whenever he writes his entry next to a **circled number** on the travel log (e.g. after the 3rd, 8th, and 13th turn), Moriarty must place his mover on that current location on the board. On his next move, Moriarty removes his mover from the board. Note: if using a double-move ticket, Moriarty can appear after the first turn, only to disappear on the second!

#### B. Moriarty is committing a crime!



**After moving**, if Moriarty is at a station shown on 1 of his crime scene cards, then he **can** commit a crime at that

location. To do so, he announces that he is committing a crime and then places the crime scene card **face down** on the marked edge of his player board. If Moriarty manages to play all 3 crime scene cards, he wins the game immediately.

The Detectives know *that* a crime was committed, but don't know *the location* of the crime. However, each crime scene is either at a **river**, a **park**, or a **landmark**.

## Moving Detectives and Bobbies

Once Moriarty has completed his turn, the Detectives and Bobbies take their turns **in any order**. Since the Detectives all share the same goal, they should work together to coordinate their moves and the moves of the Bobbies.

**Detectives:** Each Detective chooses which means of transportation they will use and discards their used ticket on the general draw pile. Then they move along the appropriate line to the next station.

**Bobbies:** The same movement rules apply to Bobbies. However, unlike the Detectives, they **do not have to use tickets** to move.

### Notes:

- Detectives can only use the means of transportation for which they still have tickets. They cannot trade their tickets with other players.
- As long as a Detective still has tickets and can move, they **must** do so. If they cannot move or are out of tickets, they sit out.
- In the Sherlock Holmes variant, the Detectives have additional abilities (see page 5 and 6).





## Ending the Game

Moriarty wins if ...



... he evades the Detectives until the **end of the 22nd round**.

*Don't forget:* the round is only over when the Detectives have also made their move.

Moriarty also wins if no Detectives are able to move due to a lack of tickets (i.e., all Detectives have used up their tickets, or do not have the correct type of ticket left to allow them to leave their station).



... he manages to not be caught until the **end of the 16th round**.

Moriarty also wins if he plays all **3 crime scene cards**. In both cases the game ends **immediately**.



The **Detectives win** if at any time a Detective or Bobby is on the same station as Moriarty. In this case, Moriarty must reveal himself and has lost the game.

### Remember!

- Both the Detectives and Moriarty must move if possible.
- Moriarty may never be at the same station as a Detective or Bobby. This also applies during the use of a double-move ticket. If at any time during his turn Moriarty is at the same station as a Detective or Bobby, he loses immediately.
- Only Moriarty can use black tickets. Therefore, only Moriarty can use the ferry.

## Character Abilities

*Tip:* Keep this overview ready next to the game board for reference during the game.

### Detectives

Every Detective has a unique special ability. In order to use them, they must still have at least one character chip.

The Detectives should coordinate when to use which ability:

each time it is the Detectives' turn, **only one of them may use a character chip**.

The Detectives can activate the ability at any time during their turn together. Used character chips are returned to the box.



#### Sherlock Holmes: Manhunt

The game board is divided into 4 districts. When Sherlock uses his Manhunt ability, Moriarty must reveal his current district to the Detectives.

The districts are marked on the edge of the game board with the roman numerals I, II, III, and IV. The brown line that runs through the game board marks the individual districts.

**Example:** Sherlock asks Moriarty: "What district are you in?" Moriarty is on station 132, so he answers "In district III."



#### Irene Adler: Transportation Ban

Irene may forbid Moriarty to use either the **Tram** or the **Underground** in the next turn.

**Tip:** As a reminder, Irene gives Moriarty their character chip, which Moriarty places on the appropriate general supply stack (Tram or Underground). After his next turn, Moriarty places the character chip back in the box.







### Dr. Watson: Interrogation

There are three types of areas on the map: **parks** (green), **landmarks** (red), and **rivers** (blue).

To use Interrogation, Watson chooses **1 of the 3 area types**. He then asks Moriarty if he (Moriarty) is currently on a station with that symbol. Moriarty must truthfully answer yes or no.

**Example:** Watson asks Moriarty, "Are you on the Thames?" Moriarty is at station 127, which has a river symbol. Accordingly, he answers the question with "Yes." The Detectives now know that Moriarty is at a station with a river symbol.



Park Symbol



Landmark Symbol



River Symbol



### Mycroft Holmes: Searching for Clues

Mycroft may ask Moriarty to reveal his location from **two turns past**. Moriarty then must tell Mycroft the number of the station in question.

**Example:** Mycroft asks Moriarty on **turn 8** where he was 2 turns ago. Moriarty then must tell Mycroft the location that he wrote down on the travel log on turn **number 6**.



### Inspector Lestrade: Roadblock

The Inspector can set up a roadblock at the beginning or end station of his current turn. To do this, they place their character chip on the station. Moriarty can no longer move **to** this station. However, he can still use connections that lead through this station (i.e., have no stops there). Detectives ignore the roadblock. The roadblock remains on the station until the end of the game.

## Professor Moriarty

Moriarty does not need to discard character chips to use his abilities. Instead, he must be at one of his **secret hideouts**. These are identified by a black hat next to the station. Moriarty **can** (but does not have to) use exactly **1** of these **3 abilities** when at a secret hideout:



#### A. Take a Ticket:

He may choose **either** a black ticket **or** a double-move ticket from the supply (if there is one left). He can only use this ticket after the Detectives have had their next turn.

#### B. Deep Dive:

Would Moriarty normally have to reveal his location **after his turn** (3rd, 8th, and 13th turns)? He can use his secret hideout to make a deep dive instead. This means that he does not place his mover on the game board after completing his turn. The Detectives are only told that Moriarty is currently in a secret hideout.

#### C. Escape:

He can try to escape the Detectives with a hot air balloon! To do this, he announces that he will attempt an escape and draws one of the face-down "M" start cards. Then he turns it over for all players to see: his spectacular escape obviously doesn't go unnoticed! Moriarty chooses one of the two stations shown on the start card and **identifies** the station as his landing space. Then he writes down the number in the travel log and covers it with the back of the start card. **Important:** Moriarty may **only use this ability once** in the entire game (in contrast to abilities A and B).

*Note: The escape can also be combined with a double-move ticket.*

**Example:** Moriarty uses a double-move ticket. On the first turn, he moves to a secret hideout. On the second turn, he uses his Escape ability (C) and flees with the hot air balloon. Note: After the first turn, he could also have chosen to Take a Ticket (A) or Deep Dive (B) instead.

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