RULES

THE QUEEN'S PARK AFFAIR

Welcome to the second supplement of *Sherlock Holmes, Consulting Detective*. This supplement introduces several changes in format. The events take place over a period of four days, Wednesday, 5 September 1888 to Saturday, 8 September 1888. *The Queen's Park Affair* contains the following components:

Game Components

1. The *Queen's Park Affair* Case and Clue Book
2. Envelope from the *Queen's Park Sporting Gazette*, to be opened on Day One
3. Map of Queen's Park found in Franklin Kearney's desk, to be used throughout play
4. A Time Pad to be used in keeping track of your time for each day while playing the game
5. A Newspaper Archive covering the period of 5 September 1888 to 8 September 1888

The Play of the Game

The Basic Rules for the main game apply to the *Queen's Park Affair*, but some minor changes have been made. You will now be playing, either singly or as a group, through each of the four days of the case. Choose one player to be responsible for keeping track of the time on the Time Pad. You begin each day at 221B Baker Street at 9 a.m. Use the Time Pad to record both **Travel Time** and the time required for each clue "investigated." This is the **Time** printed at the end of each Clue. When you have reached 10 p.m. (not printed) on your Time Pad, that day is over.

Queen's Park: Queen's Park is located north of Area NW and is entered from Area NW.

Travel Time: Travel Time in the *Queen's Park Affair* has been simplified to the following: You may travel from any one **clue point** within a district to any other **clue point** in that same district in 15 minutes. You may also go from a **clue point** in one district to a **clue point** in an adjacent district in 15 minutes. However, if you pass through another district on your travels, add an additional 15 minutes. For example: **38 SW** to **42 NW** would take 15 minutes, **38 SW** to **40 EC** would take 30 minutes, and **32 SE** to **34 QP** would take 45 minutes.

Newspaper Archive: The Newspaper Archive consists of four newspapers, one for each day of the case. Any time during the game you may read the newspaper for that day or any previous day without adding time to your Time Pad.

Sequence of Play

1. To start the game, turn to Day One in the Clue Book and read it. Open the envelope that was sent to Holmes from the *Queen's Park Sporting Gazette* and examine its contents. Remember that the newspaper from 5 September is available for study throughout Day One and the following days. The map of Queen's Park which was found in Franklin Kearney's desk is also available throughout your investigations.

2. Choose a **clue point** and refer to the Clue Point Listing for Wednesday which appears opposite Day One. Turn to the Clue listed opposite the **clue point** of your choice. For example: If you would like to go to Scotland Yard, look up **13 SW**. The Clue for Scotland Yard on Wednesday is 72. Turn to Clue 72 in the Clue Book.

3. After reading the clue selected, record the time elapsed on the Time Pad. This should include the Travel Time required in reaching the **clue point** chosen as well as the Clue Time listed at the end of the Clue. To continue with our example: The Travel Time elapsed in traveling from **42 NW** to **13 SW** is 15 minutes using the simplified Travel Time introduced in this supplement. The Clue Time listed at the end of Clue 72 is 30 minutes. Thus our Time Pad would now reflect the time to be 9:45 a.m.

4. Repeat steps 2 and 3 until 10 p.m. according to the Time Pad's display of elapsed time. Day One is now over.

5. When the first day is completed, turn to Day Two. Remember that the newspaper from 6 September is now available. For Day Two clues, refer to the Clue Point Listing for Thursday which appears opposite Day Two.

6. Continue in this manner through the four days of the *Queen's Park Affair*.

7. After you have played through the four days, you may want to start over again with Day One. Continue playing through the adventures of the *Queen's Park Affair* until you feel confident in answering the Questions on the reverse of this sheet.

QUESTIONS

THE QUEEN'S PARK AFFAIR

1. a. Who was responsible for Franklin Kearney's disappearance?

   _____

   b. Why? _____

2. a. Did Ormond murder Cole? _____

   b. What happened to Ormond? _____

3. a. Who stole the Balfour jewels? _____

   b. What happened to them? _____

   _____

4. Who killed Joslin? _____

5. a. Who killed Leland Johnson? _____

   b. Why? _____

6. a. Who killed Leo Mills? _____

   b. Why? _____

7. Lloyd Perkins was in the employ of what two people?

   a. _____

   b. _____

8. Who killed Lloyd Perkins? _____

9. Who sent Holmes the Vincent Derrick letter? _____

10. a. Who killed Peter Northrup? _____

    b. Who gave the order to kill Peter Northrup? _____

    c. Where are the counterfeit five-pound plates hidden?

    _____

11. a. Who planned the bombing at the cricket match? _____

    b. Why? _____

    _____



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