Rules

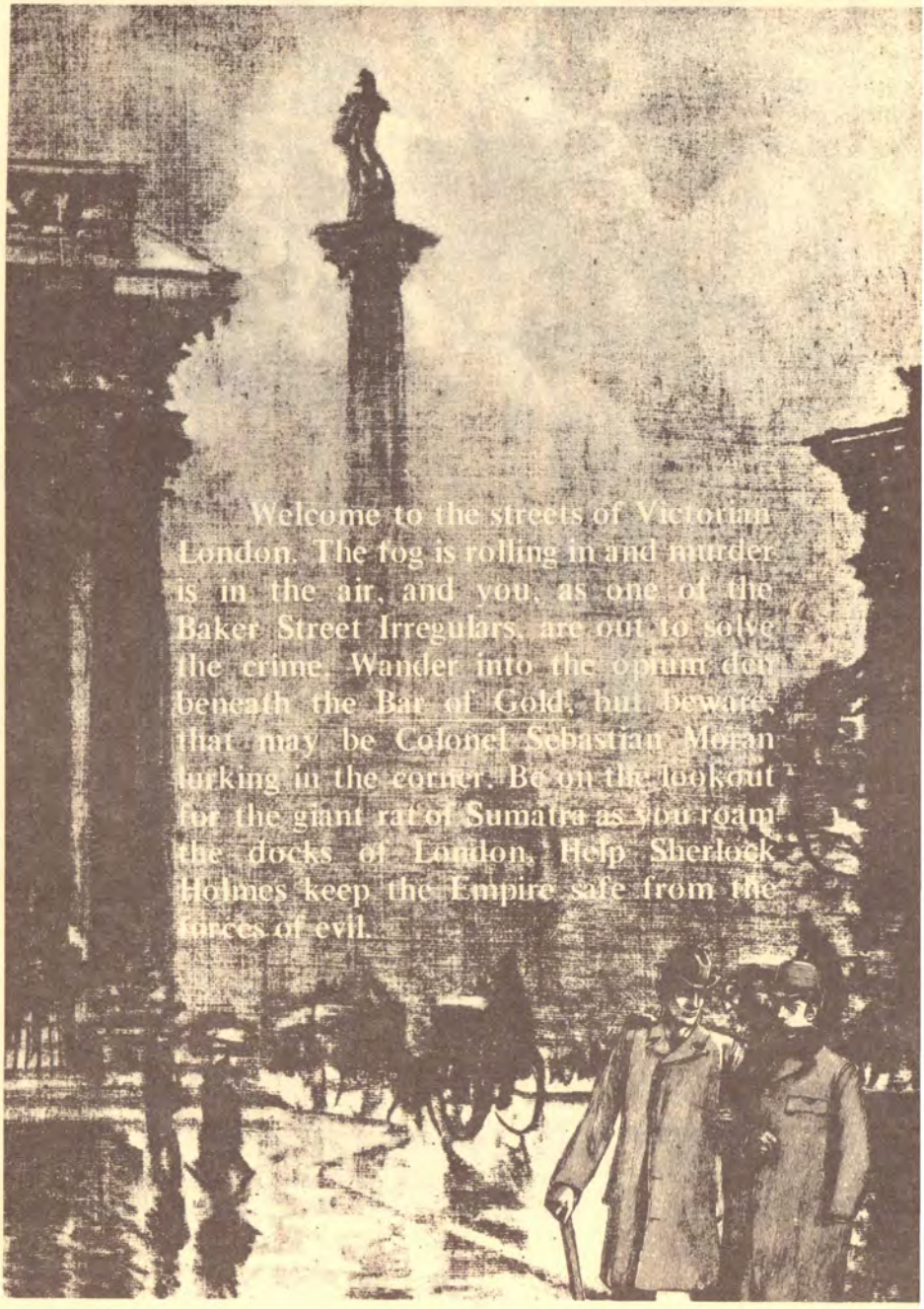


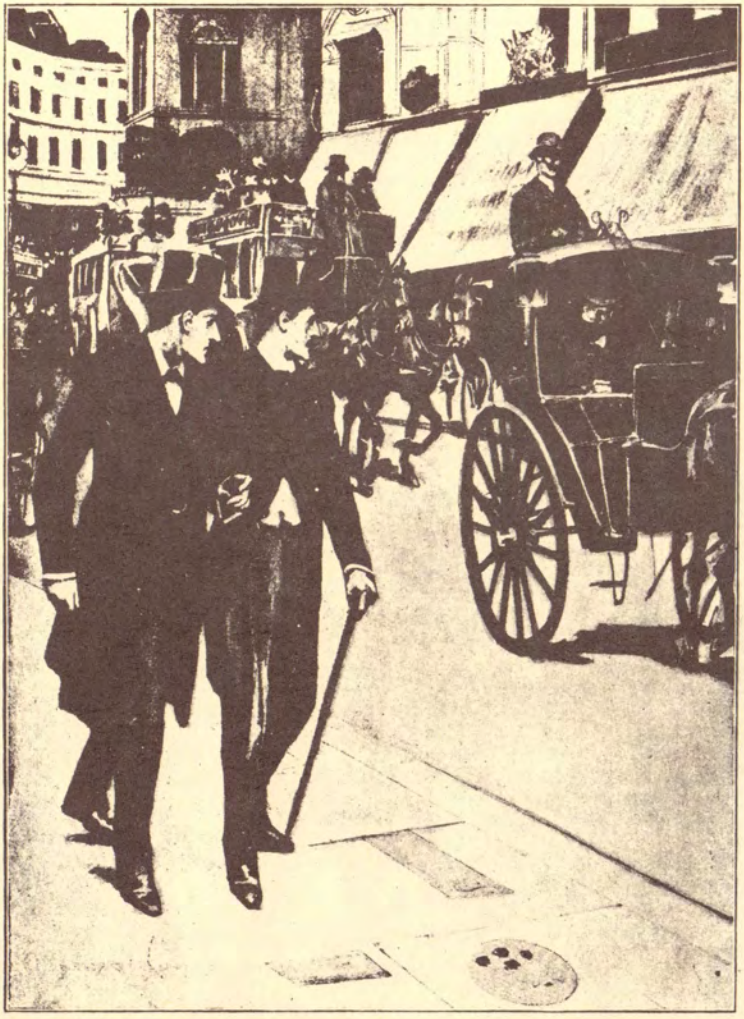
"How often have I said to you that when you have eliminated the impossible, whatever remains, however improbable, must be the truth?"

Sherlock Holmes

Consulting Detective Game™

Rules


Welcome to the streets of Victorian London. The fog is rolling in and murder is in the air, and you, as one of the Baker Street Irregulars, are out to solve the crime. Wander into the opium den beneath the Bar of Gold, but beware that may be Colonel Sebastian Moran lurking in the corner. Be on the lookout for the giant rat of Sumatra as you roam the docks of London. Help Sherlock Holmes keep the Empire safe from the forces of evil.



"THERE'S OUR MAN, WATSON! COME ALONG."

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GAME COMPONENTS

1.1 Reference Map

The **Reference Map** is a simplified street map of Victorian London. It is used to give the player a pictorial view of the area in which all the cases occur. There are approximately 500 numbered locations, which we shall refer to as **clue points.** They represent specific places (orange), such as Scotland Yard or the Bank of England, or general purpose locations (yellow) whose use may vary from case to case. For example, 39 Aldersgate Street, EC, may be Lord Hampstead's residence in one case and Black's Shoe Emporium in another.

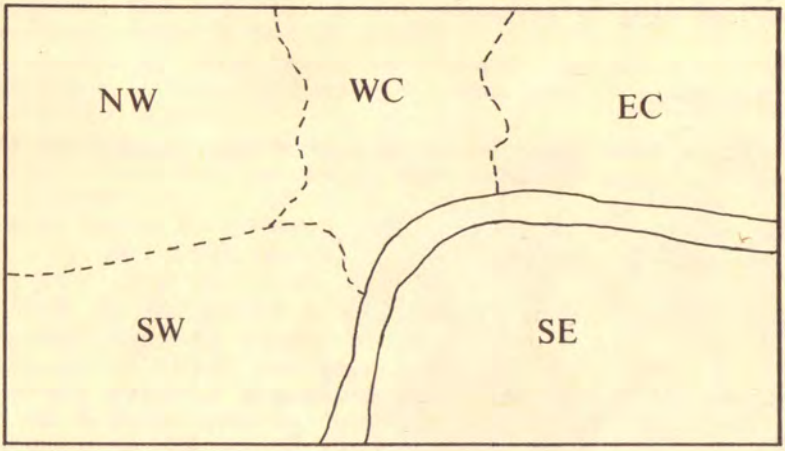


Figure 1

In addition, there are five police stations (red) on the map. Only Scotland Yard is used as a Police Station in Volume 1 of **Consulting Detective.** The other stations, 53 SE, 89 NW, 70 WC and 36 EC will be used in Volume 2 and explained at that time. 36 EC is used as the Criminal Court in all Volumes. 100 SW (dark red) is the location of the **Mansion,** and will not be used until Volume 2.

When you look at the **Reference Map** notice that each **clue point** is designated by a number. The **Reference Map** has been divided into five sections corresponding to London's postal districts (see **Figure 1**), each represented by two letters: NW (North West), WC (West Central), EC (East Central), SE (South East) and SW (South West). Thus,

1.6 Quiz Book

There are ten quizzes, one for each case. These should not be looked at until you think you have reached a solution. The **Answer Section** contains the answers to the quiz questions as well as a listing of the clue points that Holmes used to solve each case.

1.7 Game Equipment Use

Before beginning the game, lay out the **Reference Map** so that all players will be able to see and use it at will. Place the newspapers which constitute the **Newspaper Archive** so all players will have access to them. Remember, the **Newspaper Archive** can be referred to at any time during the game and as many times as the player wishes.

If any player has not read Holmes's Lecture which is found at the beginning of **Clue Book: Volume 1**, we recommend that it be read aloud to all the players before the start of the game. The resources which Holmes describes in his lecture are summarized in a list at the end of the Lecture.

Only one **clue point** may be referred to during each game turn. If a player wants to go back and look up a **clue point** he has previously visited, he will have to do so during his game turn. The **Directory** may be looked at anytime during the game and as often as the player desires. Players should provide paper and pen in order to keep track of game turns and to take notes if they wish.



"HERE ARE THE NAMES OF TWENTY-THREE HOTELS."

when you are given the address 39 Aldersgate EC, you will know that it is located in the upper right section (EC), on Aldersgate Street, in the space labeled 39. A specific location, such as Scotland Yard, will have its name as well as its street number on the **Reference Map** location.

In the lower right-hand corner of the map you will see the **Game Travel Time Scale.** All characters encountered in the cases will travel at the rate of one inch in five minutes, regardless of their mode of transportation.

The map is a reference tool for the player. The player's movement is not determined by the map.

1.2 Case Book

The **Case Book** is divided into two parts. **Cases:** the mysteries and crimes that the player will attempt to solve. **Solutions:** Holmes's analyses and untangling of the diabolical webs of crime.

1.3 Clue Book

The **Clue Book** contains a listing of **clue points** and the applicable clues for each case.

1.4 Newspaper Archive

The **Newspaper Archive** is a collection of dated newspapers which may provide clues and information pertaining to the cases. The player may refer to them at any time during the game. The **Newspaper Archive** for any case consists of all papers dated the same as or prior to the date of that case. For example, if you are working on Case 4, you may look back to the newspapers for Cases 3, 2, and 1, as well as at the paper dated for Case 4. You may not look at any of the papers dated after Case 4.

1.5 Directory

The **Directory** contains an alphabetical listing of most characters and places mentioned or alluded to in the cases. It also contains many listings that are not mentioned in the cases. These additional listings are provided so the player can find information in a logical manner. For example, if a murder is committed with poison, you may wish to visit the various chemists and apothecaries listed in the **Directory.**

THE PLAY OF THE GAME

As a Baker Street Irregular you will be presented with a case to solve. It will be your mission, either individually or as a group, to sift through the myriad clues and to come up with the correct solution.

2.1 Number of Players

Consulting Detective can be played solitaire (2.2), with two players competing (2.3), or as a group (2.4).

2.2 Solitaire Play

In the solitaire version the player will be competing against Sherlock Holmes in trying to solve the case. At the end of the game the player will compare his score with that of Holmes. Listed below is the sequence of play.

Step 1. Pick one of the cases from the **Case Book** and read it. The case will present the crime or mystery that you must try to solve. Keep in mind that the clues you gather may add to the mystery, leading you along new paths with new mysteries to unravel.

Step 2. You must now decide which **clue point** to go to first. Once you have made your decision, write down the game turn and the **clue point** of your choice, turn to that **clue point** listing in the **Clue Book** and read the clue given for the appropriate case.

Step 3. Game turn one is now over.

Step 4. Repeat steps 2 and 3 until a solution is reached.

Step 5. When a solution is reached, make note of the game turn just finished, and complete the quiz for that case.

Step 6. Turn to the **Quiz Book** for complete scoring instructions.

2.3 Two Player Game

The two-player version of the game is basically the same as the solitaire version explained above with the exception that both players are competing with each other as well as with Holmes.

Step 1. Determine which player will go first. It will be that player's responsibility to keep track of the game turns.

Step 2. Pick one of the cases from the **Case Book**. One player should read it aloud to the other.

Step 3. The first player now looks up the **clue point** of his choice in the **Clue Book**. After he reads the clue, the **Clue Book** passes to the second player.

Step 4. The second player looks up the clue of his choice in the **Clue Book**.

Step 5. Game turn one is now over. Players should keep track of the **clue point** visited in each game turn.

Step 6. Repeat steps 3 to 5 until a solution is reached. Each player has the option of turning in a solution at the end of any game turn. This is done by completing the quiz. If one is still working on the case, the other, who has already turned in his solution, may continue to play, but he may not change his solution.

Step 7. After both players have turned in a solution, turn to the **Quiz Book** for complete scoring instructions.

2.4 Group Play

There are two versions of the game when two or more players play as a group, and the players must decide on which version to follow before the start of play.

a. The players will play as a group and reach a solution as a group.
b. The players will play as a group but reach solutions independently.

The following steps, with the exception of Step 5, apply to both versions of the game.

Step 1. Determine the order of play. It will be the responsibility of the first player to keep track of the game turns and the **clue points** visited.

Step 2. Pick one of the cases from the **Case Book.** One of the players should read the case to the others.

Step 3. The first player now looks up the **clue point** of his choice in the **Clue Book** and reads it aloud to the other players. The **Clue Book** is now passed to the next player who chooses the next clue and reads it aloud. Players may consult with each other, but the final choice is up to the player whose turn it is.

Step 4. In Group Play each clue read represents a game turn.

Step 5. Repeat steps 3 and 4 until a solution is reached as follows:

a. When the group has reached agreement on a solution they should complete the quiz as a group.

b. An individual player may turn in a solution at the end of any game turn. He does so by completing the quiz and noting the game turn just finished. This player is now out of the game.

Step 6. After all players have turned in a solution, turn to the **Quiz Book** for complete scoring instructions.