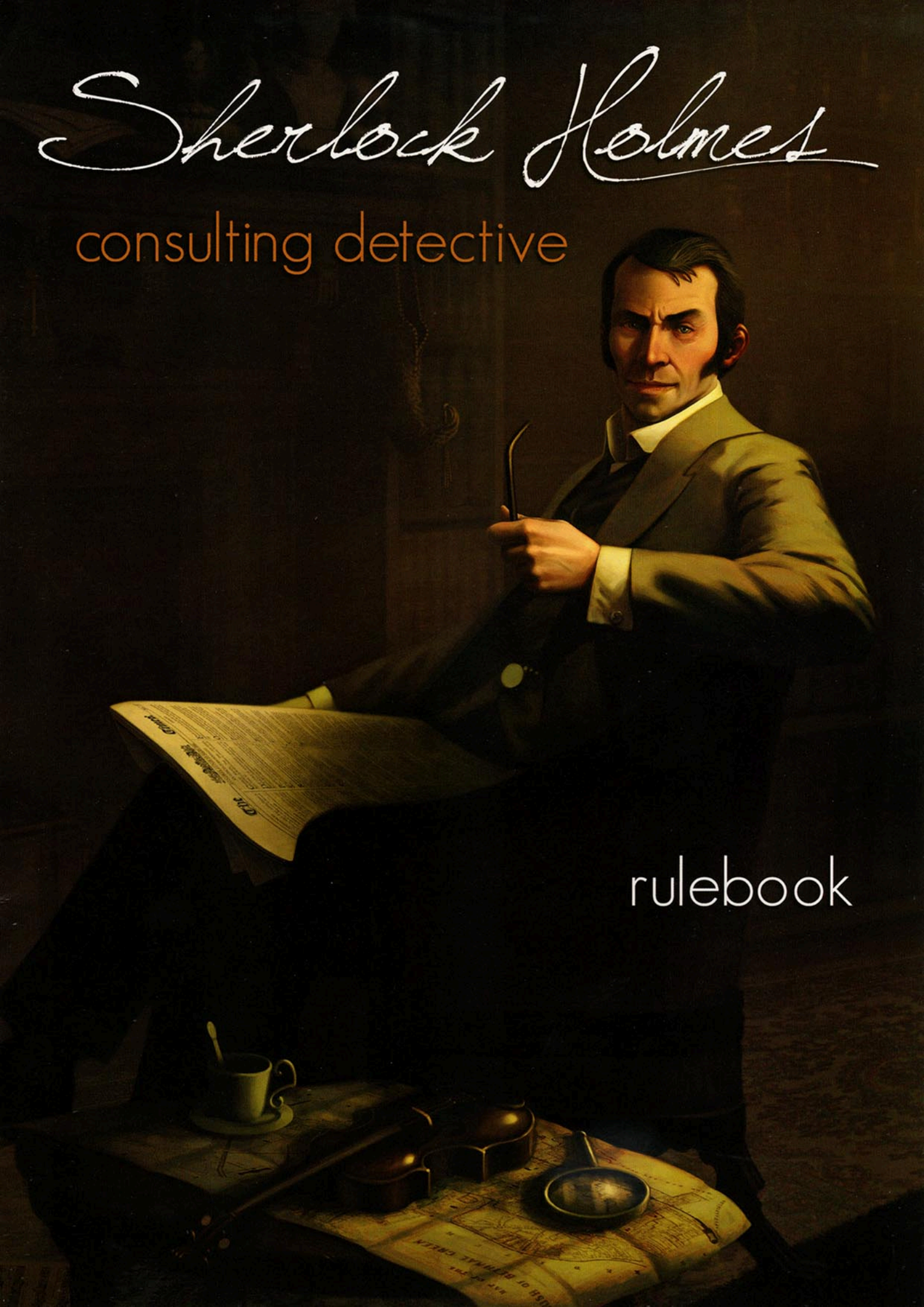
Sherlock Holmes

consulting detective



rulebook



Introduction

Welcome to the Victorian-era streets of London. The fog spreads, crime is lurking, and you, one of the Baker Street Irregulars, are there to lead the investigation...

In A Study in Scarlet, Watson introduced to us for the first time the Baker Street division of the detective police force. 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, for 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 an indispensable collaborator to the greatest private detective of the world.

Holmes' career on Baker Street lasted some 22 years. As his reputation grew, the number of cases he had to solve grew as well. After Watson's first marriage, in November 1886, Holmes counted more and more on the help of the Baker Street Irregulars. In the years in which Holmes was gone, from 1892 to 1894, it was Wiggins, who at the time was attempting to become an actor, who kept Mycroft Holmes informed of the goings-on in the London criminal underground. Mycroft, who had frequent contact with his brother, would pass this information back to Sherlock.

Wiggins continued to collaborate with Holmes throughout the 1890's, and during the first years of the following century. His acting talents, which he had learned for the most part from Holmes, helped him move about easily in all parts of London society. At the death of Wiggins, in 1939, his journal, which told the tale of many cases in which he had worked with Holmes, was found. You'll find in this book excerpts from this journal.

Object of the game

You're taking on the role of members in the unofficial gang of the "Baker Street Irregulars," a team created by the famous Sherlock Holmes to keep him informed on the word from the street and to back him up in his mysterious investigations. In this book, you'll be presented with ten tough cases whose resolution will be up to you.

For each case, you'll have a series of leads to follow, a map of London, a directory, and the local press. You'll also have a list of allies with a variety of qualifications, who will help you in your investigations (coroners, criminologists, informants...)

Armed with all these elements and your imagination, you'll travel through the London streets looking for clues which will allow you to solve the riddle and answer a series of questions on the case. But of course, nothing's ever as simple as it seems and you'll have to show some wisdom 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 presents the city of Victorian London in a simplified way. During the game, the map will allow players, for example, to locate a specific place or verify an alibi. For reasons of practicality, London is divided into 5 districts (Northwest or NW, Central West or CW, Southwest or SW, Central East or CE, Southeast or SE), divided by pink lines and the Thames. Each district contains numbers which correspond to addresses of people you'll interrogate. This division is also used in the book's chapters and in the directory. For example, the address for Hyde Park is 95 NW (short form, used in the booklets or in the directory), or 95 Park Lane NW (long form including the street name, used in the journal). On the map, the places marked in orange represent special places (such as the British Museum), and places marked in red are police stations. The other locations aren't fixed and a given address can thus change occupants from one case to the next. Moreover, the numbers indicate a neighborhood. Therefore, the Dacre hotel may be at 62 CE, but it's possible a character may also have this address without actually living at the hotel. In one of the corners of the map is a scale of length of movement. This scale will sometimes allow you to check the movements of some suspects and thus their alibis. To simplify the game, we will assume that this speed is fixed, no matter what transportation method is used. Of course, the movement time of the players is never taken into account.

London Directory

This booklet contains the addresses of people living in London. Therefore, when players wish to meet someone, they may consult the directory to find their address and then head to that address by reading the corresponding lead. To simplify the game, the address system used obviously doesn't correspond to reality, but uses the same division system as the map. Thus, for example, Sherlock Holmes' address (which can be found in the directory under "Holmes, Sherlock") is 42 NW. Therefore, if the players want to go to Holmes during the case, they must read chapter 42 NW of the current case.

Note: you will find in the directory, in addition to the standard alphabetical listing, entries by profession.

Case Books

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

- Introduction: in this text, you will be presented with the title and date of the investigation, as well as details on the case (generally during a meeting at Holmes' house).
- 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 leads and making correct deductions, you will be able to solve the enigma posed by Holmes. Each lead corresponds to a geographic location (see Map of London and London Directory). The leads are sorted by district and, in each district, the leads are presented in increasing order. The black and white drawings which decorate the text are purely decorative.
- Questions: as soon as you think you have solved the case, you'll be faced with two sets of questions. The first set is always directly linked with the case. The second will allow you to score extra points depending on the discovery of events indirectly having to do with the case.
- Solution: in this text, you will witness the explanation of the mystery. Holmes will detail for you the way he untangled the truth of the case.
- Score: in this last section, you will be given the answers to the questions and will total up your final score, which you will compare to Holmes'.

Newspapers

For each case, you will have the daily newspaper available to you, as well as all newspapers which were printed in previous days. In these newspapers you will sometimes find ads or articles which could give you new leads.

Game Setup

Note: this game can be played alone or in teams. The rules presented here are those for playing in teams, but the game is identical when playing alone. Simply ignore the notion of "next player".

- The players choose a case they all agree on. For practical reasons, we suggest that you play through the cases in chronological order (among other reasons, in order to avoid discovering things in the newspapers which could spoil the fun of older cases).

- The map of London is placed in the middle of the table.

- The London Directory and the list of allies (on the back of this booklet) are placed near the map.

- The players also place the newspaper whose date matches the case nearby, as well as all older newspapers.
Important: the newspapers with a date later than that of the case will not be used.

- The players then decide if they all want to play together or offer separate solutions. In the first case, they offer one group solution and will try to get the best score possible. In the second case, each player will offer his or her solution and the player with the best score will win the game.

- The players may wish to use note paper and writing implements to take notes during the case.

Note: if the players decide to play as a team, they can leave the note taking to one member of the group.

- A player is chosen as "Lead Investigator". That player takes the book, reads the introduction text out loud and the game begins!

Game overview

The game is played over a series of Turns.

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

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

The player then passes the book to the player on their left, who becomes the new lead investigator and chooses a lead on their turn. The players continue in this way until they think they know the solution to the mystery. The players can follow as many leads as they wish, but on his or her turn a player can only read one lead.

Newspapers, already explored leads, directory: during a turn, the players have free and unlimited access to the directory as well as the case's newspapers. They can also re-read the leads already visited as much as they want.

Discussions: of course, the players can speak to each other as much as they want to talk about the case or debate about the next lead to follow. But if there's a disagreement concerning the next destination, it's the lead investigator for the current turn who makes the final decision.

End of the game

Group Solution

If the players have decided to offer their solution as a group, they can decide to stop following leads at any time. They then move on to the "Questions" section of the case and answer the two sets of questions given to them.

The players then check the "Solution" section and one of them reads Holmes' conclusions out loud. Finally, the players head to the "Score" section to learn their score and compare it to that of Holmes.

Separate Solutions

If the players have chosen to offer their solutions individually, a player can decide to stop following leads at any time. The game is then suspended and that player moves on to the "Questions" section of the case and answers the two sets of questions on a sheet. Moreover, the player notes the number of leads followed by all players up until the moment he or she has decided to stop. The game then resumes, but the player who has just answered the questions no longer takes part in the turn.

As soon as all the players have answered the questions, the players check the "Solution" section and one of them reads Holmes' conclusions out loud. Finally, the players head to the "Score" section to know their respective scores and compare it to that of Holmes.

Note: the first set of questions directly concerns the case and is worth up to 100 points. The second set of questions concerns elements having to do with the case and is worth up to 40 points.

Scoring

To calculate their scores, the players add the points obtained by answering the questions, then count the number of leads they have followed. Finally, 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". They are indicated in the "Score" section of each case. If the players have followed some of these leads, they do not count in the number of followed leads.

If the players have followed more leads than Holmes did, they subtract 5 points for each extra lead. If they've followed fewer leads than Holmes did, they add 5 points to their score for each lead saved. They obtain their final score this way. If the players have given their answers separately, it's the player with the highest score who wins the game.

Example: the players, as a group, have followed 8 leads and score 95 points while answering the two sets of questions. They see that on his side, Holmes has finished the case with only 6 leads. As they have followed 2 extra leads, they subtract 10 points to their score and thus score 85 points.

Holmes

The players can then compare their score to that of Holmes. Holmes always scores 100 points. Beating the Master is, of course, difficult, but not totally impossible!

Allies

Also found among his papers were notes from an 1886 lecture given by Holmes to Wiggins and other members of the Baker Street Irregulars. The lecture covers Holmes' view of London and the many personalities who were of help to Holmes and who would be of help to the Baker Street Irregulars.

We have reconstructed this lecture for your edification. When you pick up a Case Book and try to solve one of the mysteries within, keep in mind Holmes' lecture which introduces many resources for your use.

Note: the back of this booklet is a playing aid, with all the addresses of the allies. Keep it next to you as a reminder when you try to solve a case.

Lecture

Holmes stood next to a map of London which hung on the wall of the sitting room at 221B Baker Street. Watson intermittently surveyed the scene over the pages of his book, while Holmes paced back and forth in front of a group of attentive youths, his black brier in his right hand, his left in the pocket of his mouse-coloured dressing gown.

"London is not a beautiful city," began Holmes. "Under the soot that covers its buildings is the residue of the Empire, a teeming mass of four million souls trying to survive, mostly off of each other. Behind this assemblage is a force of evil, a legion of scoundrels weaving their web of iniquity over the city, and in the centre of the web is the master criminal himself, Professor James Moriarty, the greatest schemer of all time, the organizer of every deviltry, the controlling brain of the underworld – a brain which might have made or marred the destiny of nations. That's the man! But so aloof is he from criticism, so admirable in his management and self-effacement that his true character is unknown to the public and police. This face must be kept in mind in all your investigations."

"How has he managed to stay so unknown, Mr. Holmes?"

"That is a good question, Wiggins. Moriarty insulates himself from the crimes he controls and the public with an organization of underlings and thugs who make sure that no thread of evidence can be traced to Moriarty. So you can see that we are not dealing with the ordinary criminal mind and we will need all the help we can get.

"Today we will discuss some of the people who will be of help to you in your investigations. At the start of any investigation you must keep in mind that it is a capital mistake to theorize before one has data. Insensibly one begins to twist facts to suit theories, instead of theories to suit facts. The people that I will introduce you to at this time will help you collect the facts.

"Our first stop will be St. Bartholomew's Hospital or Bart's." Holmes pointed to 38 EC *on the map with the tip of his pipe. "Bart's is one of the oldest and greatest of London's hospitals and is one of the medical schools of the London University College. Located here is the office of the Coroner's Chief Medical Examiner,* Sir Jasper Meeks. *He is London's greatest forensic pathologist. You can depend on him for all the technical details that can be obtained from a corpus delecti."*

"Will the bodies of murder victims always be taken to Bart's, Mr. Holmes?"

"Yes, Wiggins. All deaths that have questionable causes must be examined by the Chief Medical Examiner.

"Our next stop is the Scotland Yard Criminology Laboratory, located at 22 SW. *Here we meet* H.R. Murray, *Head Chemist. It is rumoured that Murray lives in the lab; any time of day or night you will find him bent over one of his tables trying to extract the history of a crime from the physical evidence available to him. You can learn much from old H.R. if you can follow the twists and jumps of his thinking; there is no better mind when it comes to interpreting the physical evidence from a crime."*

"Wouldn't it be easier just to go to Scotland Yard, Mr. Holmes?" asked Wiggins.

A smile came over Holmes' face as he lowered himself into the wicker chair. "Yes, let's talk about Scotland Yard. If the Yard would read the reports or knew how to look at the evidence, then there would be no need for our services. Yes, they will get the reports and sometimes they may even read them, but that doesn't mean that they will know how to interpret them. Gregson and Lestrade are the pick of a bad lot, but you will find that they often twist the facts to fit their preconceived theories. But you are right, Wiggins, Scotland Yard *at* 13 SW, *is a very valuable source of information. The professional police have methods*

for gathering facts and information that are not open to us.

"At this time I would like to mention another invaluable source of information, The Office of Records at number 14 WC. *This huge fire proof Tudor-style edifice contains legal records, both criminal and civil, as well as state-papers. Your contact there is* Disraeli O'Brian, *Head Clerk of the Land Records Department, whom you will find a walking, or should I say sitting, encyclopaedia of the office's affairs over the past thirty years.*

"Another records office you should know about is Somerset House *on the south side of the Strand at* 17 WC. *The Office of the Registrar-General of Births, Deaths, and Marriages and the Probate Registry are located there. You will also find the Commons Will Office which is a great repository of testamentary writings of all kinds."*

"Who should we contact at Somerset House?" asked Simpson.

"The records are open to the public so you will need no special contact."

*Holmes rose from his chair and stood facing the map white lighting his pipe. When it was started he turned again to his audience and resumed his lecture. "Let's talk a little about the courts. We will have little to do with the official law enforcement establishment, but it is a source of information. The Criminal Court, or "*Old Bailey*" is located at* 36 EC, *and should be kept in mind when dealings with known criminals are concerned. You can pick up a lot of information hanging around Old Bailey.*

"When I was studying at Bart's, I would run across to Old Bailey and watch the trials of the day in progress. It was seeing the unimaginative nature of our criminal and legal classes that made up my mind to become a consulting detective. Small cases that show some degree of imagination and challenge are more rewarding than the large crimes that lack anything new.

"There is one young barrister, Edward Hall, *whom you will find most days at Old Bailey, who is a cut above the other unimaginative members of his profession. You will find him of assistance."*

"Mr. Holmes?"

"Yes, Simpson?"

"Could you tell me the difference between a barrister and a solicitor?"

"Yes, of course. A solicitor handles the routine legal business of our society. If you do not have to go before a court, then you will have no need for a barrister. If you must go before a court, then your solicitor would engage the services of a barrister. A barrister is a member of the highest class of lawyers who have the exclusive right to plead in superior courts. The particular business of the barrister is the advocacy of causes in open court and, except in criminal cases, he may not undertake a case without the intervention of a solicitor who actually prepares the case for trial.

"This would be a good time to talk about the Inns of Court. Here on the map you will see Grey's Inn, 10 WC, Lincoln's Inn, 13 WC *and* The Temple, 33 EC. *These four great Inns of Court – the Temple is divided into two Inns, the Inner Temple and the Middle Temple – are corporations for the study of law possessing the exclusive privilege of calling barristers to the Bar. All barristers must belong to one of the four Inns. The Inns contain dining halls, libraries, offices and living quarters for barristers and law students.*

"Now that we have looked at the top of the legal society let's lower our sights a little and look at some other resources available to us. The first is Porky Shinwell."

"I must say, Holmes, you would have to lower your sights a great deal to find Porky Shinwell." Watson laid his book down on his lap and looked up at Holmes for the first rime.

"It all depends on where one keeps one's eyes, my dear Watson. Porky is not a pillar of society, I dare say. But he is a man who has learned from his mistakes and is trying to start a new life on the right side of the law. He has been of great help to us in the past as I expect he will be again in die future. Shinwell Johnson, known as Porky, after two terms at Parkhurst has given up his life of crime for that of innkeeper. He is now the proprietor of the Raven and Rat Inn, 52 EC."

"Whose patrons once filled Parkhurst, Millbank and every other prison in the Empire," interjected Watson before returning

to his book.

"Right, Watson. But what better patrons could you have to keep an ear on the underworld of London. You can always get a case, or help on a case, from Porky Shinwell.

"Speaking of the underworld we should mention Fred Porlock. 'Fred Porlock' is the assumed name of a member of Moriarty's criminal organization who has been of immense help on a number of occasions. I don't know who he is or why he informs on his master, it is enough to know that he does. He communicates with me by post or by leaving a message, usually in code, at Parsons and Sons Toy Shoppe, 18 NW."

"A toy shop?"

"Yes, at times Porlock's sense of humour shows through.

"Now for one of the most valuable sources of information available to you, the newspapers. Approximately 570 newspapers are published in London and its environs. As you know, I have filled one of the upstairs lumber-rooms with back issues of newspapers and I consult them regularly. The press is a most valuable institution, if you only know how to use it. I read nothing but the criminal news and the agony column. You will find the agony columns are most instructive, and the private consulting detective will not want for work so long as they exist."

"But aren't most of the things covered in those columns insignificant, Mr. Holmes?"

"Insignificant? Perhaps, Mr. Simpson, perhaps. But it has been more important to me to choose a case for its uniqueness and interest than for its significance. The strangest and most unique things are very often connected not with the larger but with the smaller crimes, and occasionally, indeed, where there is reason to doubt whether any positive crime has been committed. One of the reasons I am training you in the art of detection is to enable you to take over part of my case load.

"Remember, the more information you get out of the newspapers the more time you will save in solving your case.

"I have also found two reporters to be of assistance from time to time. They are Henry Ellis of The Times and Quintin Hogg of the Police Gazette.

"Mr. Ellis is the foreign news editor and is a great reservoir of information of what's happening on the continent. He also has an interest in crime news and is always happy to help when he can, but you must be careful of what you tell him or you might find what you confided to him in the next day's Times. He can be found at his office at 30 EC.

"Quintin Hogg is crime reporter for the Police Gazette. He is an ex-police inspector who found the environment of Scotland Yard less than stimulating. He is a good reporter with a strong deductive mind. A very good resource to keep in mind. His address is 35 EC.

"Any questions?"

"Don't you think you should mention your brother Mycroft?" asked Watson. "After all, he has been of great help to you in the past, Holmes."

"I would rather think that I have been of great help to him, my dear Watson. But you are right, I should tell them something of my brother. He is a great resource when it comes to information about the government."

"He is the government," said Watson, imitating Holmes' manner of speaking, which presented the young men seated in front of Holmes the challenge of trying to conceal their mirth.

"Yes, Watson, I have made that statement in regards to my brother," answered Holmes, less than amused. "He has an extraordinary faculty for figures, and audits the books in some of the government departments. Mycroft lodges in Pall Mail, and he walks round the corner into Whitehall every morning and back every evening. From year's end to year's end he takes no other exercise and is seen nowhere else, except only in the Diogenes Club, which is just opposite his 5 rooms. If you ever need his help, you will find him available at the Diogenes Club at 8 SW.

"Another person I would like to mention is Langdale Pike, a person who usually gets in the last word. He's a human reference work on social scandal, especially of the London scene. He contributes bits of gossip to the 'garbage papers' that cater

to an inquisitive public. His working hours are spent at the Societies Club at 2 SW."

"What about the Central Carriage Stables*, Mr. Holmes?" asked Wiggins. "I've always had good luck getting information there."*

"That's a good one, Wiggins. The Central Carriage Stables is located at 5 WC*. It is at this location that all of London's cabs are stabled and dispatched. I have gotten much valuable information on people's movements by talking to the cab drivers. A good one, Wiggins, a good one."*

Holmes again set himself down in his wicker chair. "I guess that is enough for today. Can you think of anything I missed, Watson?"

"What about Lomax *at the* London Library*?"*

"Yes, he can be of value. Lomax is a wealth of information and can find anything you need on the full shelves of this great library.

"I think that is enough for today, but I must tell you again that it is of the highest importance in the art of detection to be able to recognize, out of a number of facts, which are incidental and which are vital. Otherwise your energy and attention must be dissipated instead of being concentrated.

"Well, gentlemen, if you will move over to the table, I will ring Mrs. Hudson and have her bring up some tea and biscuits."

"Thank you, Mr. Holmes."

"My pleasure," responded Holmes. "I am sure we soon be able to put your talents to work."

Sherlock Holmes Consulting Detective

A game by Gary Grady, Suzanne Goldberg & Raymond Edwards

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Re-writing: JudgeWhyMe & Aëlwyn, Cyril Demaegd, Farid Ben Salem

Re-reading: Arnaud Demaegd, Gabriel Ecoutin, Farid Ben Salem

The mad project of re-publishing SHPD was born a few years ago at Saint-Pair sur Mer. We didn't know it back then, but this simple "let's do it" brought us into an insane adventure which started by a true investigation to find the authors of the game! Thanks firstly, then, to Tom Lehmann, who allowed this investigation to find a happy conclusion and to Suzanne for having put her trust in us!

All that was left then was to take care of the gigantic work of testing, re-writing and verifications. This wouldn't have been possible without the precious help of the "St Pair gang" and first and foremost Yannick, who has born this project on his shoulders without ever stumbling. Thanks for your help and also for the wonderful vacations!

Finally, this game is dedicated to the memory of Gary Grady, who made us dream of the smog-filled London streets and led us to pursue Moriarty in the footsteps of Holmes, Watson and Wiggins. Thank you!



List and Addresses of the Allies

The allies are recurring characters, with specific skills which you might sometimes need to progress in your investigation. Of course, not all allies will be useful in every case and they'll sometimes be absent. It is up to you to determine when you will need to use a lead to call upon one of them...

- SIR JASPER MEEKS (38 EC): Head Coroner at Saint Bartholomew hospital. He autopsies all corpses discovered in the course of investigations.

- H.R. MURRAY (22 SW): Criminologist. He analyzes all items and substances discovered during the course of investigations.

- SCOTLAND YARD (13 SW): Police (represented by inspectors Lestrade and Gregson). They have all reports and elements relative to the investigation.

- DISRAELI O'BRIAN (14 WC): Archivist at the National Archive Office. Compiles old legal and criminal documents.

- SOMERSET HOUSE (17 WC): Archives of the births, deaths, marriages, and wills which may be freely consulted.

- EDWARD HALL (36 EC): Lawyer at Old Bailey's tribunal. Source of information on trials and legal affairs.

- PORKY SHINWELL (52 EC): Owner of the Raven and Rat tavern. Source of information for all illegal affairs and on all criminals.

- FRED PORLOCK (18 NW): Member of the criminal underground. Leaves coded information on the activities of Moriarty (leader of the criminal underground and sworn enemy of Holmes) at the Parsons & Son toy shop.

- HENRY ELLIS (30 EC): Journalist at the London Times. Source of information on current events and especially on foreign affairs.

- QUINTIN HOGG (35 EC): Journalist at the Police Gazette. Source of information on criminal affairs.

- MYCROFT HOLMES (8 SW): "Eminence grise". Source of information on everything which concerns to government.

- LANGDALE PIKE (2 SW): Society Columnist. Knows all the gossip currently stirring in the good London society.

- CENTRAL CARRIAGE STABLES (5 WC): Meeting point with London cab drivers. Source of information on the movements of suspects.

- LOMAX (5 SW): Librarian at the London Library. To be consulted for all encyclopedic research.

- SHERLOCK HOLMES (42 NW): Consulting Detective. If you're stuck in your investigation, Sherlock Holmes will put you back on track with some good advice.