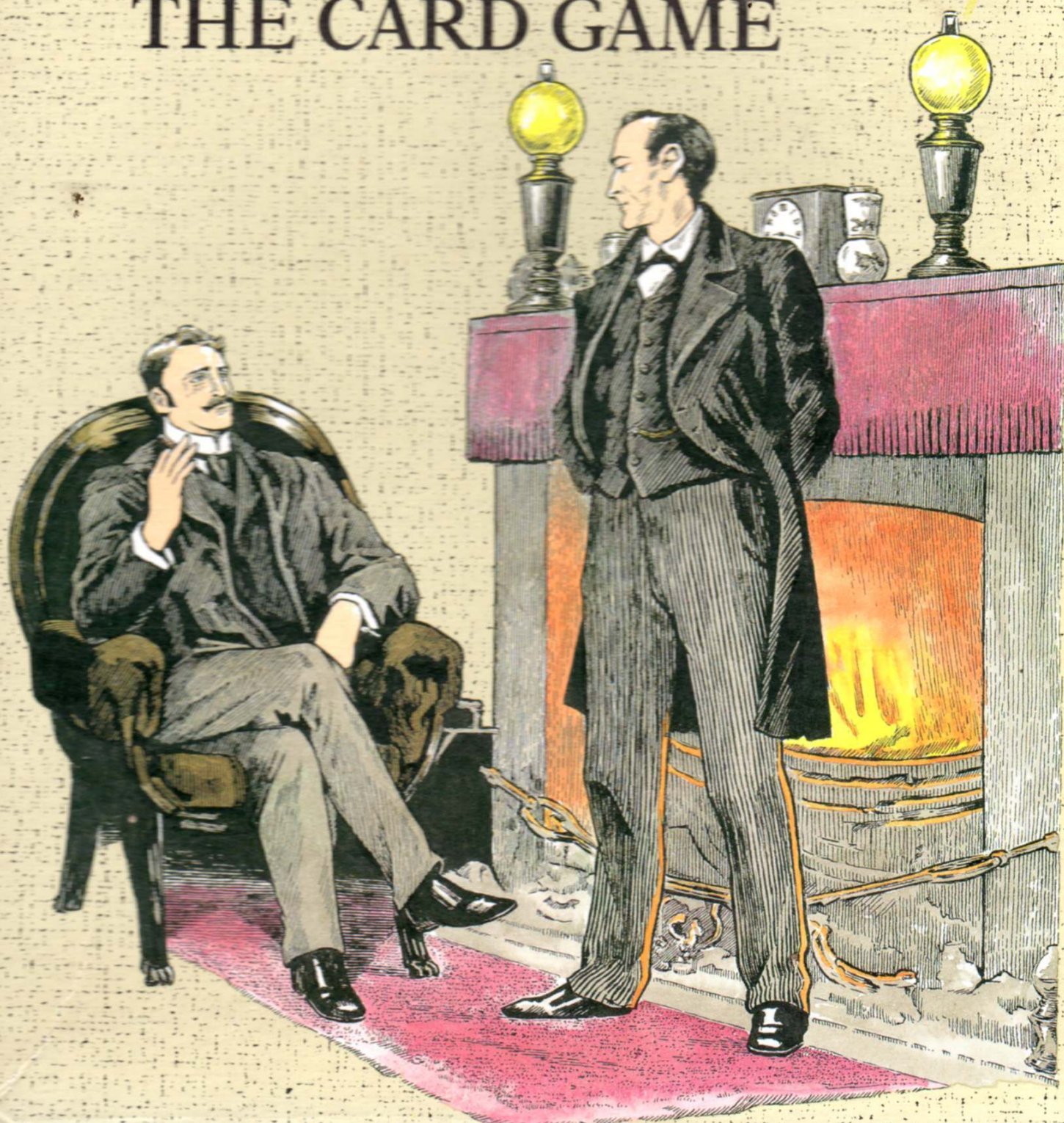


SHERLOCK & HOLMES

THE CARD GAME



SHERLOCK HOLMES THE CARD GAME

For three or more players, 8 years and upwards.

INTRODUCTION

In principle, the play of the cards puts players in the place of Holmes and Watson as they would set out to solve one of their celebrated cases one hundred years ago. The game starts at 221B Baker Street, with Holmes waking Watson from sleep – **The game is afoot!** Like them, players travel about by **Hansom** or by **Train**, visiting locations in the **Country** or in **London, Scotland Yard**, or back to **Baker Street**. **Clues** will be found; **Suspects** will be named, **Telegrams** received, **Disguises** used. Police **Inspectors** will interfere, **Arrests** be made, and **Alibis** provided. **Thick Fog** will confuse everyone! Finally, one player will be identified as the **Villain**, and captured, – or – alternatively, successfully escape the clutches of his pursuers!

HOW TO PLAY

Take **The Game is Afoot!** card, and put it to one side, face down. Take the four **Villain** cards, shuffle, and place *one* of them with **The Game is Afoot!** card, again face down. Leave the other three **Villain** cards to one side for the moment. Shuffle the remainder of the pack and then count out enough cards face down to provide 6 cards for each player (including **The Game is Afoot!** and **Villain** cards which have been put to one side). Thus for 3 players, count out 16 cards, for 4 players count out 22 cards, etc. To these add **The Game is Afoot!** and **Villain** cards, re-shuffle thoroughly and deal six cards to each player. Add the remaining three **Villain** cards to the rest of the pack, re-shuffle, and place face down to form a draw pile.

Whoever holds **The Game is Afoot!** card places it face up next to the draw pile. The next player to the left now plays a suitable card, or takes the top card from the draw pile. If this card can be, it may be played immediately; otherwise it is added to the player's hand, and play moves on to the left. (Play **always** moves one place to the left **whatever** the effect of the card played). Each card at the bottom lists and colour codes what can be played next, making it easy for players to decide what to play.

Play ends, either when a **Villain** is *arrested*, or **succeeds** in *escaping*.

ARREST

This will occur either after (a) an **Arrest** card has been played, or (b) when a player has discarded all his or her cards (*going out*).

(a) Whenever an **Arrest** card is played, the player must name an opponent as being the **Villain**. If the arrested player holds a **Villain** card, he or she is *guilty*, play stops and points scored. If the player is *not guilty* (does not hold a **Villain** card), the arresting player adds all the accused player's cards to his or her hand. The *not guilty* player takes a fresh hand of the same number of cards from the draw pile, and play continues as normal.

(b) Whenever a player has discarded all his or her cards, normal play stops. The player now has the right to *arrest* one opponent. If the opponent is *guilty* play finishes as above. If *not guilty*, the accused player now attempts an arrest by naming another opponent, play continuing this way until a *guilty* player is exposed.

ESCAPE

If a player *goes out* by discarding a **Villain** card (the only time a **Villain** card can ever be discarded) play stops immediately; the **Villain** is deemed to have escaped, and no arrests can now be made. A player holding *only Villain* cards discards them all simultaneously – they have all escaped together!

SCORING

(a) After an *Arrest*

1. All players total the value of the cards they still hold, and add to their scores. Undetected Villains are *not* counted.
2. The arresting player *deducts* from his or her score the value of *all* detected Villain cards.
3. The guilty player **adds** to his or her score the value of *all* detected Villain cards held.

(b) After an *Escape*

1. Players total the value of the cards they hold and add to their scores. Undetected Villains are not counted.
2. The player whose Villain(s) successfully escape(s) *deducts* their points value from his or her score.

All the cards are now collected together, and a fresh deal takes place.

The player with the *lowest* score after an agreed number of rounds is the winner: six rounds will give an adequate length of game.

The Cards in Detail

In general, each card features the following:

1. Its title, illustrated appropriately
2. Its points value
3. The effect it has
4. What cards may be played after it.

The cards are divided into different categories, colour coded for ease of reference.

Category	Colour	Title
Movement	Blue	Train, Hansom, Thick Fog
Location	Green	Country, London, Scotland Yard, 221B Baker Street
Information	Magenta	I Suspect, Clue, Telegram, Disguise
Action	Orange	Arrest, Inspector, Alibi
Detectives	Purple	Holmes, Watson, Mycroft (The game is afoot!)
Villains	Black	Professor Moriarty, Colonel Moran, John Clay, Charles Augustus Milverton

The cards are designed to create a logical sequence: Movement-Location-Information-Action-Movement, and so on. The points value of the cards reflects the extra influence they give to a player – the bigger the advantage they offer, the greater the penalty if they are not played. Full details are as follows:

Movement (Blue)

- (a) 12 x Train ① Played in order to “Move” following any Location, Arrest, I Suspect, Telegram, Inspector or Alibi Card. Takes play to a *different* type of location – from London to the Country, or vice versa.
- (b) 12 x Hansom ① Played as above. Takes play to the *same* type of location – from one London location (including 221B Baker Street and Scotland Yard) to another, or from one Country location to another Country location.
- (c) 3 x Thick Fog ⑤ Played only following a Train or Hansom card. Causes total confusion! All players’ cards are shuffled together, and redealt giving the same number back to each player. *Any* location card may be played after it.



Location (Green)

- a) 6 x London ① Played either after a Hansom card from another London location, or after a Train card from a Country location.
- (b) 3 x 221B Baker St. ② Played exactly as above – it is simply a *particular* London location.
- (c) 3 x Scotland Yard ⑤ Played exactly as above, but it also acts as a penalty card, forcing the next player to take two cards from the draw pile before playing.
- (d) 12 x Country ① Played either after a Hansom card from another Country location, or after a Train card from a London/Baker Street/Scotland Yard location.



Information (Magenta)

- (a) 12 x Clue ③ Played after a London or Country location or Disguise card. Gives the player the right to choose and look at two of the previous player’s cards. May be played against an opponent holding only one card.
- (b) 12 x I Suspect ⑤ Played after a Clue, Disguise, 221B Baker Street card. Player instructs any one opponent to take the top card from the draw pile and add it to his or her hand.



(c) 4 x Telegram ⑩

Played after a Clue or Country card. Bad news for the next player, who must add 10 points to his or her score immediately!



(d) 4 x Disguise ⑩

Played after a Clue, or any London location card. Player may choose and look at two cards from any one opponent. May be played against an opponent holding only one card.

Action (Orange)

(a) 6 x Inspector ⑮

Played after a Scotland Yard, I Suspect, or Clue card. Gives the player the right to make any one opponent pick up two cards from the draw pile. If played after a Scotland Yard card, the player may make an Arrest.

(b) 5 x Arrest ⑮

Played after a London, Scotland Yard, Country, I Suspect or Inspector card. Player chooses any one opponent, and looks at all his or her cards in secret. If a villain card is present, the opponent is successfully arrested, play stops and points scored.

If the opponent does not hold a Villain card, the arresting player adds all the cards to his or her hand (the penalty for unlawful arrest) and the opponent takes from the draw pile the same number of cards previously held. Play continues to the arresting player's left.



(c) 6 x Alibi ⑮

Played immediately after an Arrest, Inspector, I Suspect, or Watson card by the player who is being accused or suspected. It is the only card which can be played "out of turn". An Alibi card prevents the effect of any of these cards taking place, and causes *all* players to pass in secret one card of their choice to the player on the left. Play continues to the left of the player who played the penalty card, *not* the player of the Alibi card.

Detectives (Purple)

(a) 1 x Holmes ⑤0

May be played in turn after any card except a blue Move card (Train, Hansom, Fog). Entitles player to inspect secretly any one opponent's complete hand. If guilty, the opponent is automatically arrested; if not guilty, the hand is passed back and play continues to the left, as if the Sherlock Holmes card had not been played.

(b) 1 x Watson ②5

Played exactly as above, *except* that an Alibi card may be used as a defence.

(c) 1 x Mycroft ④0

May be played when at any London, Baker Street or Scotland Yard location. Player chooses any one opponent, and exchanges hand, however many more or fewer cards are involved.



(d) The game is afoot!

Holmes raises Watson from his slumber to start the game.

Villains (Black)

(a) Professor Moriarty ⑤0

(b) Colonel Moran ④0

(c) John Clay ③0

(d) Charles Augustus
Milverton ②0

There is one each of these cards. Villain cards may be played only if no other cards are held, and in these circumstances more than one can be discarded simultaneously.



100TH ANNIVERSARY – SHERLOCK HOLMES IN THE STRAND MAGAZINE

In July 1891 there appeared on the bookstalls of Britain a new publication, “The Strand Magazine”. In that first issue appeared a short story “A Scandal in Bohemia” by A. Conan Doyle. The combination proved irresistible. The monthly magazine brought popular fiction to a population becoming universally literate, and avid to read at a price which it could afford. In Conan Doyle the magazine found an author whose creation was perfectly suited to the monthly magazine and whose storytelling held his readers spellbound. The result was the emergence of Conan Doyle’s leading character (so we may say today) as the first “Super Hero”, and to establish him as the most famous detective in fiction – Sherlock Holmes.

One hundred years on, there can be few people around the world for whom the name Sherlock Holmes does not immediately conjure up the image of deerstalker, pipe, thin face and piercing eyes. On the stage, on film, on radio, on television, a year never passes when either some fresh interpretation is offered, or an earlier performance reissued. However, famous faces and voices speaking scriptwriter’s dialogue have overlaid the original for so many years that our concept of Sherlock Holmes is very different to the original model presented to the public in 1891.

For although Sherlock Holmes had previously appeared in print – “A Study in Scarlet” and “The Sign of Four” – it was only publication in the Strand Magazine which brought the need to illustrate Conan Doyle’s characters. Thus began a fruitful collaboration with the artist Sidney Paget, whose pen as much as Conan Doyle’s shaped and defined the figures that were to achieve such lasting fame.

Holmes, Watson, Inspector Lestrade, Mycroft Holmes, Professor Moriarty, Colonel Moran – from July 1891 until December 1904 Paget illustrated thirty seven short stories, and that most famous of all stories “The Hound of the Baskervilles” which was originally published in monthly instalments from August 1901 until April 1902. Sadly, in 1908 Sidney Paget died, and other pens pictured the later stories. But by then the image was fixed, and it is fitting that the illustrations drawn for these cards are those of Sidney Paget.

NOTES ON THE ILLUSTRATIONS

Box Cover

It is fitting that the picture of Holmes and Watson is the very first illustration in the very first story (“A Scandal in Bohemia”) published by the Strand Magazine. Watson relates that on the night of March 20th 1888 he was passing along Baker Street, to be seized with an urge to see his old friend whom he had not seen since his (Watson’s) marriage. On impulse, Watson has rung the bell, and been shown upstairs.

“With hardly a word spoken, but with a kindly eye, he waved me to an armchair, threw across his case of cigars, and indicated a spirit case and gasogene in the corner. Then he stood before the fire, and looked me over in his singular introspective fashion”

The scene could not be set better!

Movement Cards

1. *Train – The Adventure of the Naval Treaty*

Trains took the late Victorians everywhere; Holmes and Watson were no exception. Indeed, the majority of Holmes’ cases could not have been undertaken without this form of transport. In this illustration Watson (together with Holmes’ client Percy Phelps) is getting instructions from Holmes on Woking Station prior to returning to Baker Street via Waterloo. Out of a number of illustrations featuring railway carriages, this is the only one which clearly shows that Holmes and Watson travelled first class!

2. *Hansom Cab – The Adventure of the Cardboard Box*

Whilst the Underground railway system was well established, journeys in London for Holmes and Watson were invariably by Hansom Cab (or on foot!). Local journeys outside London were also undertaken in horse drawn vehicles, or pony-and-trap. In this particular case, the cab illustrated has just been hailed by Holmes to take Watson and himself from Croydon to Wallington, a distance of “about a mile”.

3. *Thick fog – The Adventure of the Six Napoleons*

Fog – or smog (that impenetrable, choking result of fog rolling up the Thames to mingle with smoke, domestic and industrial) was a constant hazard to the inhabitants of late Victorian London. The gas street lamps of the type Sidney Paget drew would be rendered useless, and only a brave or foolish traveller would predict safe arrival at the correct destination!

Location Cards

1. *London – The Strand Magazine Cover*

It seemed fitting to take a section of the magazine cover itself to represent the teeming streets of London. The view is from the corner of Southampton Street (where the magazine's offices were) and the Strand, looking towards St. Clement Dane's Church and the Law Courts on the left. Perhaps the figure in the foreground dashing across the Strand is about to sell a copy of the magazine to an omnibus passenger!

2. *221B Baker Street – A Scandal in Bohemia*

This illustration is again taken from the first Strand story, and is the only picture of the outside of the famous address. It shows Watson (in top hat) and Holmes (in disguise) who is searching in his pocket for the key on the steps leading up to their door. They have just been wished goodnight by "a slim youth in an ulster who had hurried by" – Irene Adler, herself in disguise!

3. *Scotland Yard – The Man with the Twisted Lip*

The London police detectives that Holmes alternately crossed swords with, co-operated with, ignored or misled were based at Scotland Yard – Lestrade, Gregson, Lanner, Stanley Hopkins, Bradstreet and the others. Unfortunately, there is no reference to those police headquarters in Sidney Paget's work, and so the illustration used relates to Holmes and Watson's famous visit to the cells at Bow Street Police Station. Watson is seen looking at the man with the twisted lip whilst Inspector Bradstreet looks on. Out of sight, Holmes is preparing to use the "very large bath sponge" with which he is about to expose the prisoner as the missing Neville St. Clair.

4. *The Country – The Adventure of the Solitary Cyclist*

With the exception of the moorlands pictured in "The Hound of the Baskervilles", this is the most rural of Paget's illustrations. By happy coincidence it also features one of those remarkable young ladies Holmes was so often able to help – Miss Violet Smith, described by Watson as "young and beautiful... tall, graceful and queenly". She recounts how, whilst cycling to Farnham Station she has been followed by a mysterious stranger also on a bicycle, never catching her up, and eventually disappearing without trace. It is interesting to note that by 1895 (when the story was set) it seems quite unremarkable for a lady to cycle on her own, and for a fair distance.

Information Cards

1. *Clue – The Boscombe Valley Mystery*

This is truly a classic illustration – visiting the scene of the murder of Mr. Charles McCarthy, Holmes demonstrates his unparalleled powers of observation and deduction. After this examination (having used a lens *not* a magnifying glass) he is able to announce that the murderer "Is a tall man, left-handed, limps with the right leg, wears thick-soled shooting boots and a grey cloak, smokes Indian cigars, uses a cigar holder, and carries a blunt penknife in his pocket. There are several other indications, but these may be enough to aid us in our search!"

2. *I Suspect – The Red Headed League*

Holmes has heard the strange story of Mr. Jabez Wilson, and then astounds Watson with the following dialogue;

Holmes: "I must be prompt over this matter."

Watson: "What are you going to do then?"

Holmes: "To smoke... It is quite a three pipe problem, and I beg that you won't speak to me for fifty minutes."

Pure, concentrated thought led Holmes to many of his successes – in this case the capture of John Clay.

3. *Telegram*

The telegram was a very important aid which features regularly in the earlier stories. It was the one means whereby information could be sought and received quickly over long distances. In real life it was the means by which Dr. Crippen was apprehended after his transatlantic escape.

Strangely, no picture exists on this subject; a study from "A Scandal in Bohemia" has been used instead.

4. *Disguise – A Scandal in Bohemia*

That Holmes was a master of disguise was clearly established in the Strand's first story. Indeed, he uses disguise twice, first appearing to Watson as "a drunken looking groom" and then, even more remarkably, as the "simple minded clergyman" illustrated on the cards. Other famous disguises were as an opium addict in "The Man with the Twisted Lip", and as the "strange old book collector" who causes Watson to faint "for the first and last time in my life" when he reveals himself to be Holmes, presumed dead at the Reichenbach Falls.

Action Cards

1. *Inspector – The Adventure of the Norwood Builder*

Of all the policemen that Conan Doyle invented, Inspector Lestrade is by far the best known, due to his featuring in the subsequent films made starring Basil Rathbone and Nigel Bruce. In the earlier stories he is probably Holmes' least favourite detective; stubborn, unco-operative, and unwilling to accept Holmes' genius for what it is. However, in this portrait, in one of the later stories, Lestrade has just paid Holmes the highest compliment; "You have saved an innocent man's life, and you have prevented a very grave scandal, which would have ruined my reputation in the Force."

2. *Arrest – The Adventure of the Beryl Coronet*

This is one of Sidney Paget's most striking pictures. Holmes has tracked down Sir George Burnwell ("A man of evil reputation amongst women"), and apprehended him for his part in the theft of the Beryl Coronet ("one of the most precious public possessions of the Empire") from the banker Alexander Holder. Consequently Holmes is able to recover the stones, and save "England from a great scandal."

This is the only time that Holmes is seen using a pistol – usually it was Watson who (quite illegally) carried his old service revolver.

3. *Alibi – The Adventure of the Abbey Grange*

In the original, Holmes and Watson have heard a sound upon the stairs, then their "door opened to admit as fine a specimen of manhood as ever passed through it." – Captain Jack Croker of the Adelaide-Southampton line. He has come to make a clean breast of how Sir Eustace Brackenstall really died, and completely exonerate Mary, Lady Brackenstall from all suspicion. He so impresses with his honesty and integrity that Holmes and Watson, acting as judge and jury, acquit him there and then – "So long as the law does not find some other victim you are safe...."

Detectives

1. *Holmes – The Adventure of the Stockbroker's Clerk*

This portrait of Holmes is not the popular image – no pipe, no deerstalker, no travelling coat – but shows him in his normal "business" attire, the daytime dress of any gentleman of some means. Except for outings to the country, this is the way Holmes is invariably pictured. His attitude emphasises the authority which he commands, his height, and lean build; but also hints strongly at the physical power which we know he possessed.

2. *Watson – The Adventure of the Greek Interpreter*

This is the *real* Watson; powerfully built, a more than competent doctor, a loyal (but often critical) companion, the perfect foil for Holmes' amazing talents and mercurial character. He was never the bumbling buffoon which he subsequently became in the cinema, but was the solid bedrock which Holmes so often sought for assurance. Perhaps Holmes voiced the essence of the reliance he put on Watson when he said "Watson, you are a British jury, and I never met a man more eminently fitted to represent one"

3. *Mycroft Holmes – The Adventure of the Greek Interpreter*

It was not until the 22nd of the Strand stories that Watson discovered Sherlock Holmes had a living relative – his elder brother Mycroft. "Superior in observation and deduction" Mycroft "audits the books in some of the Government departments". He lodges in Pall Mall, and walks round the corner into Whitehall.... 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 rooms." The illustration shows him ensconced in the armchair at 221B Baker Street, where he is found by a surprised Holmes and Watson. As he says – "You don't expect such energy from me, do you, Sherlock?"

4. *The Game is Afoot! – The Adventure of the Abbey Grange*

One of the most famous phrases in fiction finally appeared in 1904 under this illustration. The opening lines are worth repeating in full –

"It was a bitterly cold and frosty morning during the winter of '97 that I was awakened by a tugging at my shoulder. It was Holmes. The candle in his hand shone upon his eager, stooping face and told me at a glance that something was amiss.

"Come, Watson, come!" he cried. "The game is afoot. Not a word! Into your clothes and come!" Surely no story has ever started more evocatively!

Villains

1. *Professor Moriarty – The Adventure of the Final Problem*

The mathematical phenomenon with "hereditary tendencies of the most diabolical kind", the "Napoleon of Crime... a genius, a philosopher... a brain of the first order". Holmes tells Watson he has laid a trap to ensnare the Professor and all the principal members of his gang – "Then will come the greatest criminal trial of the century, the cleaning up of over forty mysteries, and the rope for all of them." Moriarty

is illustrated as he appeared at Baker Street to warn Holmes of the consequences of his actions. "If you are clever enough to bring destruction upon me, rest assured that I shall do as much to you." Thus when Moriarty escaped Holmes' net, he tracked Holmes to the Reichenbach Fall. Here the final denouement so famously took place, foreshadowed by Holmes' telling phrase to Watson.

"Your memoirs will draw to an end, Watson, upon the day that I crown my career by the capture or extinction of the most dangerous and capable criminal in Europe."

2. *Colonel Sebastian Moran – The Adventure of the Empty House*

Watson tells us that Holmes' disappearance at the Reichenbach Fall took place in May 1891, the story being published in December 1893. Virtually ten years pass, until in October 1903 the narrative is resumed, when Watson recounts the startling return of Sherlock Holmes in the April of 1894. This has been precipitated by the sudden death of the Honourable Ronald Adair, making the capture of Colonel Moran imperative. Moran was an Indian Army officer "gone bad", who acted as Professor Moriarty's Chief of Staff. Using a dummy of himself as bait, Holmes, with Watson captured Moran, together with the unique air rifle he used, constructed by "Von Herder, the blind German mechanic... to the order of the late Professor Moriarty."

The illustration shows Moran as he confronts Holmes and Watson after his seizure and captures well his "Cruel eyes, with their drooping cynical lids... fierce, aggressive nose, and threatening, deep-lined brow" – without doubt a man to be feared.

3. *John Clay – The Red Headed League*

John Clay was the first "master criminal" Holmes encounters in Watson's company, in the second of the Strand stories. Peter Jones, the police agent, describes him as "... the murderer, smasher and forger. He's a young man... but he is at the head of his profession, and I would rather have my bracelets on him than on any criminal in London." Here he is pictured in the instant before Holmes has seized him in the vaults of the City and Suburban Bank. Clay has tunneled through from Mr. Jabez Wilson's pawnbroker shop to steal the thirty thousand gold Napoleons deposited in the Bank – only to end his criminal career in Holmes' iron grip!

4. *Milverton – The Adventure of Charles Augustus Milverton*

Milverton has the particular distinction of being the only criminal whose name appears in the story title. Although Watson gives no date to the case, Milverton is described "the worst man in London... the king of all the blackmailers... who tortures the soul and wrings the nerves in order to add to his already swollen money bags." Milverton is pictured arriving at Baker Street to negotiate with Holmes over the delicate matter concerning Lady Eva Brackwell, and is described by Watson thus;

"There was something of Mr. Pickwick's benevolence in his appearance, marred only by the insincerity of the fixed smile and by the hard glitter of those restless and penetrating eyes". But Milverton's career was nearly at end, shot in the chest at point blank range in his own home by a previous victim, the widow of a "great nobleman and Statesman" as Holmes and Watson subsequently discover.

Thus it is that Watson describes the case as "an absolutely unique experience". – the only time that Holmes' efforts to visit justice on a criminal were pre-empted by another.

