

WATSON & HOLMES

FROM THE DIARIES OF 221B

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INTRODUCTION

Watson & Holmes is a game of deduction set within the magnificent works of Arthur Conan Doyle. Two to seven aspiring detectives will step into the shoes of Doctor Watson and, working alongside the detective Sherlock Holmes, will try to solve a series of, so far unpublished cases directly extracted from the diaries of Doctor John H. Watson.

Those who accept the challenge will relive the adventures of the crime-solving duo, visiting each of the locations where the inquiries were made. Following the trail, each clue will bring players closer to solving the case.

The objective of the game is to immerse yourself in the Victorian world depicted in each story. Visit the right places, decipher the clues and above all, find the path that will lead you to solve the mystery before anybody else. Victory will be taken by the player who accurately uses the deductive reasoning so famously and ingeniously implemented by the hero of 221B Baker Street.

SUMMARY

The game consists of a series of separate cases, each of which raises a number of questions that each player will try to solve before anyone else. To do this, once the case and the questions have been read aloud,

players proceed to visit the locations where the clues are located. Each location can not be accessed by more than one player at any one time, so if two or more players want to go to the same place, the player who travels there the fastest (i.e. he who uses the largest number of Carriage Tokens) gets the clue, forcing the others to go to a different location. Once every player has a destination, they proceed to read in secret the clue that was discovered at that location. They can discreetly take any notes they deem appropriate. Once this is done, the cards are returned to their place so that others can read them in later turns.

This procedure is repeated during each turn until one player believes he has found the solutions to the case: at that time, he must go to 221B Baker Street to check if his answers are correct. If all the answers are correct, the player wins. If they are wrong, he will have lost and retires from the game, and the game continues.

Each detective will also have the invaluable assistance of a number of Sherlock Holmes' allies, above all, the good Dr Watson and of course of the detective himself.

ATTENTION!!!!

Do not read any card or inside any of the Case Booklets. This will ruin the game! Read the Instruction Booklet in its entirety before looking at the game components.

GAME COMPONENTS

- 13 Case Booklets (introduction, questions to solve and case solution)
- 207 Location Cards
- 2 Special Cards (Watson and Holmes)
- 7 Player Pawns in 7 colours
- 7 Player Tokens (magnifying glass) in 7 colours
- 57 Carriage Tokens (52x1 and 5x5)
- 6 Police Tokens
- 6 Call Off Tokens
- 2 Lockpick Tokens
- 8 Character Cards
- 1 Carriage Stop Card
- 1 Toby Token
- 1 Wiggins Token
- 1 Start Player Token (Diary)



Case Booklets: Each case comes with its corresponding booklet, which introduces the circumstances of the incident, sets the questions that players have to solve to win the game and the solution provided by Sherlock Holmes.

This same booklet contains any additional rules that are unique to that particular case.



Location Cards: These represent the different places involved in the case. One side of the card shows the name and number of the location and on the other, the text containing possible clues, evidence and witness information obtained at that location.

The names of some of these cards are simply the name of the character you are visiting, or an object which you are examining, without mentioning the location. However, they are still counted as Location Cards.




Watson and Holmes Cards: These cards are available throughout the game, so that players can ask for help from the game's protagonists. Their function is explained in detail below.

Player Pawns: These represent the players themselves and are used to signal the location that the player wishes to visit in the Visiting Phase, and shows the location where each player is located in the Investigation Phase.




Player Token: These are used to indicate each player's corresponding colour and, in cases which have more than one zone, they are used to indicate in which zone each player finds himself.




Carriage Tokens: These represent the carriages that players can use to move from one location to another. They are used to bid for Location Cards when several players want to go to the same place and also to carry out the actions on some of the Character Cards. Normally, the game begins with 10 per player. Players can obtain more at locations marked with the symbol  and at the Carriage Stop Card.





Police Tokens: These indicate that the location (object or person) is under police surveillance. They are placed on the Location Card that the player has just read to restrict access to it in subsequent rounds. In most cases players begin the game with one Police Token. Players can obtain more tokens when visiting Scotland Yard or any other location marked with the symbol .



Call Off Tokens: These represent a police order calling off the police surveillance at that location (object or person) i.e. they are used to remove Police Tokens. The Call Off Token eliminates the Police Token permanently and for all players. They are usually obtained at Scotland Yard or any other location marked with the symbol .



Lockpick Tokens: Used to access and read the text on cards in locations that are under surveillance, i.e. have a Police Token or those which show the symbol . The Lockpick Token does not eliminate the Police Token, it only allows the player who possesses it to pass. They are obtained from locations marked with the symbol .



Toby and Wiggins Tokens: These Tokens are only used by the player in possession of the Toby or Wiggins Character Cards, see below.



Start Player Token: This is used to indicate the start player for each round and is always taken by the player who obtained his location card last in the previous round.



Carriage Stop Card: At this location players can obtain Carriage Tokens: 3 Carriage Tokens every time a player spends a turn here.



Character Cards: These represent Sherlock Holmes' most important allies. They provide the player who has the card with an extra benefit that they can use during the game.

Important: The game components are limited. If during a game a player can not obtain a token of any type because the stockpile in question has run out, he simply does not obtain the token.

No player can have in his possession more than 1 Police Token, 1 Call Off Token or 1 Lockpick Token at any one time. i.e. the most he could have is one of each type of token.

SETUP

Before the first game carefully punch out all the tokens. Unpack the cards, separate them and place each case in a separate bag. **Be careful not to read the text on any of the cards!!!**

Choose one of the cases and take out the Case Booklet and the Location Cards that belong to that particular case. Always taking care not to open the Case Booklet or read any of the text found on the cards during game preparation.

Note: The cases are ordered by level of difficulty so it is recommended that the first game played should be Case "0" and they should leave the latter, more complex cases for when players have some experience with the game.

Place the Location Cards in the centre of the table as described in the Case Booklet, always with the place name face up. Next to the Location Cards, and visible to all players, place the Watson and Holmes Cards and the Carriage Stop Card.

The player with the best acting skills and reading voice takes the Case Booklet and the Start Player Token (the Diary).

Each player chooses a Player Pawn and his corresponding Player Token (magnifying glass). Unless the Special Rules of the case you are going to play (if there are any) indicate otherwise, distribute to each player: 10 Carriage Tokens, 1 Police Token, a piece of paper and a pen.

Note: In games where there are more than 5 players, only the first 5 players are given Police Tokens. Beginning with the player who has the Start Player Token and continuing in a clockwise direction. The sixth and seventh players, if any, start the game with a Call Off Token each.

Lastly, and after shuffling them, 1 Character Card is given to each player; this should be hidden from other players and placed face down on the table next to the player.

Note: In games where there are less than 4 players, the Wiggins Card is returned to the box.

The remaining tokens are separated by type and made into a stockpile accessible to all players. It is recommended that each type of token is placed next to the corresponding symbol on all the relevant cards, if there is one.

The Start Player reads the Introduction of the Case Booklet out loud including the questions that need to be solved in order to win the game. Then, he explains any possible Special Rules (also written in the Case Booklet) that the case being played may have. As soon as this has been read the game begins.

The QR code included in the Case Booklets will direct you to a reading of the case presentation and the set questions. To hear it you will need a mobile device (mobile phone; tablet etc.) to read the codes. If this option is chosen, the Start Player will be chosen randomly by any method.

Note: The Case Booklet is available throughout the game for any player who wishes to consult the game presentation or the set questions; always taking care not to open it, as the solution to the case, provided by Sherlock Holmes, is on the inside.

PLAYING THE GAME

Each round of play consists of two distinct phases: Visiting Phase and Investigation Phase.

VISITING PHASE

Starting with the player who has the Start Player Token (the Diary), and continuing clockwise, each player chooses the card that corresponds to the location they want to visit and places his pawn on top of it. Depending on the chosen card, one of the following two situations occurs:

- The location is free (i.e. has no pawn on it): Firstly the player has to decide whether to go on foot or by carriage. If going on foot the player simply places his pawn on the chosen card. If he decides to go by carriage, he must place one or more Carriage Tokens on the card.
- The location is busy (another player's pawn is on the card): If a player wants to place his pawn on a Location Card that is already occupied by another player then he has to exceed the number of Carriage Tokens that this player has played, i.e. he must play at least one token more than those that are already on the card (if there is no Carriage Token present, then one is enough). Thus the new owner of the card places his Player Pawn on the card and the Carriages used to obtain it.

When a player outbids another player for a card, the outbid player takes back his Player Pawn and **all except one of the Carriage Tokens** that he would have played, which he must place in the stockpile (i.e. one of his Carriage Tokens is paid into the stockpile). This outbid player must then wait until his turn comes around again before trying to get that same, or another Location Card by the same process.

If a player does not have enough Carriage Tokens to compete for a particular Location Card then he simply has to visit a different location.

During this stage, the turn continues passing from player to player until everyone has placed his pawn on one of the Location Cards. At this moment, the last player who placed his pawn takes the Start Player Token (the Diary) and players move on to The Investigation Phase.

THINGS TO TAKE INTO CONSIDERATION DURING THE VISITING PHASE

VISITED LOCATION IS UNDER SURVEILLANCE & HAS A POLICE TOKEN ON IT

If the card chosen by a player has a Police Token on it, before placing his pawn on the card, he can play a Call Off Token to remove the Police Token. Thus, both tokens are placed back in their reserve piles and the corresponding card immediately becomes free for all players. If the player does not have a Call Off Token, or he does not want to play it, then he should have in his possession a Lockpick Token. In the Investigation Phase the Lockpick Token allows him to have access to the location and he is able to read the text on the back of the card.

If a player has neither a Call Off Token nor a Lockpick Token, the player must choose a location that is not under surveillance i.e. does not have a Police Token on it.

Example: 1. On his turn, Marco decides to visit the Location 'Port', where there is no other Player Pawn but there is a Police Token on the card. Before placing his Player Pawn, he plays a Call Off Token in order to remove the Police Token, after doing this he places his Player Pawn and 1 Carriage Token on the card. **2.** Ivan decides he also wants to visit the 'Port' and places his pawn on the card along with 2 Carriage Tokens, therefore outbidding Marco who must take back his pawn and return his Carriage Token to the stockpile. **3.** On his next turn Marco decides that he is still interested in visiting the 'Port' and so plays 3 Carriage Tokens to outbid Ivan. Ivan therefore takes back his Player Pawn and one of his Carriage Tokens, placing the other Carriage Token back in the stockpile. **4.** On his next turn, Ivan decides to give up trying to visit the 'Port' and instead visits 'Scotland Yard' on foot (i.e. does not use any Carriage Tokens)

WATSON

During this phase of the game, **besides choosing a Location Card**, a player on his turn can take the Dr Watson Card (if still available) by spending 4 Carriage Tokens. The function of this card is explained later in the 'Watson and Holmes Cards' section.

CARRIAGE STOP

During this phase, a player on his turn can place his pawn on this card. During the Investigation Phase he does not read any of the clues, but **at the end of the phase** he obtains 3 Carriage Tokens from the stockpile. There can be several players on this card at the same time (the card is not bid for). Players on the card can still use the Watson and Holmes Cards on this turn.

221B BAKER STREET

This card represents the home of Holmes and Watson and the solutions to the questions set in the Case Booklet are found there. This location **should only be visited when a player wants to try to solve the case** (for that reason it is present in all of the cases) and several players can visit on the same round. When a player visits 221B Baker Street he must place his Player Pawn on the card and say out loud how many Carriage Tokens he has left in his possession.

INVESTIGATION PHASE


First of all, if a player has taken the Dr Watson Card, his action is carried out first (see 'Dr Watson' below).

Once this has been done, simultaneously all players take the Location Card where their pawn is placed and return any Carriage Tokens used to the stockpile. The pawn remains in the place where the card has come from. Subsequently, each player reads the text of his Location Card and using his own piece of paper he notes down anything he sees fit. Always as secretly as possible.

If a player's card has a Police Token on it he must discard one Lockpick Token before reading it. Unlike the Call Off Token, the Lockpick Token does not remove the Police Token, this remains on the Location Card for the next turn.

Once all players have made their notes, they return the Location Card to its place and take back their pawn. At this time a player may choose to place a Police Token on the card in order to make the investigation more difficult for the other players by hindering them reading the card on successive turns. He may only do this on top of the card that he has just read, taking into account that it is not permitted to place Police Tokens on the following cards:

- Scotland Yard or any other locations which provide Police Tokens or Call Off Tokens to players;
- 221B Baker Street Card;

- The Carriage Stop Card;
- Any card which has the symbol  ;
- A location that already has a Police Token on it.

THINGS TO TAKE INTO CONSIDERATION DURING THE INVESTIGATION PHASE

SOLVING THE CASE'S SET QUESTIONS

If a player decides to go to 221B Baker Street, he must write on his notepad, expressing as clearly as possible, his answers to all the questions set in the Case Booklet. Once written he checks if his answers are correct comparing them with the answers that are on the reverse of the Location Card 221B Baker Street. If the player has solved **each and every one of the questions** set, he is the winner and becomes a worthy companion of Sherlock Holmes. Otherwise, he simply informs the other players that he has failed in his attempt, stating how many questions he got correct (not which) and **without revealing any other details**. From now on he only participates in the game as the voice of Sherlock Holmes (see '**Sherlock Holmes**' below).

Note: When the set question asks for the identity of a (guilty) person, it is only considered to be correct if the full name of the person is stated for example 'John Smith'. Answers such as 'the gardener' or 'Martha's husband' would be incorrect.

If several players want to solve the case in the same round, the order is determined by the number of Carriage Tokens that a player has in his possession. The first player who tries to solve the case is he who has the largest number of Carriage Tokens. Others should wait and see if he fails to answer correctly and then they can have their chance to solve the case, always respecting the order determined by the number of Carriage Tokens that each player possesses. If several players have gone to 221B with the same number of Carriage Tokens, then they all attempt to solve the case simultaneously, in this case there may well be more than one winner.


Note: layers that are located in 221B can still continue to use the help of Sherlock Holmes, if another player has already attempted to solve the case in the same or a previous turn. However, the player is still obviously required to discard the necessary number of Carriage Tokens and, therefore, the order in which players attempt to solve the case could well change.

If no player has managed to solve the case and there are still players who have not yet been eliminated (see: "End of Game") then another full round is played, starting with the player who has the Diary.

WATSON AND HOLMES CARDS

These represent the heroes of Baker Street and they give the player who uses them an extra action. The Dr Watson Card can only be used once per round, whilst Sherlock Holmes only enters the game when a player has unsuccessfully attempted to solve the game.

DR WATSON

A player on his turn, and during the Visiting Phase, can pay 4 Carriage Tokens and place the Dr Watson Card in front of himself. In this same round and just before the start of the Investigation Phase, the holder of the card may choose that the Location Card of another player be read out loud (no card marked with the  symbol can be read aloud). He then returns the Dr Watson Card to its place for subsequent rounds. The Dr Watson Card can only be used by the first player to claim it in each round (i.e. it can only be used once per round).

SHERLOCK HOLMES

Any player, at any time, can use 3 Carriages to carry out one of the following actions related to the detective:

- **Answer Consultation:** Read the answers given by another player who has unsuccessfully attempted to solve the case (knowing how many are correct, no which).
- **Answer Check:** Write on a piece of paper the answer to one of the set questions, stating the corresponding number, and give it to a player who has already unsuccessfully attempted to solve the case (and therefore already knows the solution to the case) so that he can indicate if it is correct or not. **This action can only be carried out once per game by each player.**

END OF GAME

The game ends when a player who has chosen to visit 221B Baker Street correctly answers all the questions set in the Case Booklet.

The winner shows the correct answers to the other players and reads the solution aloud, according to Sherlock Holmes, located inside the Case Booklet.

Should a player happen to be the only player left in the game, i.e. all players have been eliminated except him, this player can play as many rounds as Carriage Tokens he has in his possession, up to a maximum of 4. He must then try to solve the case. If successful he wins the game, otherwise all players lose.

Note: *If in spite of a player solving the case, the others want to continue the game, then the winner simply announces that he has correctly answered the questions and does not reveal the answers to the others until it is decided that the game is over. Then the Solution is read.*

CHARACTER CARDS

Each Character Card provides its owner with a specific action, and as an alternative, common to all of them, collects 3 Carriage Tokens. The actions are mutually exclusive and therefore each player has to decide, during the game, if he wants to reveal the character to benefit from the action described on the card or discard it and, in its place, take 3 Carriage Tokens.

- Use his action, a player on his turn, simply reveals his character placing him/her face up on the table and performs the action described.
- Collect 3 Carriage Tokens, the player places the card face up in front of him, takes 3 Carriage Tokens, and finally turns the card 90° to show that he has renounced the Character's action.

CLARIFICATION AND ADVICE ON USING THE CHARACTERS

MYCROFT HOLMES


If a player uses the Mycroft action early in the game, he could have an advantage. On the other hand, he could become the preferred target for the other players when using the Dr Watson Card.

MARTHA HUDSON

With the help of Mrs Hudson you can spend your Carriages freely during the game, safe in the knowledge that she allows you to enter 221B Baker Street first, should another player attempt to solve the case at the same time as you.

WIGGINS (only used in games with 4 or more players)

If a player uses the Wiggins card to imitate the action of Irene Adler at the same time as the other player reveals the card, both players can take notes on that turn. If the same thing happens when copying the action of Mrs Hudson, both players can respond first to the set questions simultaneously (both could share the victory).

If Wiggins and the character he is copying want to act at the same time and the order matters, preference is given to the original character. Wiggins can not copy any Character Card which has the  symbol.

IRENE ADLER

The action of Irene Adler does not affect players who find themselves in 221B, they keep their pencil in order to write their answers.

TOBY

Toby is worth 2 Carriage Tokens, but he is not a Carriage and neither can he be accompanied by Carriages. If another player wishes to go to the same Location Card as Toby is located (whether or not your Pawn is there) he must place 3 or more Carriages, in which case Toby returns to his character card. The Toby Token can not be used at any location which is not in the same zone as the Player Token (in cases where there is more than one zone). Toby can be used at 221B Baker street (in this case his value is added to the number of Carriages that the player already possesses).

Example: Valentina visits 'Scotland Yard' on foot (i.e. does not use any Carriage Tokens) and, once the Visiting Phase is over (i.e. all players have placed their pawns) she reveals the Toby Character Card, takes the 'Scotland Yard' Card and places the Toby Token next to her Player Pawn. Once the Investigation Phase phase is over (i.e. all players have returned their cards to the table), she moves Toby to the 'Port' card. On her next turn, Valentina visits the 'Port', placing her pawn next to the Toby Token; from this moment the Toby Token is worth the equivalent of 2 Carriages and therefore if another player wishes to outbid Valentina for the 'Port' Card, he would have to bid at least 3 Carriages.

TOKENS



At this location you can obtain Police Tokens.



At this location you can obtain Call Off Tokens.



At this location you can obtain Lockpick Tokens.



To read the text at this location you must have a Lockpick Token.



This card can not be chosen with the Dr Watson Card to be read aloud.



A Police Token can not be placed on this card.

CLARIFICATIONS AND RECOMMENDATIONS

Begin the game by visiting the most obvious locations, such as the crime scene or another that is mentioned in the game presentation, this tends to help as it makes it easier to make sense of subsequent clues and to follow the trail in a more logical order.

When taking notes, it is not advisable to overdo it and waste time on writing every detail. It is often more effective simply to take note of what is deemed important and use the remaining time to think and analyse the clues.

When answering certain questions set in the case such as: 'What is the motive?' It is always advisable to give details which clearly show that you know the answer. This avoids disputes when deciding whether the answers are correct or not.

When an unpublished manuscript by John H. Watson shows up, it awakens great expectations in anyone who enjoys the adventures of Sherlock Holmes and his partner. Although Dr Watson deposited most of his unpublished stories in a safe box in the Cox & Co Bank in London, other stories and excerpts from his memoirs have appeared over the years, some of them in the hands of descendants of the doctor himself or heirs of Martha Hudson, others have appeared in the basement of a house in Baker Street or in the attic of a farm in Sussex. That is without mentioning all the countless imitations and pastiches written by many authors in honour of the adventures of the greatest detective of all time.

These new adventures presented here are based on fragments and annotations as Dr Watson himself wrote them in his diaries. They are notes of stories that were never completed or reviewed by Arthur Conan Doyle, editor of the stories published in *Life* by Dr Watson.

These manuscripts made their way into my hands through a shipment sent from California by a certain Professor M, but the story as to why they came to be in my possession is a mystery worthy of Sherlock Holmes himself. My work, in publishing these notes has been minimal: I have only made superficial changes, clarified a few details and filled some gaps, seeing as John Watson knew how to tell stories, even if they were not yet complete. Any error or omission is solely my responsibility, never that of John.

Ladies and gentlemen, the game is afoot!

THE AUTHOR WISHES TO THANK:

This game owes its existence both to Arthur Conan Doyle and Jay Moriarty.

Thanks to Roger Heyworth, Michael Perry, Nicholas Meyer and many others who have made it possible for the adventures of Sherlock Holmes and John Watson to be inexhaustible thus enabling us to continue to enjoy their universe.

Thanks to Ludonova for having faith from the beginning.

To everyone at Jugamos Tod@s and all those who have collaborated in the development of this game: this time not only have you been there to play a prototype whenever I asked you to, but now you know the solution to each and every one of the mysteries inside this box. Sorry! Nos jugamos!

Dr Jesús Torres Castro, July 2015, Córdoba, Spain

THE EDITOR WISHES TO THANK:

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