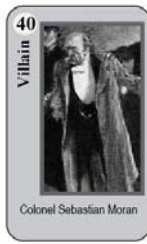


Villains

Milverton, Clay, Moran, and Moriarty: Villains may only be played if you have no other card types in your hand and, when played, they ‘**Escape**’ (see Rule 5).



I Say

Important: These purple **I Say** cards are special and **can be freely played ‘out of sequence.’** That is, the previous card does **not** need to have an “**I Say (-10)**” on it in order for the next player to use one.

However, when played ‘**in sequence**’ (i.e., the previously played card has “**I Say (-10)**” printed on it as a sequence option), **that player deducts ten points (-10) from their score!**

After an **I Say** card is played, play continues to the left as if it had not been played at all (following the sequence of the *previous* card played).

Holmes: May be played in turn after any card except a **Movement** card. You may make an **Arrest** that *cannot* be blocked by an **Alibi** (but *can* be blocked by a **Mastermind**). If found **Not Guilty**, the opponent’s hand is passed back (i.e., you suffer no penalty for an unlawful arrest).



Watson: Same as **Holmes** except that an **Alibi** can be used as a defense.

Deduction: This is just a free look at an opponent’s hand; no **Arrest** takes place.

Mycroft: May be played when the previous card is any **London** Location (e.g., **Scotland Yard** or **West End**). You must choose another player and trade

hands with them (however unequal that exchange might be).

Plot Thickens: Set the previous card played aside to form the new **Discard Pile** (i.e., so that the next player can see where the current card sequence is at). Then take this card and the remaining cards in the **Discard Pile** (setting aside the **The Game is Afoot!** card, which should be on the bottom of the **Discard Pile**) and shuffle them together with the **Draw Pile** to form a new **Draw Pile**.

Fleeing: May be played *only* when the previous card is a **Movement** card. If you have any **Villain** cards in your hand, you may discard one of your choice. Whether or not you discarded a **Villain** card, deduct ten points (-10) from your score.



GAME CREDITS

Design: Alan Emrich

Development: Alan Emrich

Graphic Design: Alan Emrich

Illustrations: Sidney Paget (the cards sport his original illustrations as they appeared with the first printing of the Sherlock Holmes stories over 100 years ago), and Aaron Goodson (who did the game’s Holmes silhouette logo)

Playtesters (with a clue): Nick Chartier, Vince DeNardo, Avalon Emrich, Patrick Luque, Lance McMillan, Brian Newland, Petra Schlunk, April Stegall.

Special Thanks: Gibson Games of London, who originally published a Sherlock Holmes card game (the aptly named *Sherlock Holmes: The Card Game*) back in 1991 that inspired this intriguing new game.



I Say, Holmes!

The Case-Solving Card Game

1. INTRODUCTION

I Say, Holmes! is a card game for 3 to 8 players ages 8 and up based on the adventures of Sherlock Holmes. Playing cards ‘advance’ Holmes and Watson as they set out to solve another case. Ultimately, one player will be identified as the Villain and captured or, alternately, successfully escape from our intrepid heroes.

2. THE CARDS IN GENERAL

The cards are played on top of each other into a **Discard Pile**, which is located face-up next to the **Draw Pile**. The cards have been designed to create a logical story sequence, such as **Movement** to a **London** or a **Country** Location, where **Information** can be gathered and **Action** taken, leading to more **Movement**, etc. Only a card *appropriately continuing the story sequence* may be played; the selection of which card types can be played next is indicated along the bottom of the *previous* card played.

The Point Value on the left side of each card represents the power that they afford the player who holds them; the greater their power, the larger their value (and the greater their penalty if they’re not played before the game ends).

Some cards also have a circled number on their right side. Those cards are the ones initially dealt out when that number or fewer players are in the game.

Cards contain the following information:

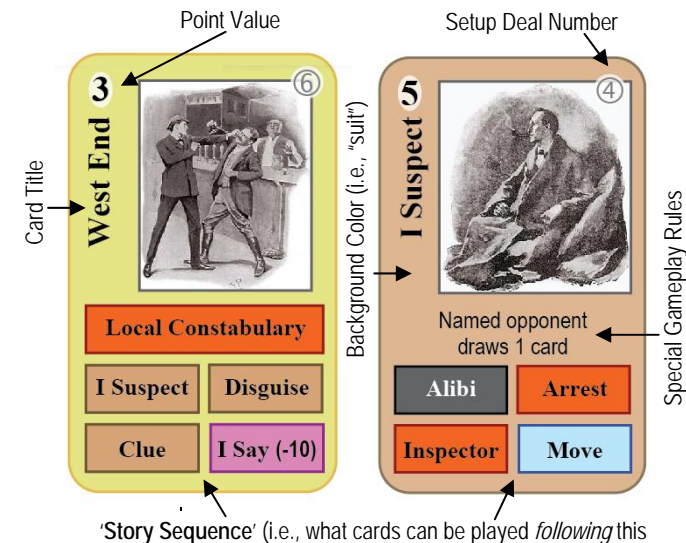
- Its Title, color-coded by its Category
- Its Point Value from 1 to 50
- Its Setup Deal Number from ③ to ⑧
- Its special gameplay rules, if any
- Which **card type(s)** may / must be played next (i.e., the **Story Sequence**)

3. SETUP

Sort through the entire deck of cards and find all of those with a Setup Deal Number that is **less than or equal** to the number of players (from 3 to 8) in the game to create the **Deal Out Stack**.

Shuffle up the **Deal Out Stack** and deal six (6) cards, face-down, to each player. **Players** are allowed to look at their cards and **should keep information about their cards** (i.e., their contents **and** the quantity held) **secret** from other players until ordered to reveal them.

Finally, take the remaining cards and shuffle them all together. Place them face-down in the center of the table to form the **Draw Pile** and place the Location chit next to it on its “LONDON” side.



For example, if there were four players in the game, all of the cards with a Setup Deal Number of (3) and (4) (for total of 24 cards) would create the Deal Out Stack. The remaining 96 cards would form the Draw Pile.

4. PLAY

Whoever holds **The Game is Afoot!** card begins play by placing that card, face-up, in the **Discard Pile** next to the **Draw Pile**.

Play then proceeds clockwise (i.e., to the left) around the table. The next player *must* play a **Suitable Card** – i.e., a card of the type indicated at the bottom of the last card played (one that maintains the **Story Sequence**) – **OR** – an **I Say** card, which is then placed on the top of the **Discard Pile**.

Only if a player does not have a **Suitable Card**, then that player must take the top card from the **Draw Pile**. If it is a Suitable Card, it **must be played immediately**. If it is not, it is added to the player's hand. In either event, play then passes one position to the left.

5. ENDING THE GAME

The game ends with a successful **Arrest**, or when it is a player's turn and the only cards that player has left are **Villain** cards (i.e., an **Escape**).

Arrest: To make an **Arrest** (such as after playing an **Arrest** card), the arresting player must name an opponent as harboring a **Villain**.

If the arrested player holds a **Villain** card, that player is **Guilty** – play stops immediately and points are scored (as described below).

If the arrested player is **Not Guilty** (i.e., does *not* hold a **Villain** card), the arresting player takes all of the accused player's cards and adds them to his hand (the penalty for an unlawful arrest). The **Not Guilty** player then receives a fresh hand of



the same number of cards from the top of the **Draw Pile** and play continues normally (i.e., to the left of the player making the false accusation).

When a player *plays* the last card in their hand, that player '**Went Out**' and the last chapter of the story (i.e., the end of the game) has been reached. The player that **Went Out** must make an **Arrest** against an opponent. If that opponent is **Guilty**, then play is over and points are scored as usual.

If the accused player is **Not Guilty**, he keeps his cards (i.e., they are *not* passed to the player making the false accusation) and must make an **Arrest** attempt on an opponent. Play continues in this manner until a **Guilty** player is finally exposed.

Escape: If it is your turn to play and all you have are **Villain** cards, reveal them – those Villains have **Escaped**. Play stops immediately and points are scored.

6. SCORING

After an Arrest

1. All players total the Value of the cards that they still hold and add it to their score. **Exception:** Undetected **Villains** are *not* scored in this manner.
2. The **Arresting** player then *subtracts* the value from his score of *all* detected **Villains** from that arrest.
3. The **Guilty** player then *adds* the value to his score of *all* detected **Villains** from that arrest.

After an Escape

1. All players total the Value of the cards that they still hold and add it to their score. Undetected **Villains** are *not* scored.
2. The player whose **Villains** escaped then *subtracts* their total value from his score.

A new game then takes place. The player with the *lowest* score after an agreed upon number of rounds is the winner.

7. SPECIFIC CARDS

Movement

Train: Takes player to a *dissimilar* location: from London to The Country or vice-versa. Flip the Location chit to show your destination.

Hansom Cab: Takes player to a similar location: within London or The Country. Do *not* flip the Location chit.

Boat & Foot Chase: Same as the above, except that an opponent draws 1 card.

Thick Fog: You're lost! When played, players shuffle their cards together and are dealt back an equal number. *Any* Location card can be played afterward. Set the Location chit upon arrival.

London Locations

London, 221-B Baker St., and West End: These are just regular London locations.

Scotland Yard: Another London location. The previous (or next) opponent (as indicated on the card) must draw 2 cards or play an **Alibi** card.

Country Locations

The Country, Village, Estate, Manor, and Castle: These are all slightly different regular Country locations.

Information

Clue: Allows you to look at two opponent's cards selected at random. You may use this against an opponent with only one card.

I Suspect: Name an opponent who must draw 1 card or play an **Alibi** card.

Telegram: Name an opponent who must immediately add 10 points to their score.

Disguise: Name an opponent who must secretly show you his highest-valued card (*which is often a Villain*). If there is a tie for highest-valued card, the revealing player decides which to show.



Action

Constabulary: Allows you to secretly pass one card of your choice to an opponent.

Inspector: Name an opponent who must draw 2 cards or play an **Alibi** card. If played immediately after (i.e., 'on top of') a **Scotland Yard** card, that player may also make an **Arrest** (see below).

Arrest: If the opponent you name does not play an **Alibi** in response, conduct an **Arrest** against him (see Rule 5).

Alibi

Alibi: Played in response to an **Arrest**, **Inspector**, **I Suspect**, **Boat**, **Foot Chase**, or **Watson** card by the player who is about to suffer that card's penalty. This 'defense card' is played 'out of turn' and prevents the penalty from occurring. In addition, *all* players pass, in secret, one card of their choice to the player on their left. Play then continues to the left of the player who played the above listed card (*not* the player who played the **Alibi** card).

Mastermind: Functions as a super **Alibi** card and can be played as one. It is played defensively in response to negate the penalties of an **Arrest**, **Inspector**, **I Suspect**, **Boat**, **Foot Chase**, or **Watson** card against that player; but it can *also* be played also be played to similarly cancel the penalties and actions for the **Telegram**, **Inspector**, **Disguise**, **Clue**, **Deduction**, **Mycroft** and **Holmes** cards. Also, instead of all players passing one card to their *left* (like an **Alibi** card), they pass their *entire hands* to the *right*. In addition, play skips to *your* turn and you play the next card with play continuing to your left. *Brilliant!*

