



# Scotland Yard



+++ THE HUNT FOR MR. X THROUGH THE STREETS OF LONDON! +++



Ravensburger



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## Contents

- 1 game board
- 6 playing pieces
- 29 start cards
- 130 transportation tickets, including:
  - 57 taxi tickets
  - 45 bus tickets
  - 23 underground tickets
  - 5 black tickets
- 3 double-move tickets
- 5 ticket boards for the detectives
- 1 travel log with paper insert for Mister X
- 1 visor for Mister X
- 2 rings for the police

## Game Idea

*Mister X is on the run in London travelling by taxi, bus and underground. Only particularly clever detectives will be able to catch Mister X!*

*Mister X tries to stay one step ahead of the detectives and keep them guessing until the last move of the game. The detectives try to pick up the trail and track down Mister X.*

## Preparation

### For 3 to 6 players

*(Preparations for the 2-player game are on page 7).*

First decide who will play the role of **Mister X**.

**Tip:** Mister X needs nerves of steel, so it's best if the most experienced player takes this role.

The other players each play the role of **detective**.

### Mister X receives:

- 1 transparent playing piece
- Mister X visor  
(conceals where Mister X is looking to avoid divulging secrets)
- Travel log with paper insert
- 1 Pencil (not included)
- Tickets: 5 black tickets  
2 double-move tickets

(Optional: for a less experienced Mister X, or for a game with 5 detectives, Mister X could use 3 double-move tickets)



**Note:** Mister X picks up taxi, bus, and underground tickets from the general draw pile throughout the game.

### Each detective receives:

- 1 coloured playing piece and the corresponding ticket board
- Transportation tickets, placed on the ticket board:
  - 4 underground tickets
  - 8 bus tickets
  - 11 taxi tickets

Place any remaining transportation tickets next to the game board before you begin.



If fewer than 4 detectives are in the game, the Police, in the form of additional playing pieces, lend a helping hand:

For 2 detectives: **2 extra members of the Police force**  
For 3 detectives: **1 extra member of the Police force**

**For games with 2 or 3 detectives, both detectives and the Police are in play!**

Each member of the Police is represented by one of the remaining playing pieces. Place a cardboard ring around each playing piece representing the Police. The ring stays on the playing piece(s) throughout the game.

The ring symbolizes free fare for all means of transportation. The Police don't require **any tickets** for their moves! **All detectives collectively** decide where the Police move.

## Initial starting position

To determine your starting position, separate the **start cards** according to the back of the cards (D or X). Shuffle the piles separately and place them face down on the table.

Each **detective** draws a start card with the D on the back and places their playing piece on the corresponding station. If the Police are in play, draw one start card with a D on the back for each **member of the Police force** and place its playing piece on the corresponding station.



**Mister X** draws a start card with an X on the back and looks at the card without revealing it to the detectives. Mister X does **not** place the transparent playing piece on the game board.

**Tip:** The numbers of the stations on the game board are arranged from left to right to make it easier to find your starting positions.

## How to play

**For 3 to 6 players**

*(Preparations for a 2-player game are on page 7).*

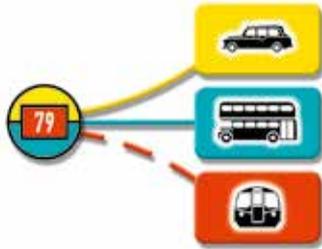
Up to 22 rounds are played. In each round, Mister X first makes a move and then each of the detectives and the Police make their moves in any order. Mister X, each detective, and each member of the police **must** change their respective locations. For each distance travelled, the detectives use one corresponding ticket **from their ticket board and put it in the general draw pile**. Mister X **always** gets tickets from the general draw pile!

**Reminder:** The Police don't need tickets.

## How are tickets drawn?

(Detectives, the Police and Mister X)

Each numbered circle on the map is a station for 1, 2, or 3 means of transportation (taxi, bus, underground). The colours of the stations indicate which means of transportation start and stop there. In order to use a particular means of transportation, your playing piece must be on a station providing that means of transportation (identified by colour).



Every station on the map can be reached with the **taxi** (yellow). However, the distance that you can travel is short: You can only move along a yellow line to the next station.



The **bus** (turquoise) only drives between stations with a turquoise semi-circle; a bus will take you a little further than the taxi (along the turquoise line).

The **underground** (red) quickly covers the furthest distances. However, there are only a few underground stations (i.e. those with a red inner rectangle) on the map.

Players use tickets with the corresponding colour and move playing pieces to the next station. You can move back along the same route on your next turn.

Playing pieces can only be moved to unoccupied stations (i.e. detectives and the Police may never occupy the same space). If there are no unoccupied stations for Mister X to travel to, he has lost the game. Mister X also loses if either a detective or the Police move to the station where Mister X is located.

## Moving Mister X

Mister X conceals all moves, and secretly selects a new station that is connected via one of the means of transportation. Mister X writes down the number of the new station on the next free field in the travel log, and covers the entry with the corresponding ticket. The detectives are able to see which means

of transportation Mister X has used, but they can't see the destination.



On the next turn, Mister X may choose to move from the last logged station to any valid new destination.

## Moving the detectives and the Police

Once Mister X's turn is complete, the detectives and the Police take their turns in any order.

Since the detectives all share the same goal, they should work together to coordinate their moves (and the moves of the Police). The detectives put their used tickets in the general draw pile and move their playing piece to the chosen station using the selected means of transportation.

**Reminder:** The Police don't have to discard any tickets on the general draw pile.

### General rules to keep in mind:

- Detectives have a limited number of tickets. If a detective is out of tickets for a certain means of transportation, the detective can no longer use that means of transportation.
- If a detective no longer has any tickets or can't move from the current station with the remaining tickets, the detective forfeits a turn.
- Detectives may not trade tickets amongst themselves.
- Detectives' tickets always lie face up, so that Mister X can see the means of transportation the detectives have remaining.



## Mister X's special moves

### Mister X surfaces

Mister X must emerge at regular intervals, **after the 3rd, 8th, 13th, 18th and 24th moves** (these intervals are indicated on the travel log by circled numbers and a larger field).



As always, Mister X enters the new station on the travel log and covers the entry with the corresponding ticket. Mister X places the transparent playing piece on the board to mark this new location.

**Tip:** Mister X should make sure that after surfacing, none of the detectives can move to this spot on their turn!

The detectives have the break they've been waiting for: to finally catch, or corner, Mister X! But there's no time to waste! On the next turn, Mister X's playing piece will disappear again.

**Tip:** Detectives should make their way to the larger junctions before Mister X surfaces to improve their chances of being in the vicinity of Mister X.

### Double move



Mister X plays a double-move ticket in order to move to two stations on a single turn, with **any valid combination** of two modes of transportation. Mister X enters both stations in the travel log (on 2 separate fields) and lays a transportation ticket over each.

The double-move ticket is then removed from the game. If the first station is a station where Mister X has to surface, the transparent playing piece is placed on the board there momentarily and then removed again for the second move.

Since a double move is the same as 2 normal moves played out consecutively, Mister X cannot move to a station that is already occupied by a detective on either the first or second move. Mister X may use a double-move ticket only once per round.

## Black tickets

Up to five times during the game, Mister X can use a black ticket instead of a normal ticket. With a black ticket, Mister X (and **only** Mister X) can travel by taxi, bus, underground, or **ferry** (and move, for example, from 157 to 115). Ferry routes (black lines) can only be used with the black ticket.

When Mister X uses a black ticket the detectives cannot see which means of transportation was used. Black tickets can be used in conjunction with a double-move ticket, and are documented in the travel log in the usual way.



## End of game

The **detectives** win the game if:

- A detective or the Police finish a move on the same station as Mister X. When this happens, Mister X must admit defeat!

**Mister X** wins, if:

- Mister X manages to travel around London for 22 rounds without getting caught by the detectives of the police. The round is only over once the detectives have also completed their moves.
- The detectives can no longer move their playing pieces.

## 2-player game

(1 detective)

If only one detective plays against Mister X, 4 playing pieces are in play; two pieces are detectives, two pieces are the Police.

For each detective, the player receives the normal number of tickets (i.e. in total, 22 taxi tickets, 16 bus tickets and 8 underground tickets). Tickets can be used interchangeably for both detectives.

The remaining 2 playing pieces are the Police, which don't require any tickets. The four playing pieces can be moved in any order the player wants.

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