



Author: Project team III, Michael Schacht  
 Design: Felix Harnickell, DE Ravensburger  
 Illustration: Franz Vohwinkel, Torsten Wolber  
 Instructions: DE Ravensburger  
 Editor: Andre Maack

## Beginners Version (for one Mister X and 3–4 up-and-coming detectives, ages 8 and up)

### Required Game Materials

- 1 game board
- 4-5 playing pieces
- 3-4 colored boards
- 1 black ticket
- 1 double-move ticket
- 1 travel log with paper insert for Mister X
- 2 inserts for the travel log
- 1 visor for Mister X

### Game Idea

*Mister X travels all across London trying to shake off the detectives and avoid being caught. If he manages to elude them for 13 rounds without getting caught, he'll win the game.*

*You have to be a particularly clever detective to be able to catch Mister X. If you manage to arrive at the same station as Mister X with your playing piece, you'll win the game.*

### Preparation

First decide who will play the role of Mister X.

**Tip:** To play the role of Mister X you need nerves of steel, so it's best if the most experienced player gives it his best shot.

Place the game board on the table. Mister X should sit where he can see all the numbers well without standing up.

### Mister X Receives:

- 1 transparent playing piece
- The Mister X visor  
(conceals Mister X and keeps him from giving away any secrets)
- The travel log with paper insert and both inserts
- 1 pencil (not included)
- Tickets:
  - 1x black ticket
  - 1 x double-move ticket



### Each Detective Receives:

- 1 colored playing piece of his choice and the corresponding ticket board (so that every player always knows exactly which playing piece he controls)



### Initial Starting Position

Mister X places his transparent playing piece on the station with the number 82.



If 3 detectives are playing, they can choose any one of the start stations 41, 46 or 124, and place their playing piece there.



If a 4th detective is playing, start station 142 is also in play. At the beginning and throughout the entire game, only one detective may be on a station at a time.

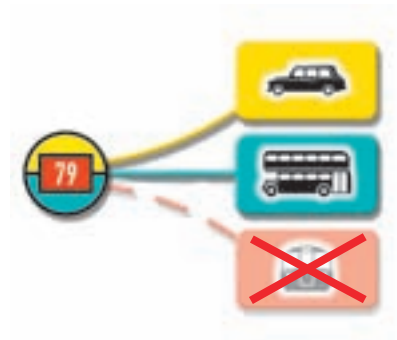


### How to Play

13 rounds are played. In each round, Mister X first makes his move and then each of the detectives make their moves after him in any order. Mister X and each detective must move to at least one new station in each round.

## How Pieces are Drawn

The colors of the stations indicate which means of transportation start and stop there. To be able to use a particular means of transportation the playing piece must be on a station for that means of transportation (the color is in the circle).



The stations and routes of the **underground** (red) cannot be used in the beginners version.

All playing pieces can only be moved to unoccupied stations.

Exception: If a detective's playing piece lands on the station where Mister X is, the detectives win.

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

### Example of a move by taxi:

By taxi, you can move to the stations 80, 81, 101, 113 or 112 from station 100.

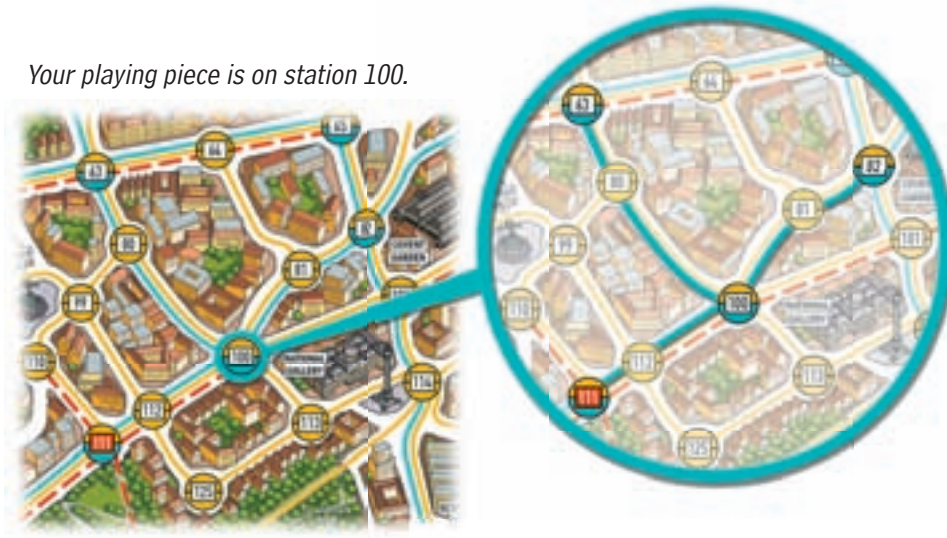


The **bus** (turquoise) only drives from stations with a turquoise semi-circle; on your turn, you can travel by bus (along the bus route) until the next turquoise bus station, which will take you a little further than the taxi.

*Your playing piece is on station 100.*

#### **Example of a move by bus:**

By bus, you can move to the stations 63, 82, or 111 from station 100.



## **Moving Mister X**

On each turn, Mister X selects a new station that is connected to his current location by a yellow or turquoise line (means of transportation). He writes down the number of the new station on the next free field in his travel log and moves his playing piece there.

That means, on his first turn, he fills out the field next to the 1 in the travel log by writing down the number of the station that he moved to.

On his next turn, he moves from the last logged station to the next station of his choice.

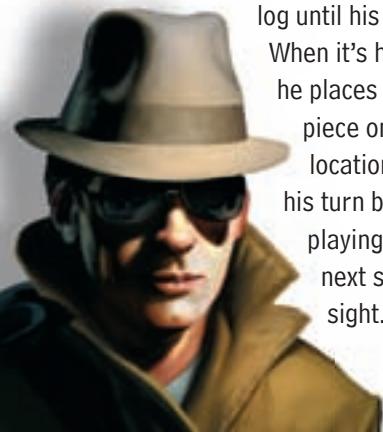


## Mister X Disappears

Mister X disappears in regular intervals and is invisible for a round. Before his **3rd, 8th, and 13th moves** he removes his playing piece from the game board and writes down his next destination in the travel log **while shielding the number with his other hand** so that the detectives can't see it. In the field with the circled number, he writes down the number of the station that he moves to while invisible. This time, he covers up the number he just wrote on the travel

log until his next turn.

When it's his turn again, he places his playing piece on his current location and takes his turn by moving his playing piece to the next station in plain sight.



## Black Tickets

Mister X can also make a second move while invisible (as in rounds 3, 8 and 13) by playing his black ticket in any round of his choice. That means, he can make himself invisible for yet another round.



**Tip:** Mister X should plan carefully when to disappear to shake off his pursuers at precisely the right time.



## Double Move



If Mister X plays his double-move ticket, he can move to two stations on a single turn by any valid combination of bus and taxi routes. He writes down both stations in his travel log (2 fields!) and places his playing piece on the second station. The double-move ticket is then removed from the game once it has been played.

If Mister X decides to play his double-move ticket in the rounds 2, 7 or 12, he disappears on his second move and stays invisible until the next round. He can also play a black ticket in combination with the double-move ticket.

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 his first or second move.

If Mister X uses his double-move ticket in round 13, he must make another move (move 14) and all detectives also make one more move after him.

## Moving the Detectives

Once Mister X has completed his turn, the detectives take their turns in any order. Since the detectives all share the same goal, they should work together to coordinate their moves. Each detective places his playing piece on the next station of his choice along the route of the means of transportation that he selected.

## End of Game

The **detectives** win the game if:

- A detective finishes his move on the same station as Mister X. (If Mister X happens to be invisible at the time, he has to show himself.)
- Mister X has no free stations that he can move to (all possible stations are blocked by detectives).

**Mister X** wins, if:

- He manages to travel across London for 13 rounds without being caught by the detectives. The round is only over once the detectives have also completed their moves.

