

Scotland Yard Rules

Setup: One player is Mr. X. The rest are detectives.

Mr. X gets: the travel log and the following tickets: 4 taxi, 3 bus, 3 tube, 2 “2x”, as many “Mr. X” tickets as there are detectives.

Each detective gets: one game piece and the following tickets: 10 taxi, 8 bus, 4 tube.

The starting stations are shuffled and each player takes one. Each detective places his piece on the corresponding starting station. Mr. X keeps his station card. The rest are returned to the box.

Game Play:

Each turn consists of Mr. X moving, followed by each detective.

Each move is a trip by taxi, bus or underground from one stop to the next along the appropriate colored route on the board.

Each trip must be paid for with an appropriate ticket of the same color.

Each trip moves a player only to the next station of his chosen means of transport (he cannot “get out” along the way).

Moving Mr. X: Mr. X moves by writing the number of the point to which he moves in the appropriate window of the log, and covering it with the appropriate ticket, such that the detectives know which mode of transportation he has used.

2x tickets: allow Mr. X to move twice in one turn. Once played, he returns each to the box.

Mr. X tickets: allow Mr. X to move without revealing his mode of transportation.

The Mr. X ticket may also be used to travel along the Thames by boat (from point 194 to 157, from 157 to 115, from 115 to 108—or vice versa). ***Only Mr. X may travel by boat!***

Moving the detectives: Each detective moves by handing Mr. X one of his/her tickets and moving his/her piece to the next stop on the board for the chosen mode of transportation.

Once a detective runs out of tickets for a mode of transportation, they may no longer use that mode.

Mr. X continues to move by using the tickets handed over by the detectives.

Mr. X emerges: Mr. X emerges on his 3rd, 8th, 13th and 18th moves. He enters his move and covers it with a ticket as usual, then places his game piece on the location moved to. After his next move, he removes his piece from the board.

End of Game:

If a detective arrives at the location occupied at that time by Mr. X, Mr. X reveals himself and the detectives win the game.

Mr. X wins when none of the detectives are able to move, i.e., they run out of ticket. This happens, at the latest, after the 22nd turn.

Miscellaneous Rules:

Two detectives may never occupy the same location.

Detectives may not exchange tickets.

Detectives must always move in the same order (usually clockwise).

Once a detective is unable to move, he/she is out of the game.

A player may move back and forth or retrace her steps (for the appropriate tickets, of course).

Discussions between the detectives are always allowed.

Three-player Variant: Each detective player plays two detectives (and double the number of tickets).

Two-player Variant: The detective player plays all four detectives (and four times the tickets).

In each case, the tickets must be kept and played separately for each detective.