

HOLMES AND WATSON : ADVENTURES IN THE FOG

A VICTORIAN ROLL & WRITE GAME BY J.S. BRIDGES

Icons: Points  Start Location  Evidence  Clue  Eyewitness  Gun  Knuckles 
Knife  Travel  Moriarty  Coin  Icon of Choice 

Setup: Each player will need one Game Map and a writing utensil of choice. You will need one die (d6) per player plus one extra die (d6). Give all the dice to the starting player. The starting player is the person who visited London last. Each player chooses a start location on the map. Cross out the two unused start locations.

Gameplay:

*Summary: Starting with the start player and going clockwise around the table, each player will draft (select) a die from the rolled dice. When a die is drafted, the player must immediately use the action associated with the up-face die and then they may solve one mystery.

*Turn Order: 1) Roll all the dice. 2) Draft one die. 3) Perform die action. 4) Solve one mystery (Optional). 5) Each other player, in turn order, performs steps 2-4. 6) The next player in turn order starts their turn and repeats steps 1-4, etc.

Game End: The game ends at the end of the turn when one player finishes their 9th mystery. Convert unused Icons in your path into points using the End Game converter section of your Game Map. The player with the most points wins the game. In case of a tie, the player with the most coins wins. In case of a further tie, the player with the most unused icons wins.

Die Actions: 
     

*One Pip: Travel: With your writing utensil, starting from either your starting location or from where you drew a line path last, draw a new path from a location (may be a dot or Icon) to another location (may be a dot or Icon). You may never cross a previously drawn path at any time. You must always follow the roads of London as you make your path through the city. If you cannot make a legal move, your adventure is over. All other players may continue to move and solve mysteries, but your game is over. If you are out of the game, eliminate your die from game play.

*Two Pip: Travel x2: Draw two new path lines following the same rules as "Travel."

*Three Pip: Travel to Evidence: Draw new path lines to the next Evidence Icon following the same rules as "Travel." It is possible you may pass through one or more icons on your way to the next Evidence Icon.

*Four Pip: Travel to Clue: Draw new path lines to the next Clue Icon following the same rules as "Travel." It is possible you may pass through one or more icons on your way to the next Clue Icon.

*Five Pip: Travel to Eyewitness: Draw new path lines to the next Eyewitness Icon following the same rules as "Travel." It is possible you may pass through one or more icons on your way to the next Eyewitness Icon.

*Six Pip: Moriarty Strikes!: If you are forced to draft Moriarty Strikes!, mark out three Icons in your drawn path through London. You can no longer use these Icons to solve a mystery.

Solving a Mystery: To solve a mystery, mark out icons in your drawn path to solve one of the four Mysteries in the bottom left corner of your Game Map. Immediately gain the reward of solving the Mystery. In the Mystery Progress section of your Game Map, mark your progress, going from 1-9, and immediately gain the according reward below the numbered mystery marked.

Coins: When you solve a mystery or when you progress on your Mysteries during the game, you may choose to take coins instead of the points or other icons. You may at any time on your turn, spend three coins to gain any one icon of your choice.

Solo Rules:

The game plays the same for a solo player with this exception.

*Extra Dice Challenge. When rolling and selecting dice, you must choose double sixes anytime they are rolled. When Moriarty strikes, you must eliminate first any three icons you have already collected but not used and then eliminate one more unused icon. Your path may not pass through this icon during the game.

Two Dice=Easy

Three Dice=Medium

Four Dice=Hard

Five Dice=Expert



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