



Scotland Yard

THE THRILLING HUNT FOR MR. X ACROSS LONDON

BEGINNERS' VERSION

For 3-4 up-and-coming detectives ages 8 and up... and one elusive Mister X

This beginners' rulebook is a simplified version of Scotland Yard, ideal for those first learning the game.

GAMEPLAY

In Scotland Yard, Mister X travels across London, trying to avoid capture by the detectives. If Mister X manages to elude them for 13 rounds without getting caught, Mister X wins the game.

The detectives must be clever and work together to catch Mister X. If they manage to arrive at the same station as Mister X with one of their playing pieces, the detectives win the game.

GAME MATERIALS

You will need these items for a beginners' game:

- 1 game board
- 1 transparent playing piece
- Up to 4 additional playing pieces
- Up to 4 ticket boards (matching the additional playing pieces)
- 1 black ticket
- 1 double-move ticket
- 1 travel log with paper insert
- 2 inserts for the travel log
- 1 visor



Game board



Double-move Ticket



Black Ticket



Playing Pieces



Ticket Boards

PREPARATION

First, decide who will play the role of Mister X. Place the game board on the table. The Mister X player should sit where they can easily and clearly see all the station numbers without standing up.

Tip: To play the role of Mister X, you need nerves of steel. In beginner games, we recommend the most experienced player take this role.



Travel Log, Paper, and Inserts



Visor

Mister X receives:

- 1 transparent playing piece
- The Mister X visor (conceals the player's gaze to ensure their movement remains hidden)
- The travel log with a fresh sheet of paper and two inserts (covering rounds 14–24)
- 1 pencil (not included)
- Tickets:
 - 1 x black ticket
 - 1 x double-move ticket

Each detective receives:

- 1 playing piece of their choice and the ticket board of the same color



STARTING POSITION

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

   If three detectives are playing, they can choose station 41, 46 or 124, and place their playing piece there.

 If a fourth detective is playing, add station 142 as another start option.

At the beginning and throughout the entire game, only one detective may be on a station at a time.

HOW TO PLAY

Up to 13 rounds are played. In each round, Mister X first makes their move. Then, the detectives make their moves in any order.

Mister X and each detective must move to at least one new station each round.



HOW TO MOVE

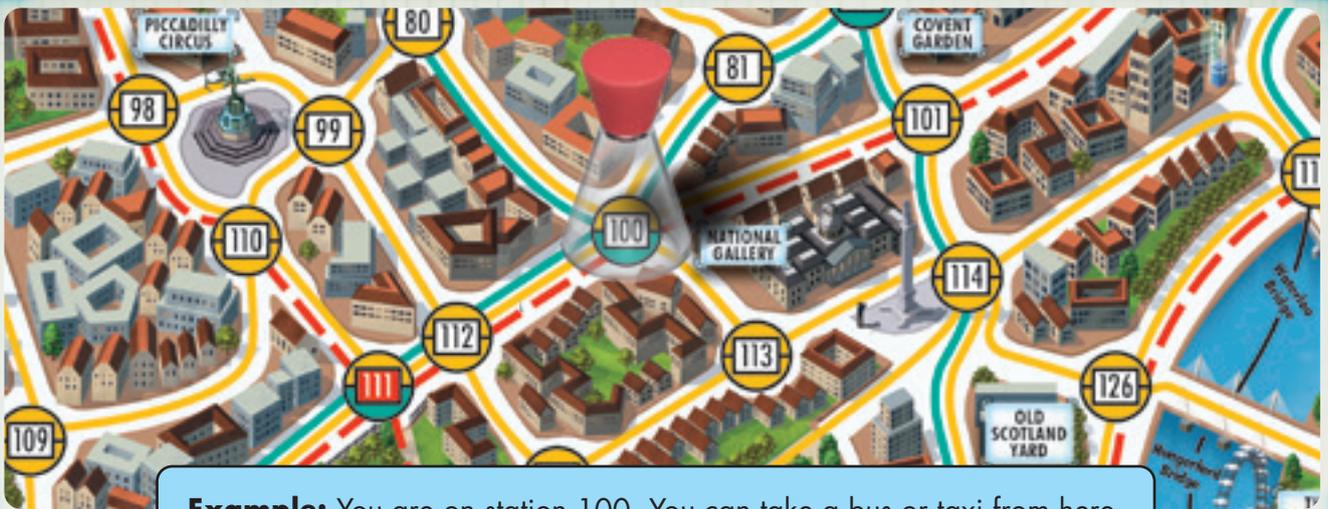
The colors of the stations indicate which means of transportation start and stop there. To be able to use a particular means of transportation, the playing piece must be on a station for that means of transportation. Look for the colors yellow or turquoise in the top or bottom semi-circles surrounding the station number.



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.

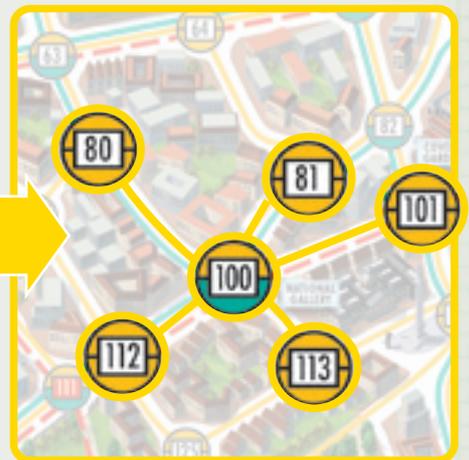
Exception: If a detective's playing piece lands on the station where Mister X is, the detectives win.



Example: You are on station 100. You can take a bus or taxi from here.

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 station 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 turquoise line) until the next turquoise bus station, which takes you a little farther than the taxi.

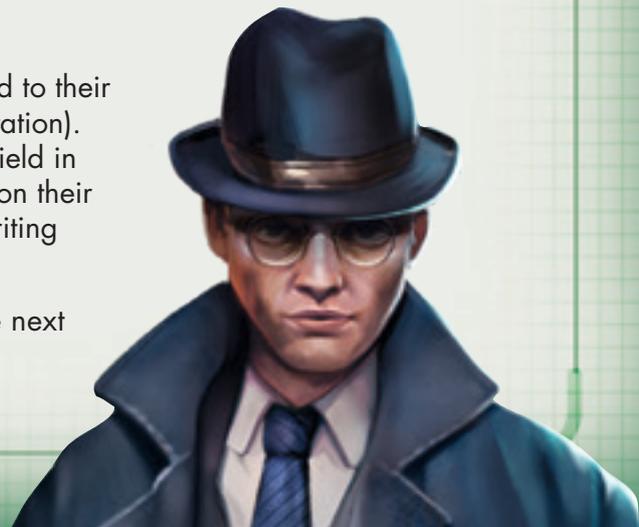
Example of a move by bus: By bus, you can move to station 63, 82, or 111 from station 100.



MOVING MISTER X

On each turn, the Mister X player selects a new station connected to their current location by a yellow or turquoise line (means of transportation). They write down the number of the new station on the next free field in their travel log and move their playing piece there. That means, on their first turn, they fill out the field next to the 1 in the travel log by writing down the number of the station that they moved to.

On their next turn, they move from the last logged station to the next station of their choice.



Mister X Disappears

Mister X disappears at regular intervals and is invisible for a round. Before Mister X's third, eighth, and thirteenth moves, they remove their playing piece from the game board and write down Mister X's next destination in the travel log while shielding the number with their other hand so that the detectives can't see it.

This time, the Mister X player covers up the number they just wrote on the travel log until their next turn. When it's their turn again, they place their playing piece on their current location and take their turn by moving their playing piece to the next station in plain sight.

Black Tickets

Mister X can make an additional invisible move (as in rounds 3, 8, and 13) by playing the black ticket during any round.



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

Double Move

If the Mister X player plays the double-move ticket, that player can move to two stations in a single turn by any valid combination of bus and taxi routes. They write down both stations in the travel log (2 fields!) and place their playing piece on the second station.

The double-move ticket is then removed from the game after it has been played.

If Mister X decides to play the double-move ticket in rounds 2, 7, or 12, they disappear on the second move and stay invisible until the next round.



Mister X can also play a black ticket in combination with the double-move ticket.

Since a double move is the same as two normal moves played out consecutively, Mister X cannot move to a station already occupied by a detective, neither on the first nor on the second move.

If Mister X uses the double-move ticket in round 13, the player must make another move (move 14) and all detectives may also make an additional move.

MOVING THE DETECTIVES

Once Mister X has completed their 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 declares their means of transportation and places their playing piece on the next station of their choice along that route.

END OF GAME

The detectives win the game if:

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

Mister X wins if:

- They manage 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.