



Scotland Yard

THE THRILLING HUNT FOR MR. X ACROSS LONDON



GAMEPLAY

Mister X tries to shake off pursuers in London. Mister X flees by taxi, bus, or the underground. You must be a particularly clever detective to catch Mister X. Mister X conceals their whereabouts to elude the detectives until the end of the game. The detectives, on the other hand, must anticipate Mister X's moves to track them down.

CONTENTS

- 1 game board (4 parts)
- 6 playing pieces (6 character pieces:
 - 3 detectives, 1 Mister X, 2 bobbies)
- 29 start cards
- 96 tickets, comprising:
 - » 44 × taxi
 - » 32 × bus
 - » 15 × underground
 - » 5 × black ticket
- 3 double-move tickets
- 1 travel log for Mister X (paper not included)
- 1 visor for Mister X



Game board



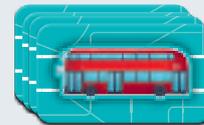
Start cards



Double-move tickets



Taxi



Bus



Underground



Black tickets



Visor



Travel log for Mister X
Please see page 5 for assembling instructions. A piece of paper is needed as well. Format: A5 or use a folded letter-size paper.



6 character pieces:
3 detectives, 1 Mister X, 2 bobbies



SETUP

BEFORE THE FIRST GAME

Carefully remove all pieces from the punchboard. Discard empty punchboards.

BEFORE EVERY GAME

1. Place the game board on the table within easy reach of all players.
2. Decide who will play Mister X.

Tip: You need nerves of steel to be Mister X. If possible, give this role to an experienced player.

- Mister X takes the visor and puts it on. It helps to hide their expression from the detectives. In addition, Mister X takes the playing piece and the travel log and places them in front of them. Mister X inserts a piece of paper (format: A5 or use a folded letter-sized paper) in the travel-log. A pencil is also needed (not included). Mister X also takes 5 black tickets and 2 double-move tickets.
3. Each detective chooses a cardboard character with plastic piece.
Note: In a two-player game, the detective selects and plays two characters. Each detective takes **4 underground tickets**, **8 bus tickets**, and **11 taxi tickets**.
 4. All remaining underground, bus, and taxi tickets form the general ticket supply and should be placed next to the game board (close to Mister X).
 5. Depending on the number of players, the detectives get help from neutral playing pieces known as the bobbies:

Number of players	Number of bobbies
2	2*
3	2
4	1

If, for example, there are three players (Mister X and two detectives), the detectives get 2 of the other pieces as bobbies.

* As a reminder: In a two-player game (Mister X and one detective), the detective **only** gets two bobbies because they are already playing two characters (see step 3 under Setup).



BECOME YOUR OWN DETECTIVE!

You can upload your photos to our website and print out your pictures to stick onto the blank character pieces. You then become your own detective, or Mister X!



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6. Now you can set up the initial starting position:

- First sort the start cards into two stacks: "D" for Detectives and "X" for Mister X. Shuffle both stacks separately and place them face down on the table.
- Each detective (and each bobby) then draws a random "D" start card. Place each playing piece on the station shown on the start card drawn for it. Then put all "D" start cards back in the box.
- Now Mister X determines their starting position by drawing a random "X" card without revealing it to the detectives. Unlike the detectives, however, Mister X does not place their piece on the game board.



Important: Mister X does **not** place their playing piece on the game board!

- Mister X places their start card face down, and the remaining start cards are returned to the box.

HOW TO PLAY

The game consists of multiple rounds. Mister X makes their move first in each round. Then the detectives and bobbies play in any order.

GENERAL MOVEMENT RULES

The game board shows the London transport network. It consists of numbered stations connected by routes. Each station is a starting and stopping point for one to three different means of transportation (taxi, bus, underground). The colors of the stations indicate which means of transportation start and stop there.

Using a specific means of transportation

- The player's piece must be at a station marked for that means of transportation at the beginning of their turn.
- The player plays a ticket of the corresponding color.
- The player then moves their piece along the line of the same color to the next station with the same color. A player can only move to unoccupied stations. The taxi moves along the orange lines, the bus along the turquoise lines and the underground along the red lines.



Example:

Orange is at station 165. From there they could ...

- ... take a **taxi** to stations 149, 151, 179, or 180.
- ... reach stations 123, 180, or 191 by **bus**.
- ... not use the **underground**: Although it runs through the station, it doesn't stop there (station has no red).

MOVING MISTER X

Mister X always conceals their moves.

They can choose between normal and special moves as described below.



Normal move:

1. First, Mister X secretly selects a new station which must be connected to their current location by a line.
2. Then they write down the number of the new station on the next free space in their travel log.
3. Finally, they cover what they just wrote using a ticket for the means of transportation used, which they take from the general supply. So, the detectives know which means of transportation Mister X has taken, but not where to ...

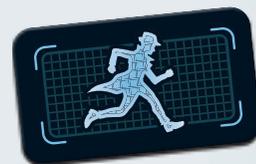
Special move:

A. Black tickets

Instead of a normal ticket, Mister X can use a black ticket.

The black ticket offers two advantages:

- Mister X can use any means of transportation. They simply cover their entry in the travel log with the black ticket. That way, the detectives do not know which means of transportation Mister X used.
- They can also use the ferry on the Thames with a black ticket. The ferry lines are black. They connect stations 108, 115, 157, and 194 across the river. The ferry runs from the starting point along the black line to the next station.



B. Double-move

If Mister X plays a double-move ticket, they take two turns in a row.

They write one station in their travel log and cover it with a ticket (first turn).

They then do the same thing again (second turn). Whether Mister X uses

the same means of transportation twice or two different ones is up to them.

They can also use black tickets, but can only play one double-move ticket per round.

Used double-move tickets are placed in the box.

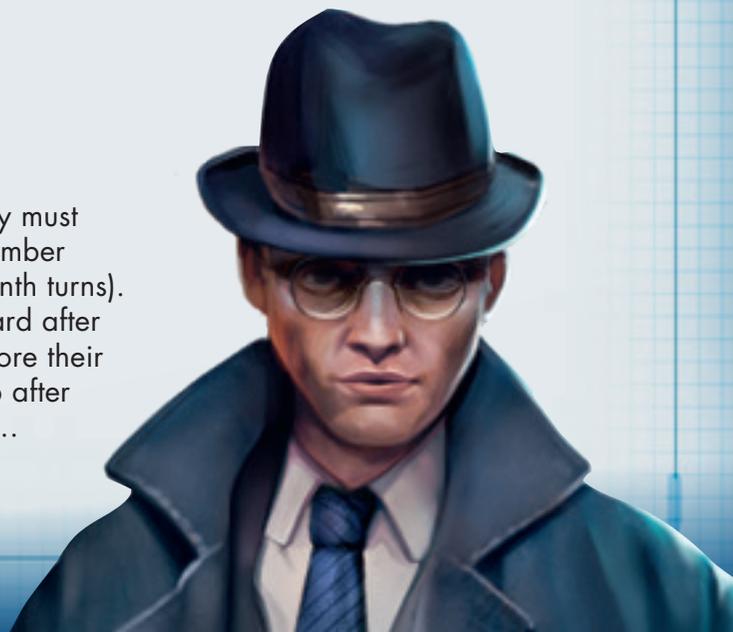


SPECIAL EVENT:

Mister X shows up!

Every now and then Mister X must show themselves. They must do this whenever they write an entry next to a circled number on the travel log (e.g., after the third, eighth, and thirteenth turns).

They place their piece on the current location on the board after completing their move, but remove it from the board before their next turn. So, if they make a double move, they show up after the first move only to disappear immediately afterward ...



MOVING DETECTIVES AND BOBBIES

The detectives and bobbies take their turns after Mister X. They coordinate their moves and make them in any order.

Detectives: Each detective chooses a means of transportation and puts the used ticket back in the general supply pile. They then move along the appropriate line to the next station.

Bobbies: The detectives play the bobbies together. The same movement rules as for the detectives apply, but they need not use tickets to move.

In addition:

- Detectives can only use the means of transportation for which they still have tickets. They cannot trade tickets with other players.
- As long as a detective still has tickets and can move, they must do so. If they cannot move or are out of tickets, they sit out.

END

Mister X wins if...

- They succeed in evading capture by the detectives until the end of round 22. This is the case if no detective or bobby was ever standing at the same station with Mister X at the same time.
Don't forget: The round is only over when the detectives have also made their move.
- None of the detectives are able to move due to lack of tickets.

The detectives win if at any time a detective or bobby is at the same station as Mister X. In this case, Mister X must reveal themselves and has lost the game.

REMEMBER!

- Both the detectives and Mister X must move if possible.
- Mister X may never stop at the same station as a detective or bobby. This also applies when using a double-move ticket.
- Only Mister X can use black tickets, which means that only Mister X can use the ferry.

FOR ADVANCED DETECTIVES:

Advanced detectives can play the game in this variation: Before the game starts, the Mister X player puts the two inserts (covering rounds 14–24) in the travel log. That way the detectives have fewer rounds to catch Mister X. All other rules apply as usual. The player of Mister X wins the game, when 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.

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