

Scotland Yard

+++ HUNTING MISTER X +++ HUNTING MISTER X +++ HUNTING MISTER X +++

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CONDENSED RULES OF THE SCOTLAND YARD GAME

OBJECT OF THE GAME

If you are Mister X, you must stay undercover to escape from your pursuers until the detectives can no longer move.

However if you are a detective, your purpose is to catch Mister X by moving onto the playing area where he is currently hiding.

PREPARATION

- One player becomes Mister X. The remaining players are detectives.
- Share out the tickets:
Mister X gets 4 taxi, 3 bus, 3 underground tickets, 2 double move tickets ("2x"), as many black tickets as there are detectives, a visor, a travel log, a colourless game figure.
Each detective gets 10 taxi, 8 bus, 4 underground tickets, 1 coloured game figure.
- Take a starting card (Mr. X secretly) and place the detectives' game figures at their starting positions.

PLAYING THE GAME

- Mister X begins. He writes the number of the point to which he wants to travel in the travel log. Then he covers it up with an appropriate ticket. Mister X chooses his best means of transport and moves along this route until the next stop.
- The detectives should work together in choosing their individual means of transport. They then give up a ticket and move their game figures to the next stop along their selected route. Mister X gets the used tickets.
- Mister X must surface and reveal his whereabouts when he reaches the travel log's larger windows (3,8,13 and 18).

END OF THE GAME

- Mister X wins, if
 - a) the detectives are no longer able to move, or
 - b) Mister X reaches the last space in the travel log.
- All the detectives win, if one of them succeeds in moving onto Mister X's undercover position.

CONTENTS

1 game board
 6 playing figures
 18 starting station cards
 125 tickets for taxi (54), bus (43), underground (23), and black "Mr. X" tickets (5).
 2 double-move tickets (2X)
 1 travel log with paper to insert
 1 visor
 game rules

Ravensburger® game no. 26 117 8
 a family detective game
 for 3 - 6 players
 ages 10 to adult

GAME RULES SCOTLAND YARD

GOAL OF THE GAME

One of Scotland Yard's most wanted criminals is on the run in Central London. All the ingenuity of the Yard's famous detectives will be needed to find him again.

The goal is for Mister X to stay hidden until the end of the game. The task of the detectives is to find Mister X by spreading out over the game board and entering the zone where Mister X is presently hiding.

SETUP

The players decide who will be Mister X. Each of the other players is a detective.

44 Before the first game all the cards are removed from the perforated sheets and laid in the appropriate sections in the box.

The game pieces are divided as followed.

Mister X gets: the clear game piece
the travel log (with inserted paper)
the visor (so that he can see without being seen)
4 taxi tickets
3 bus tickets
3 underground tickets
the 2 double move tickets
as many black "Mr X" tickets as there are detectives

Mister X will need to use a pencil to log his moves.

each detective gets: one colored game piece
10 taxi tickets
8 bus tickets
4 underground tickets

Where are the game figures at the beginning of the game?

The starting station cards (marked with station numbers) are shuffled and placed face down and each player removes a card from the deck. The remaining cards are laid aside, face down. The number on the player's card determines his or her starting position. The detectives set up their own pieces on their respective starting stations and return their starting station cards to the box.

BEWARE: Mister X does not put his game figure on the playing board, but keeps his starting point secret. He keeps his card, concealing the position from the other players.



45



PLAYING THE GAME

A complete rotation is finished, when Mister X moves and is followed in turn by each detective.

In so doing everyone must use a ticket.

Mister X writes his moves in his travel log. The detectives move their game figures on the playing board.

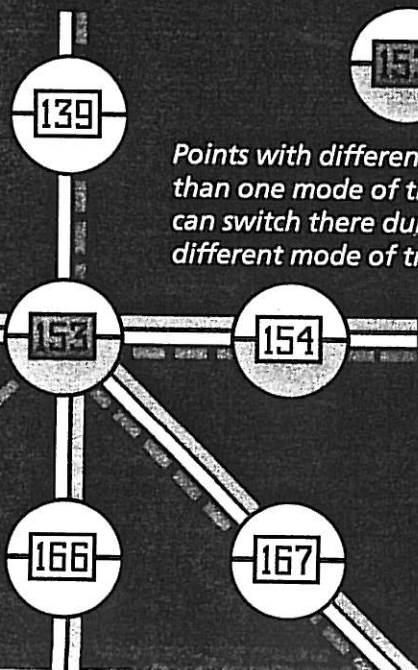
How to move?

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

Each trip must be paid for with an appropriate ticket.

46

The transport service lines entered on the board are the same color as the tickets used on them. Each numbered point on the board is a station or stop for one or more transport services. The colored signals used at each station indicate which services stop there.



Points with different colors are stops for more than one mode of transportation. The players can switch there during their next move to a different mode of transportation.

You need an example?

A taxi ride from point 153 can go to either 139, 154, 167, 166 or 152.

The trip costs 1 white taxi ticket.

→ taxi
→ underground
→ bus

In each move a player can move only to the next station of his chosen means of transport, along the appropriate service line. For example, an underground journey from point 74 leads along the broken red line to point 46. Getting out en route to the next point is not allowed. A taxi journey from point 74 leads the player to either point 92, 73, 58 or 75. A bus trip from 74 leads either to points 58 or 94. White appears at every numbered point because a taxi can be hired from any location. Points with two or three colors make it possible for a player to change to a different mode of transport at his next move.

How Mister X moves?

Mr. X always makes the first move. For the most part Mister X makes his moves in secret.

He writes the number of the point to which he moves in the appropriate window of the travel log, so that the other players can not see it. He covers his entry with the appropriate ticket. The detectives will now know which mode of transportation Mister X has taken, but not where he went. (The detectives should always be able to see the log-book.)

The first move

Mister X chooses, from his starting point, a path to one of the stops that are connected with the starting point.

He enters the number of that stop in the first window of his travel log and covers it with the card he used for this journey. The color of the card must be identical with the colored line that connects the start with the first stop. When it's his turn again he moves from that stop on to the next stop of his choice etc.

(For some tips on how Mister X can escape his opponents in specially clever ways look under 'special moves of Mister X'.)

Taxi

47

The moves of the detectives

After Mr. X has moved, the detectives, taking turns clockwise, move off in search of him. Each detective hands Mr. X one of his/her tickets and moves his/her game piece to the next stop on the board for the means of transportation chosen.

WARNING: The detectives have only a limited number of tickets at their disposal for each mode of transport. Once they have used up their tickets for a particular mode of transport, they are no longer entitled to use it. Mr. X, on the other hand, has an unlimited supply of tickets. The tickets he receives at the start of play are intended for his first few moves. As the game continues he simply uses the tickets handed over by the detectives. As a result he is always free to choose whatever means of transport he wishes. The only restriction to this is that he only receives as many black tickets as there are detectives in the game.

48

The detectives display their tickets on the table to enable Mr. X to see what means of transport are open to them.

Mister X emerges

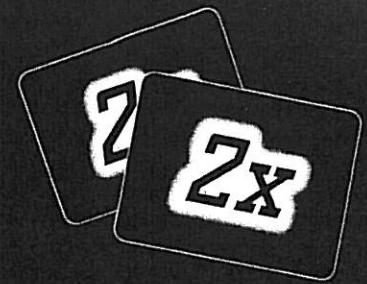
Mister X shows himself at regular intervals, on his 3rd, 8th, 13th and 18th move. The stations where he must emerge are recognizable on his travel log through a larger window.

When surfacing, Mr. X enters his move into the logbook as usual, lays his ticket over the entry and then places his game piece on the location moved to.

Now the detectives have their big chance to nab him. But they'd better move fast, because on his next move Mister X will go into hiding again and remove his game piece from the board.



SPECIAL MOVES FOR MISTER X



Double move

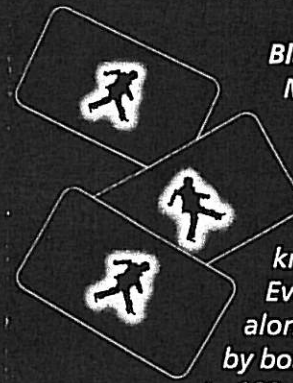
The two double move cards entitle Mr. X to make two double moves per game. In a double move, he moves two stations using whatever combination of transport he chooses. He enters both stations in his logbook (two windows!) and covers the entries with two tickets. To ensure that double moves are used properly, he then hands over the double move card used to the player on his left. However, this player cannot use the ticket!

If the first station in a double move is also when he has to surface, he does so - but then disappears again in the second part of the move.

Black tickets

Mr. X can use black tickets in place of other tickets whenever he chooses (double move entries, too!).

The black tickets stand for any means of transport and it is indeed a black day for the detectives when one appears, for it prevents them from knowing what means of transport Mr. X has used. Even harder on the detectives is that Mr. X - and he alone - can use a black ticket to travel along the Thames by boat (from point 194 to 157, from 157 to 115, from 115 to 108 - or vice versa)



49

END OF THE GAME

The game finishes if a detective arrives at the location occupied at that time by Mr. X. If this happens, Mr. X has to show himself and has lost the game.

The game is also over if the detectives are no longer able to move. In this case, Mr. X has won. This situation is reached at the latest at the 22nd move, but can also be reached earlier if detectives are left with tickets which they cannot use (bus or underground). They are then immobilized at the last point moved to.

**FINE POINTS OF THE GAME:
SOME OFTEN ASKED QUESTIONS AND ANSWERS**

Is more than one figure allowed to stand on one location?

→ No Two detective game figures may never stand on the same location.

Can I move back- and forth?

→ Yes, it is possible to retrace your steps in a subsequent move. Of course, you must hand in a ticket.

Are the detectives allowed to talk with each other?

→ Yes, discussions between the detectives are allowed at any time and in fact can be very helpful in order to trap Mister X.

Are the detectives allowed to exchange tickets?

→ No, each detective can only use his/her own tickets.

Is it permissible to change the order in which the detectives move?

→ No, the detectives must always move clockwise. In difficult situations this can save Mister X.

Is it dangerous for Mister X when he surfaces?

→ Mr. X tries to ensure that none of the detectives can arrive at a point where he has to surface in that round of moves. The location should, of course, offer him as many means of transport as possible, to allow him to evade the detectives now hot on his heels.

When should Mister X use the black tickets?

→ Directly after surfacing Mister X can effectively disguise his position by using black tickets.

This is also true in situations where Mister X is already tightly circled by the detectives.

What if a detective is unable to move any more?

→ the game goes on and the rest of the detectives try to catch Mister X.

VERSION FOR 3 PLAYERS

If only two players are chasing Mister X, each of them plays for two detectives. Both players also receive two game figures and the double amount of tickets. The tickets of the two detectives must be kept separately and used separately. It is important that the clockwise order of play be adhered to.

In this version Mister X receives 4 black tickets.

50

51

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