

Baker Street Irregulars Rules

Overview

A murder most foul has been committed in Olde London Towne, and the world's most famous consulting detective is nowhere to be found! It will be up to you, the Baker Street Irregulars, to solve the crime and bring the murderer to justice. Which of you has learned best from Mr. Holmes? You'll be up against some of the world's most dangerous criminals as you race to solve the case.

Baker Street Irregulars is a deduction card game for 3-5 investigators.

Components

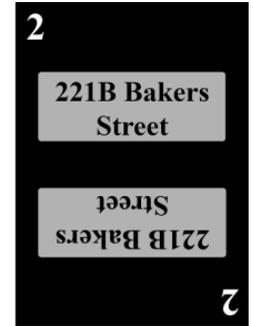
64 Clue Cards
4 Precinct Cards
5 Watson Cards
5 Player Aids



Clue Cards



Watson Card



Precinct Card

Object

The object of Baker Street Irregulars is to assemble a valid case file that contains one card of each Type of clue: a Suspect, Evidence, Motive and Location, as well as one card of each rank 1-4. If you have a valid case file at any time, you win immediately.

Setup

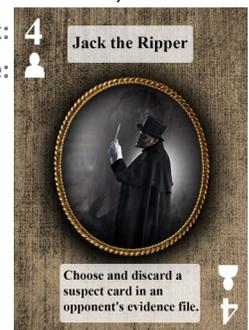
Place each of the Precincts, Scotland Yard, 221B Baker Street, St. Bartholomew's and Cox & Co. in numerical order in the center of the play area. Deal 1 card from the deck on top of each Precinct. Deal each player four cards and a Watson card (in a 3-player game, deal five cards and a Watson card). Cards are to be held with their faces facing out and backs facing the player holding them. Pick a player to go first.

The Clue Cards

There are 4 copies of each of 16 unique Clue cards in the deck, for a total of 64 clue cards. Each card has a Name, Rank, and Type. Cards of the same Type all share the same Color and the same Icon, for Suspect, Evidence, Motive and Location respectively. Suspects are White, Evidence is Blue, Motives are Red and Locations are Green. All cards with the same Rank and Type share the same Name, so all Jack the Rippers are White 4s, and all Briony Lodges are Green 2s. In gameplay, Color and Type can be used interchangeably.

All Suspect cards have special abilities which are triggered when discarding them while Following the Evidence, see below for details. **When instructed to Reveal a card, turn it face up for all to see it, before returning it to its owner's hand.**

Rank: 4
Type:



The Game Turn

A turn is made up for three phases:

1. Detective Phase
2. Play Phase
3. Draw Phase

Detective Phase

Choose one of the following three actions:

1. **Investigate** - Ask if your hand has cards of a single rank 1-4. (Eg, "Do I have any twos?")The player to your left will point to which of your cards, if any, are of that Rank.
2. **Interrogate** - Choose a Suspect in another player's hand and Reveal that Suspect. You may then ask if you have cards of a specific Type (color) in your hand. The player holding the Suspect will tell you which of your cards are of the matching Type (color). You will not be told the Rank of those cards.
3. **Tip Off** - Reveal a card other than a Suspect in an opponent's hand.

Play Phase

Choose one of the following actions:

1. **Build Your Case** - Select a card and declare either its Type or its Rank. Reveal the card. If you are correct, place the card in your Case File. Otherwise, discard it. If you already have a card of that type in your Case File, replace it with the new card and discard the old card.
2. **Make a Deduction** - Declare a Precinct and play a card to it. Take bonus actions if the card played at the Precinct completes one of the sets below. Note that Colors/Types are irrelevant when making a deduction. Sets are based only on the Ranks of the cards. Note that to make a set, the needed cards simply need to be present at the precinct, regardless of what order they're in.

Pair:	Reveal the next card you draw before adding it to your hand
Three-of-a-kind:	Move a Clue card from one Precinct to another and perform any other bonus actions triggered by this move. Precinct cards can never be moved.
Four-of-a-kind:	Discard all the Clue cards at this Precinct. Precinct cards can never be discarded

After a card is played to a precinct, every player examines their Case Files to see if any of the cards in the file are identical (both Type and Rank) to cards in the Precincts. **Any card in a Precinct is Ruled Out and cannot be part of a solution.** Rotate those cards sideways if they are in a Case File to show that they have been Ruled Out. When cards are discarded from a Precinct, check each player's case file and rotate upright any cards that are no longer Ruled Out.

3. **Follow the Evidence** - Declare both a card's Type and Rank and discard it. If you are correct, and it is a Suspect, follow its ability text. If you are correct and it isn't a Suspect, select the top card from any Precinct and take it into your hand, OR draw and Reveal a card from the deck and add it to your hand. If you are incorrect, do nothing.

Draw Phase

Draw up until you have four cards in your hand, or five cards in a 3-player game. Choose whether to play your Watson card to take another full turn, or end your turn.

Winning the Game

The first player to have a complete and valid case file wins the game. A winning Case File has one card of each type and rank (ie no doubles of color OR number) in it, and has no invalid cards. If more than one player's Case File becomes valid at the same time, the player whose turn it is, or who is closest to the player whose turn it is in the turn order is the winner.



**KIND
FORTRESS**

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