

EnOLA

HOLMES

Finder Of Lost Souls

THE BOARDGAME



RULEBOOK



LEGENDARY

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1 Quick Start Rulebook	7 Detective Cards
1 Rulebook	40 On The Case Cards
1 Notebook	30 Making Trouble Cards
1 Game Board	16 Puzzle Cards
6 Detective Tokens	15 Crime Cards
1 Mycroft Token	10 Clue Cards

Always a profiler

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SPECIAL THANK YOU TO Our wonderful partners at Legendary and the extraordinary filmmakers without whom this game could not have been made.	

SETTING UP THE GAME

There are six steps to setting up the game:

1. Select the Criminal.
2. Choose Detectives.
3. Set the Crime.
4. Draw Making Trouble cards.
5. Place Clues and Puzzles.
6. Shuffle the On The Case Deck.

1. SELECT THE CRIMINAL

Choose one of the players to be the Criminal. If you are playing your first game, have the most experienced gamer be the Criminal. Once you have a game under your belt, either take turns at being the Criminal or select the Criminal card and sufficient Detective cards that there is one card for each player. Shuffle these and deal them out. Whoever gets the Criminal card is the Criminal.

2. CHOOSE DETECTIVES

The remaining players choose a Detective card representing the Detective they want to play, placing it face up in front of them. They then select the matching Detective Token. Return the remaining Detective cards and tokens to the box.

ONLY ONE DETECTIVE PLAYER?

If there is only one Detective player, they choose 2 Detective cards and their tokens, playing the role of both Detectives.

3. SET THE CRIME

The Criminal looks at the Crime Deck and secretly selects 6 cards, placing them **face down** on the Game Board in order: A to F. They then place the remaining Crime cards face down off to one side.

This is the Crime that the players need to deduce to win the game, so the Criminal should select a set of cards that they think the Detective players will find difficult to guess.

4. DRAW MAKING TROUBLE CARDS

The Criminal player shuffles the Making Trouble Deck, placing it face down in front of them. They then draw the top 6 cards as their hand.

THREE DETECTIVE PLAYERS?

If you have three Detective players, the Criminal draws 9 cards instead of 6.

5. PLACE CLUES AND PUZZLES

The Criminal shuffles the Clue and Puzzle Decks, placing them face down in front of them. They then draw the top 4 Clues and the top 6 Puzzles.

After looking at these cards:

- They place all 4 Clues **face down** on Locations of their choice, one per Location.
- They then place a Puzzle card **face up** on top of each Clue.
- Finally, they discard the unused Puzzle cards face down.

The Clue cards match Crime cards. When the Detectives reveal a Clue card by solving a Puzzle, it makes it easier for them to deduce the remaining cards. The combination of Talents on the Puzzle card and the Location define the Puzzle that the Detectives need to solve to gain the Clue.

6. SHUFFLE THE ON THE CASE DECK

The Detectives shuffle the On The Case Deck and place it where all the Detectives can reach it.



PLAYING WITH JUNIOR DETECTIVES

You can make the Detectives' task easier by reducing the number of cards in the Crime to 5 cards, or by making the order of the cards in the Crime irrelevant.



THE LANGUAGE OF FLOWERS

The Crime is described in the language of flowers in which every flower has a hidden meaning. There are five different Crime cards to choose from, each with their own flower and meaning:

Cypress Vine indicating a crime filled with death and despair.

Amaryllis Lily indicating a crime of pride, arrogance, and vanity.

Moonflower indicating a crime rife with falsehood and deceitful charm.

Scarlet Primula indicating a criminal driven by greed and avarice.

Yellow Rose indicating a crime of jealousy and spurned love.



A range of colors just like chrysanthemums

PLAYING THE GAME

TURN SEQUENCE

The game lasts for 4 rounds, each of a Detectives' Turn and a Criminal's Turn.

The Detectives have their turn first. They:

1. Draw On The Case cards.
2. Move the Detectives.
3. Solve Puzzles.
 - a. Lead Detective Investigates
 - b. Criminal Makes Trouble
 - c. Detectives Offer Assistance
 - d. Determine Success
 - e. Detective Returns Home
 - f. Reveal the Clue
4. Make a Deduction.

Then the Criminal has their turn. They:

1. Draw Making Trouble cards.
2. Place Clues and Puzzles.

DETECTIVES' TURN

The Detectives set out to solve the puzzles and reveal the clues.

1. DRAW ON THE CASE CARDS

Each of the Detective players draw cards from the top of the On The Case Deck until they have filled their hand with 6 cards.

ONLY ONE DETECTIVE PLAYER?

If there is only one Detective player, they fill their hand with 9 cards instead of 6 cards.

DISCARD UNWANTED CARDS

If they wish, after the first turn, a Detective player may discard any or all of their On The Case cards before drawing cards.

2. MOVE DETECTIVES

All of the Detectives move their Detective Tokens to the Location of an unsolved Puzzle. Each Detective must go to a different Location.

MOVE MYCROFT

Once you have moved the Detectives, move the Mycroft Token to one of the four Special Locations: Ferndell Hall, The Professional Women's Tea Rooms, Scotland Yard, or Miss Harrington's Finishing School for Young Ladies.

THREE DETECTIVE PLAYERS?

If you have three Detective players, do not place the Mycroft Token. Instead, one of the Detectives may go a Special Location rather than Investigating a Puzzle if they wish.

3. SOLVE PUZZLES

In the Solve Puzzles step, each Detective attempts to Solve the Puzzle at their Location. The Detective players choose one of the Detectives at a Location with an unsolved Puzzle as the first Lead Detective, then follow these six steps:

- a. Lead Detective Investigates
- b. Criminal Makes Trouble
- c. Detectives Offer Assistance
- d. Determine Success
- e. Lead Detective Returns Home
- f. Reveal the Clue

NEXT DETECTIVE

Once the Lead Detective has completed their attempt to Solve a Puzzle and gone home, the players pick another Lead Detective who then attempts to Solve their Puzzle in the same way. This continues until there are no more Detectives at Locations with unsolved Puzzles.

SOLVING A PUZZLE

For a Detective to Solve a Puzzle, they need to match their Talent symbols to that of the Puzzle. If they have the same or more of each type of Talent, they solve the Puzzle. To assist them with this, they and other Detectives can play On The Case cards or use the Special Locations. Against this, the Criminal can play Making Trouble cards to make the Puzzle more difficult.

SCOTLAND YARD

Mycroft Contributes
2 Reason

Detectives contribute their Reason talent and play 2 On The Case cards to each Investigation.

SPECIAL LOCATIONS

There are four Special Locations on the Game Board: Ferndell Hall, Scotland Yard, The Professional Women's Tea Rooms, and Miss Harrington's Finishing School for Young Ladies. Mycroft or a Detective at these Locations assist the other Detectives with all of their Puzzles.

MYCROFT

Mycroft contributes 2 of the Talent associated with the Special Location he is at.

THREE DETECTIVES

If you have three Detective players, you do not use Mycroft. However, any Detective can move to a Special Location instead of a Location with a Puzzle. While there, they contribute their Talent associated with the Special Location they are at. They may also play up to 2 On The Case cards to each Investigation as if they were the Lead Detective.

For example, if Sherlock Holmes is at Scotland Yard, he contributes his 2 Reason and can play up to 2 On The Case cards to each Puzzle.

SHERLOCK HOLMES



a. LEAD DETECTIVE INVESTIGATES

The Lead Detective starts their Investigation by playing between 1 and 3 On The Case cards from their hand.

A Detective at one of the four Special Locations (Ferndell Hall, The Professional Women's Tea Rooms, Scotland Yard, or Miss Harrington's Finishing School for Young Ladies) may also play up to 2 On The Case cards to help the Lead Detective.

Detectives at other Locations or at home cannot play On The Case cards at this point.

b. CRIMINAL MAKES TROUBLE

Once the Lead Detective has finished playing On The Case cards, the Criminal plays up to 2 Making Trouble cards from their hand to thwart the Investigation.

This is the only time that a Criminal can play Making Trouble cards.

THREE DETECTIVE PLAYERS?

If you have three Detective players, the Criminal can play up to 3 Making Trouble cards rather than up to 2.

c. DETECTIVES OFFER ASSISTANCE

The Lead Detective can now play up to 2 more On The Case cards from their hand.

Detectives at other Locations, or at home can offer assistance by playing 1 On The Case card from their hand.

ONE DETECTIVE PLAYER?

If you only have one Detective player they can play up to 3 cards when offering assistance (2 for the Lead Detective and 1 for their other Detective).

d. DETERMINE SUCCESS

The Lead Detective adds up the Talents shown on:

- Their Detective card,
- Any On The Case cards that they and the other Detectives have played, and
- The Talent of Mycroft or a Detective on a Special Location.

The Talents they have to match to solve the Puzzle are the Talents shown on:

- The Puzzle card,
- The Location, and
- Any Making Trouble cards that the Criminal has played.

If they have the same or more of each type of Talent, they solve the Puzzle.

e. DETECTIVE GOES HOME

Place all On The Case and Making Trouble cards used in the Investigation into their discard piles and return the Lead Detective's token to its player.

f. REVEAL THE CLUE

If the Detectives solved the Puzzle, they:

- Gain the Clue card under it,
- Turn the Puzzle card *face down* to show that the Puzzle is solved, and
- Place the Clue card in the Revealed Clues area at the bottom of the Game Board.

If the Criminal's Crime has a matching card, they turn it face up for the Detectives to see. If the Crime has more than one matching card, the Criminal only reveals one card.

If there is no matching card, they say so and do not reveal any cards.

TIP FOR CLEVER DETECTIVES

When you find a Clue that isn't in the Criminal's Crime, place it face down on the Revealed Clues area to remind you that the Crime doesn't have any more of this card.

SELECT ANOTHER PUZZLE

Once the Lead Detective has attempted to solve the selected Puzzle and either succeeded or failed, their Detective Token is removed from the Location.

The Detectives then choose another Detective at a Location with an unsolved Puzzle as the next Lead Detective and attempt to Solve their Puzzle.

Continue this until the Detectives have attempted to solve all of the unsolved Puzzles at their Locations.

MOVING AWAY FROM A PUZZLE

If the Detective at the Location of the Puzzle currently being solved moves to another Location through playing an On The Case card that moves the Detective, the Investigation ends immediately.

All of the On The Case and Making Trouble cards that have been played are placed in their discard piles. They can now be selected as the Lead Detective for their new Puzzle.

4. MAKE A DEDUCTION

At the end of each turn, the Detectives make a Deduction about the remaining cards of the Crime. If they get it right, they win the game. If they get it wrong, the Criminal is still at large and they must solve more Puzzles to get more Clues.

MAKING THE DEDUCTION

The Detectives make their Deduction by announcing what they think are the cards that make up the Crime.

CRIMINAL'S RESPONSE

Once the Detectives have made their Deduction, the Criminal tells the Detectives the number of cards that they got right. They **do not** give any other details, and **do not** reveal any cards in the Crime.

DID THEY GET IT RIGHT?

If the Detectives guess exactly right with the right flowers in the right order, the Criminal shows their Crime and the Detectives win the game.

I think we know who this applies to

TIPS FOR CLEVER DETECTIVES

There could be up to three of each Crime card in the Criminal's Crime.

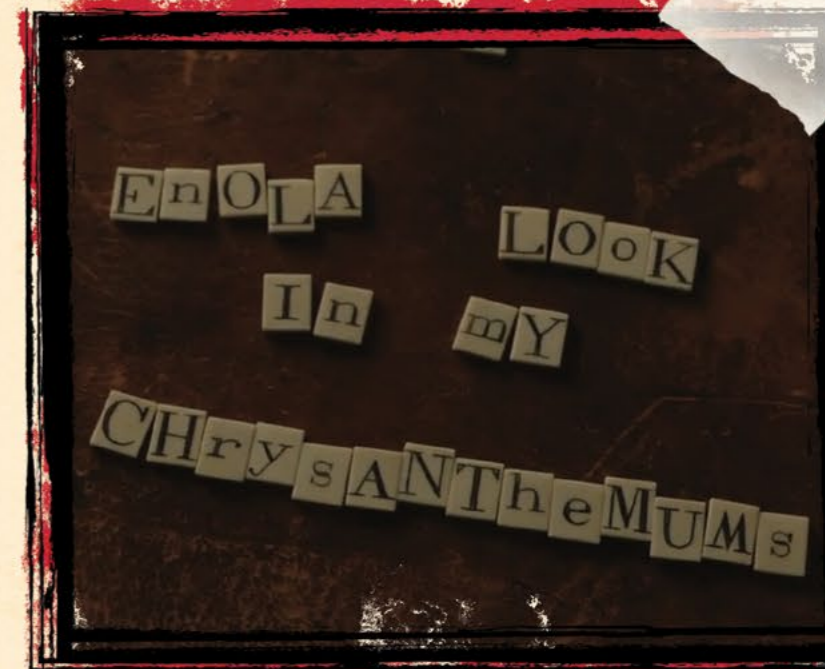
TIPS FOR MASTER CRIMINALS

Never show the Detectives any of your cards when they make a Deduction. All you need to do is check your cards and tell them how many they got right.

This is different from when they reveal a Clue, in which case you turn over one Crime card (or tell them that there are no matches), no matter how many matching Crime cards you have.

TIPS FOR PLAYING WITH JUNIOR DETECTIVES

Normally, the Detectives must guess the cards that make up the Crime and their order. If your Detectives are finding this too hard, you can declare the Crime solved when they deduce the correct cards, regardless of order.



Hummm...

CRIMINAL'S TURN

The Criminal furthers their plotting by setting up new Puzzles and leaving more Clues, as well as refreshing their hand of dastardly tricks.

1. DRAW MAKING TROUBLE CARDS

The Criminal draw cards from the Making Trouble Deck until they have filled their hand of 6 cards.

THREE DETECTIVE PLAYERS?

If you have three Detective players, the Criminal fills their hand to 9 cards instead of 6.

DISCARD UNWANTED CARDS

If they wish, the Criminal may discard any or all of their cards before drawing cards.

2. PLACE CLUES AND PUZZLES

The number of puzzles and clues increases as the game goes on.

At the end of each turn, the Criminal draws 2 Clue cards from the Clue Deck and 3 Puzzle cards from the Puzzle Deck.

After looking at these cards:

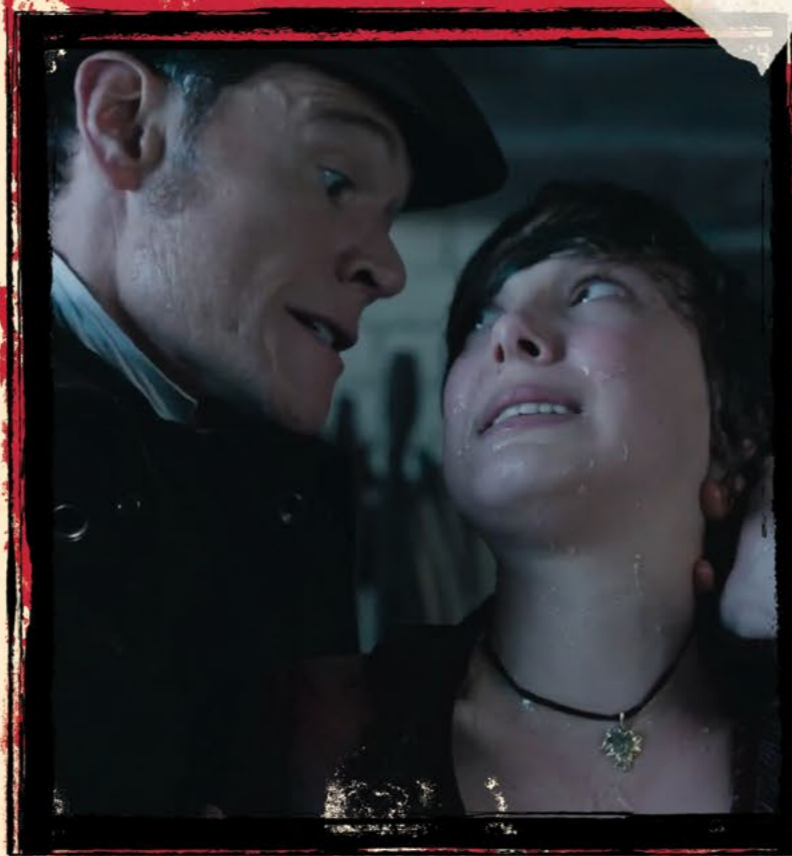
- They place both Clues **face down** on empty Locations of their choice, one per Location.
- They then place a Puzzle card **face up** on top of each Clue.
- Finally, they discard the unused Puzzle card face down.

By the fourth turn, all 10 Clue cards will be on the Game Board (either still hidden by Puzzle cards or in the Revealed Clues area).

Carefully sorted and arranged

TIP FOR MASTER CRIMINALS

When you place your Clues and Puzzles, think about which Puzzles will be easier or harder for the Detectives (and which Locations will make them even harder), then try to place the Clues so that the Detectives will only find the Clues that you want them to!



At the end of 4 turns, the game ends.

If the Detectives have not yet deduced the Crime, the Criminal implements their plan and wins the game.

PLAYING CARDS

Interesting



WHEN TO PLAY CARDS

Detectives may only play On The Case cards in the Lead Detective Investigates and Detectives Offer Assistance steps of Solving Puzzles, while the Criminal can only play Making Trouble cards in the Criminal Makes Trouble step. You may not play cards out of sequence.

Whenever you have the opportunity to play cards, you can play any card in your hand, either a card that adds Talents to the Puzzle or one with a Special Rule.

CASCADING CARDS

If you play a card that tells you to do something, then to play another card, playing this extra card is a free action, it does not count as one of the cards you are allowed to play at this time. This can result in a cascade of cards, all from the same card being played.

For example, if you are Offering Assistance to the Lead Detective, you are only allowed to play 1 card.

If the card you played was Use These Gifts Wisely, you would draw 2 cards then play 1 card. If the card you played then was Look in my Chrysanthemums, you would once again draw 2 cards and play 1 card. Finally, playing Science would add 2 Reason to the Detective's talents.

Although you have played 3 cards, the last two were a result of the first one and not separate card plays.

DRAWING CARDS

When drawing cards, always take the top cards from the deck. The only time you get to choose which cards you have is when you are setting your Crime as the Criminal.

RUNNING OUT OF CARDS

If you run out of cards in the On The Case, Making Trouble, or Puzzle Decks, shuffle the discards to create a new deck.

KEEPING SECRETS

You may not give cards in your hand to other players. Nor may you show the cards in your hand to other players without showing them to all players including the Criminal. You may talk about the cards in your hand, but that will tell the Criminal what you have.

TYPES OF CARDS

There are two types of cards: Talent cards and Special Rule cards.

TALENT CARDS

Talent cards have Talent symbols on them. If they are On The Case cards, they help the Detectives solve Puzzles. If they are Making Trouble cards, they make it harder for the Detectives to solve Puzzles.

SPECIAL RULE CARDS

Special Rule cards have a Special Rule written on them. These cards allow the players to take extraordinary actions such as drawing more cards or moving Detectives about the Game Board.

SPECIAL RULES CARDS

On The Case and Making Trouble cards either show Talent symbols (to add to the Detectives' Talents or increase the Difficulty of a Puzzle) or have a Special Rule.

Resolve the Special Rule immediately when a Special Rule card is played, then place the card in the discard pile.

If the Special Rule allows you to play another card, you could use that to play a card with another Special Rule (which in turn might allow you to play yet another card). In terms of how many cards you can play when the Lead Detective Investigates, the Detectives Offer Assistance, or the Criminal Makes Trouble, these all count as part of playing the original card.

ENDING THE GAME

ON THE CASE CARDS

On The Case cards have the following Special Rules. Below is a detailed explanation of how they work.

Add 1 of any Talent

When Determining Success, the Detective that played this card can treat it as one of any Talent. They do not need to specify which Talent until the Determine Success step. This flexibility can be crucial to solving difficult puzzles.

Draw 2 On The Case cards, then play an On The Case card

Draw 2 On The Case cards. This can increase the number in your hand beyond the normal limit. Then, you must play an On The Case card (either one of those just drawn or another from your hand), even if the cards you drew weren't what you were hoping for. Keep the remaining cards in your hand.

Play this card, then play 2 more On The Case cards.

Play this card, then you must immediately play 2 more On The Case cards. This is useful when Offering Assistance as it allows you to play 2 cards instead of 1.

Cancel a Making Trouble Talent card

Use when Offering Assistance to cancel a Talent card played by the Criminal. This cannot cancel a Special Rule card, since its effects have been resolved in the Criminal Makes Trouble step and are already complete.

Move a Detective to an unoccupied Location, then draw a card

Choose any Detective Token (Mycroft is not a Detective, so cannot be chosen) on any Location (including the Special Locations) or in the player's possession, and place it on any Location (including Special Locations) that doesn't have a Detective on it. This must be a different Location from the one the Detective currently occupies. Then draw an On The Case card. Use this card to leave unprofitable Investigations, start new Investigations, or to move to a Special Location to help another Detective with their Investigation.

Choose a Detective, add all of one Talent from their Detective card

When Determining Success, the Detective that played this card chooses any player's Detective (including their own one) and selects a Talent from that Detective's card. The Detective contributes all of their Talent of that type to the Investigation. They do not need to specify which Talent until the Determine Success step. This flexibility can be crucial to solving difficult puzzles.

MAKING TROUBLE CARDS

Making Trouble cards have the following Special Rules. Below is a detailed explanation of how they work.

Draw 2 Making Trouble cards, then play a Making Trouble card

Draw 2 Making Trouble cards. This can increase the number in your hand beyond the normal limit. Then, you must play a Making Trouble card (either one of those just drawn or another from your hand). Keep the remaining cards in your hand.

Discard your hand and draw 6 cards, then play a Making Trouble card

Place all of the cards in your hand on your discard pile. Then draw a new hand of 6 Making Trouble cards. You must now play 1 of these cards.

Cancel 1 On The Case Talent card

Discard a Talent card played by the Lead Detective in the Lead Detective Investigates step. This cannot cancel a Special Rule card, since its effects have been resolved in the Lead Detective Investigates step and are already complete. Similarly, it cannot be used to cancel cards played in the Offering Assistance step as the Criminal can only play cards in the Criminal Makes Trouble step.

Play a Making Trouble card from the discard pile

Search through the Making Trouble card discard pile for any card and play it as if it was in your hand.

Cancel all On The Case Talent cards

Discard all Talent cards played by the Lead Detective in the Lead Detective Investigates step.

Draw 1 Puzzle card to replace the Puzzle card being Investigated

Discard the Puzzle card in the Location being Investigated, then draw a new Puzzle card and use that for the Investigation instead.

Discard a card at random from each Detective's hand

The Criminal player chooses one card from each Detectives hand and discards the selected cards.

TURN SUMMARY

Setup the game as described on page 3.

The game has 4 turns, each with a Detectives' Turn and a Criminal's Turn.



DETECTIVES' TURN

1. Draw On The Case cards

Detectives draw On The Case cards to refill their hands.

2-3 Detective Players: Hand is 6 cards.

1 Detective Player: Hand is 9 cards.



2. Move Detectives

Move Detective Tokens to Locations.

1-2 Detective Players:

Move Mycroft to a Special Location.

3 Detective Players:

Do not use Mycroft.

Detectives may move to a Special Location.



3. Solve Puzzles

Choose a Lead Detective at a Location and attempt to solve the puzzle

a. Lead Detective Investigates

Lead Detective at the Location of the Puzzle plays 1 to 3 On The Case cards.

Detectives at Special Locations may play up to 2 On The Case cards.

b. Criminal Makes Trouble

1-2 Detective Players: Criminal plays up to 2 Making Trouble cards.

3 Detective Players: Criminal plays up to 3 Making Trouble cards.

c. Detectives Offer Assistance

The Lead Detective may play 2 On The Case cards.

Other Detectives may play 1 On The Case card.

d. Determine Success

The Detectives match Talents shown on:

- Their Detective card,
- Any On The Case cards that they and the other Detectives have played, and
- The Talents of Mycroft or a Detective on a Special Location,

to Talents shown on:

- The Puzzle card,
- The Location, and
- Any Making Trouble cards that the Criminal has played.

If they have the same or more of each type of Talent, they solve the Puzzle.

e. Detective Goes Home

Discard all played On The Case and Making Trouble cards.

Return Lead Detective Token to its player.

f. Reveal Clue

If the Puzzle was solved, reveal the Clue and turn the Puzzle card **face down**. If the Crime has a matching card, reveal it.

Select Next Puzzle

Select another Lead Detective and attempt to Solve their Puzzle.

Repeat until the Detectives have attempted to solve all of the Puzzles at their Locations.



4. Make a Deduction

Detectives deduce the remaining cards of the Crime. The Criminal tells them how many (but not which ones) are the right card in the right place.

Ending the Game

If they got it exactly right, the Criminal shows their Crime and the Detectives win the game. At the end of 4 turns, the game ends. If the Detectives have not guessed the Crime, the Criminal wins.



CRIMINAL'S TURN

1. Draw Making Trouble cards

1-2 Detective Players: Hand is 6 cards.

3 Detective Players: Hand is 9 cards.

2. Place Clues and Puzzles

Draw 2 Clue cards and 3 Puzzle cards. Place both Clues **face down** on empty Locations with a Puzzle **face up** on top of each.

Discard the unused Puzzle Card.

These look familiar...