Any of the Game Modes described below allow you to play both the Cases from this game and from the previous one.

COOPERATIVE AND SOLO GAME MODE

All players form a single team with a common objective: solve the Case. Share your theories and deductions, and agree together on the next step. Dialogue will be your best tool.

The rules detailed below also apply if you play solo.

SETUP

Set up the game in the usual way, with the following exceptions:

- The Start Player Token and the Wiggins Token are not used, although his Character Card will be available regardless of the number of players.
- The team uses a single Player Pawn and its corresponding Magnifying Glass Token. In addition, the team receives 1 Police Token or 1 Call Off Token (if the Case allows it) and a number of Carriage Tokens equal to the highest number printed on a Location Card minus 3 (it does not matter whether that Card is deployed during the Case Setup or not; 221B does not count for this purpose). Form a reserve with the remaining Tokens, including Lockpick Tokens and Magnifying Glass Tokens.
- You must replace the Character Cards, as well as the Watson and Holmes Cards from the Competitive Mode, with those from the Cooperative Mode.
- After reading the introduction, place 2 Police Tokens (if the Case allows it), each in Locations of your choice that do not prohibit them, except in Cases 6 and 8.

PLAYING THE GAME

Apply the usual rules, except for the differences explained below.

GENERAL CONSIDERATIONS

- No notes may be taken, except to write the answers to the Case. You must collectively memorise the information you consider relevant. However, if you play solo, ignore this restriction (you may take notes, if the Case allows it).
- The Token limit applies to the group: you may not have more than 1 Call Off Token and 1 Lockpick Token at any time, although you may accumulate several Police Tokens. These Tokens are not used during the game, but those you obtain will improve your final score (see below).

VISITING PHASE

- You may only visit one Location per round, as you have a single Pawn, and you must always travel by Carriage, even between Locations in the same group of Cards:

Spend 1 Carriage Token if the Location allows travel on foot to it.

OR

Spend 2 Carriage Tokens if the Location forbids travel on foot to it.

Important: When you visit 221B or another Location where you must solve the Case, you may do so for 1 fewer Carriage Token.

Place the Carriage Tokens used on the visited Card; they remain there as a reminder that it has already been visited.

Important: If you wish to visit a Location more than once, you must pay its cost in Carriage Tokens again for each visit.

- If you visit a Location Under Surveillance using a Lockpick Token or Call Off Token, remove the Police Token from the game, except if it is the last Police Token: in that case it is not removed and you must move it to an unvisited Location of your choice, respecting the usual restrictions (an unvisited Location is one that does not contain Carriage Tokens or Magnifying Glass Tokens; see Toby's ability). If it is not possible to move it, remove it from the game.

- Locations that provide a Carriage bonus (including the Carriage Stop) only grant it the first time they are visited.

INVESTIGATION PHASE

- Read the Clue from the Location as a group. You may reread it and discuss it as much as you wish. Once you finish, return the Card face down to its place. If you wish to read it again later, you must spend another turn (and the corresponding Carriage Tokens) to visit it again.
- The abilities of Watson and Holmes are modified. You may use **one of the two** during the Investigation Phase. Watson's ability cannot be applied to Locations marked with the No Watson icon.

END OF GAME

- If you answer all the questions correctly, add together the Carriage Tokens you have remaining and those that remain unclaimed on Locations where they are granted and that you have not visited. Also add the Police Tokens obtained. The total determines your final score according to the following scale:

SCORE	OUTCOME
0	Just in time, justice has prevailed.
1	Elementary.
2	The Baker Street Irregulars could learn from you.
3	Scotland Yard, as always, has arrived late.
4	You are in the news: "Extra, extra, read all about it: mystery solved!"
5	You have an appointment at the Diogenes Club, Mycroft Holmes wishes to receive you.
6	Great Scott! Watson and Holmes are proud, they would not have done it better.
7+	Fascinating! Conan Doyle himself wants to publish your adventures.

- If at the beginning of a round you do not have any Carriage Tokens, the final round of the game begins: you must visit 221B and attempt to solve the Case. However, you may choose to continue investigating without Carriage Tokens. In that case, the culprits will have escaped or the injustice will be irreversible... but you may still answer the Case questions. A new adventure awaits you, where you can do better!

CHARACTER CARDS

The Cards in this Game Mode replace those of the Competitive Mode. When you obtain a Character Card, place on it the number of Magnifying Glass Tokens indicated. Each time you use their ability, remove one Token from the game. When you run out of the Character's Magnifying Glass Tokens, remove their Card from the game. Only one Character may be used per game, as usual.

TEAM GAME MODE

Divide into teams as evenly as possible (it is not necessary for all teams to have the same number of players).

During Setup, each team (not each player) receives its own Pawn, Magnifying Glass Token, Character Card and corresponding Tokens.

Apply the normal rules of the Competitive Mode, with the following exception: no notes may be taken, except to write the answers to the Case. Each team must memorise the relevant information. However, if any team has fewer than 3 players, this restriction is ignored and all teams may take notes, if the Case allows it.

When discussing decisions or reading Clues, each team must do so discreetly to prevent others from hearing their conclusions.