SHERLOCK
A CHAMBER IN RED

Content



Meeples (2): Sherlock and Moriarty
Area (1): Baker Street
Moriarty Board (1)
Misdeeds Cards (20)
Contact Card (1): Dr. Watson
Tip Tokens (12)



Setup

Before the Standard setup, place **Moriarty** in a random Area and then place **Sherlock** in the opposite Area
Place the **Dr. Watson** Contact card randomly between 2 available areas, and then place 3 other Contacts as usual.
Each player draws and places, without looking, a **Misdeed Card** in one of their Showcases.
Add 4 face-down Wonder cards for each player on Moriarty Board.

CHAMBER OF WONDERS

30' 14+ 2-4

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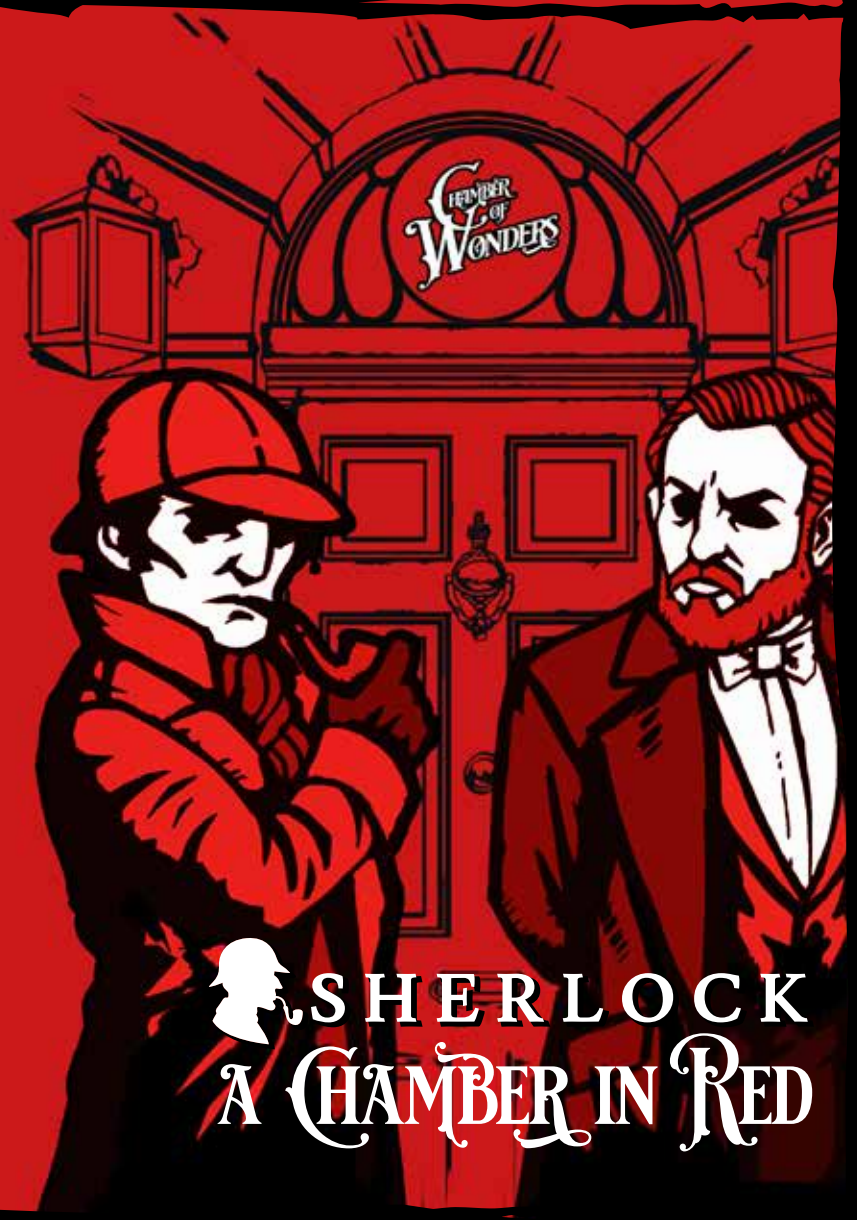


Game Flow

Please follow the rules for Moriarty and Sherlock:

1. Before each player turn, move the Moriarty meeple clockwise on the next Area. The Area with **Moriarty** is now **Dangerous**.
2. The current turn player can pay 3 Pounds to move the **Sherlock** meeple onto an Area of their choice, before placing their agent. If **Sherlock** is on the same Area as **Moriarty**, the Area is no longer **Dangerous** and all the effects are neutralized.

*If a player sends an Agent into a **Dangerous Area**:*

- **draw a Misdeed Card from the Moriarty Board and place it face-down, without looking, on an empty Showcase of theirs.**

If a player exhibits a Wonder Card in a Showcase where a Misdeed Card is already placed, the Misdeed card is revealed and its effects apply.
If the player has no empty Showcases remaining, they must place the Misdeed card in a Showcase with Wonder cards.
The Misdeed card is revealed and its effects apply.
The player can inspect the Wonder Deck on the Moriarty Board and then choose a Wonder Card and take it for free.

- **Take a Tip token.**

The player (or players, in case of a tie) with the most Tip tokens will gain a Fame token at game end.





Area

Baker Street

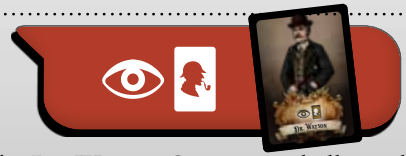


Every fairy tale needs a good old-fashioned villain. You need me, or you are nothing.
Each player draws a Misdeed Card.
The current turn player draws 2 Wonder Cards, and all the other players draw 1 Wonder Card.



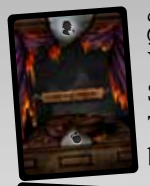
In a world of locked rooms, the man with the key is king. And honey, you should see me in a crown.
The current turn player can remove 1 Misdeed Card from each opponents' Exhibition (max 1 card for each player). For each Misdeed card removed, the player takes 2 Pounds and draws 1 Wonder Card from the main Wonder deck.
Each player that removes a Misdeed card gains 1 Tip token.

Contact Card

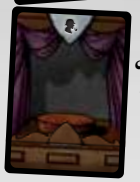


The **Dr. Watson** Contact card allows the player to look at 1 Misdeed Card on their own Showcase. The player can choose if they discard or keep the inspected card.

Misdeed Cards



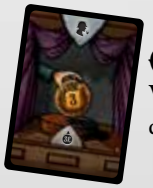
Bomb (10)
When this card is revealed, it destroys a Showcase and all the Wonder cards in it.
The Bomb card stays on the Showcases and can be removed like a "Coming Soon" token.



No effect (6)
No game effect.



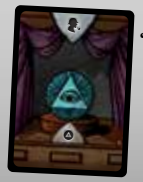
Pitfall (1)
When this card is revealed, the player must discard 1 card from their hand.



Con (1)
When this card is revealed, the player must discard 3 Pounds.



Hoax (1)
When this card is revealed, the player must discard 1 Tip token.



Wonderful (1)
When this card is revealed, the player gains 1 Fame token.