

# Lady Alice



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# Lady Alice

A game of deduction by Ludovic Gaillard,  
for 3 to 5 players.

*Important: The text below describes the rules for a four-player game (Baker Street Kids). Read it, regardless of the number of players, because most of the elements do not depend on the number of participants. Then, if necessary, refer to the changes for three or five players listed at the end of the rules.*

## Sherlock Holmes :

Hello, dear Baker Street Kids, here's the new case that I have concocted for you today:

In 1878, the famous explorer, Henry Morton Stanley, was invited to London by the Royal Geographical Society. So he returned from Africa to give a lecture during which he was to present the complete collection of objects gathered during the African expedition. The one that enabled him to find David Livingstone.

Curiously, on the day of the conference, Stanley did not show up. We feared the worst ...

Without delay, the Royal Geographical Society called me to the rescue.

Upon entering Stanley's hotel room, I immediately noticed that an object from the collection had disappeared.

My thorough investigation on site allowed me to discover an envelope wedged between the wall and the bed. On it, a mysterious inscription:

*Remember Lady Alice*

Upon opening the envelope, I found an old photo and a map of London on which certain locations had been encircled by a thin pencil line. Places at which to meet?

In the photo, Stanley poses with other explorers. In the background was the above named Lady Alice, a boat for exploring the inland lakes and rivers of Africa, which was broken down into separate sections for easy transport.

Obviously, I solved the puzzle quickly, it was ... ahem ... shall we say ... elementary!

I have therefore decided to use this case to introduce you, the Baker Street Kids, my faithful informants, to the subtleties of puzzle solving. I present this in the form of a game that I have called 'Lady Alice'. You will need to demonstrate flair, bluff and mischief.

You know therefore that Stanley has been kidnapped. But you still do not know by whom, nor where, nor at what time, nor with what object you can expose the culprit.

Each of you must try to solve this puzzle by finding **the culprit**, **the place** where the kidnapping occurred, **the time** at which it was committed and **the object** in his possession. This object, stolen from Stanley's room, is in itself conclusive evidence of guilt.

But all is not so simple, you know me ... I like complicated puzzles where everything is not necessarily clear. So, to spice up the game, I am going to give each one of you one of the four pieces of evidence from the start. You will then try to find out what the other Baker Street Kids know, without revealing what you know ....





For that, I will place the following at your disposal:



- My desk, on which are laid out all the clues that will help you to visualise your deductions. (the game board)



- 1 spiral notebook in which I have gathered all the clues. It is divided into four categories, each containing eight clues:
  - suspects
  - places
  - times
  - objects



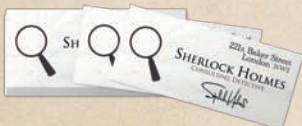
- 32 cards representing the clues. That way, you can replay this game countless times, by changing the case parameters, until you reach my level of competence, well ... that is not necessarily a goal!

These cards are divided by category, shuffled and placed here into four face down piles.

The piles are then mixed up so that none of you can know which pile corresponds to which category.



- 4 sets of nine Deduction counters that you will use to confuse your colleagues. I heartily recommend that you keep them face down. There are three counters with a value of Zero, three with a value of One and three with a value of Two. You each receive a complete set. To facilitate reading, each set is a different color. To that end, hey, while you're there, take a token with your image on it - that way, you will easily remember your color!



- 28 of my business cards ... For the moment, leave them near my desk, but more importantly, do not bend them, please!



- 4 Verdict folders, one for each of you. You will see, on each side of the interior, a photo of my portrait, hem .... On one side, I am smiling and holding out a penny, you will understand from that that you have discovered a proof, while on the other I have an angry look: red herring, focus a little ...!



Right, now we are ready. I take, without examining them, the first clue card from each category, I shuffle them carefully ... voilà ... and give one to each of you at random. Look at what it is, without revealing it to the others, and place it face down properly in front of you. This card provides one of the four irrefutable pieces of evidence that will enable you to solve the puzzle.

Oh, let me add one more thing, note taking is prohibited! Besides, you will see very quickly that this is not necessary ...

*(Publisher's note: You will find an illustration of the set-up on the first page of these rules).*

Now to the game itself. It is played in turns, each of which contains three phases:

- First phase : Suspicions
- Second phase : my Verdict
- Third phase : the playing of Deductions.

When one of you has found the solution to the puzzle, the game will end and you will be entitled to a penny.

Right! Now for :

## the first phase, the Suspicions

One of you takes the spiral notebook, chooses a combination of Suspect-Location-Time-Object and shows it to the others, complete with the following ritual sentence:

**" I suspect .....of having been seen at ..... at around ..... hundred in possession of ....."**

**Let me give you an example** *" I suspect Mary Kingsley of having been seen at Waterloo Station at around 17 hundred in possession of the compass."*

Attention, I will give you at this point some additional information:

- In the next round you will pass the spiral notebook to the player on your left, who will in turn announce his suspicions etc..
- You are free to include the evidence in your possession in the combination, or to exclude it.
- You cannot choose the same combination as your predecessor.
- You cannot choose a combination consisting solely of clues already known to be false leads - you will understand why a little later.

You should also know that sharing your suspicions when it's your turn is obligatory!

## The second phase, my Verdict

As soon as the suspicions have been formulated, you must ALL pick up your Verdict folders.



If the evidence in your possession **forms part** of the displayed combination, you **MUST** put my picture with the smiling face showing in the folder.



If the evidence in your possession does **not form part** of the displayed combination, you **MUST** put my picture with the doubtful face showing in the folder.

Then, you all put your folders face down next to my desk.

The player who chose the combination picks them up, taking care to ensure that no one can determine whose folder is whose. Without examining them, he shuffles them carefully and then puts them one by one on my desk. You will thus discover how many false leads or pieces of evidence are part of the chosen combination.

**If there are only false leads**, I authorize you to cover the four clues from this combination, using my business cards on my desk. Be careful ... do not bend them!

If there are any counters on the clues, simply cover them with the business card.

## The third phase: the playing of Deductions

Starting with person to the left of the player who chose the combination, then continuing clockwise, you will be able, if you so wish, to share your deductions in order to solve the puzzle.

When it's your turn you must do one of the following:

- a) put one of your counters on a clue,
- b) say «I pass»
- c) attempt an accusation in order to end the investigation.



### a) How to put a Deduction counter on a clue



Choose a clue on my desk and put one of your counters, number side down, on the corresponding area.



If another counter is **already** present in this area, it must be revealed: turn it over to show its number side.

Let me provide you here with some useful information:

- The placement of a counter is final.
- A counter can neither be taken back nor moved.
- An area cannot contain more than four counters.
- At the end of the game, the counters with a value of 1 or 2 earn points if they are on the clues that make up the puzzle's solution.

### b) Pass

You can decide not to place a counter and clearly say «I pass».

The playing of Deductions continues until all of the players have **successively** said «I pass»!

It is therefore possible to place several counters during the playing of Deductions. You can begin by passing to let your opponents reveal their ideas then hope to place a counter later if all the other players have not said «I pass.»

Example: Helen begins the playing of Deductions and chooses to pass. Gordon puts a counter on Waterloo Station. John puts a counter on Mary Kingsley. Audrey passes.

Helen puts a counter on Mary Kingsley, and reveals John's: a 0! Gordon puts a counter on 7h00, then all players in succession say "I pass." The playing of Deductions therefore ends.

When the playing of Deductions is over, a new turn begins. The player to the left of the one who presented his suspicions takes the spiral notebook and chooses a new combination.

### c) Attempt an accusation

Please note, I had better warn you! It is advisable to be careful before embarking on such an operation! If, at the revelation of the verdict, there are one or more false leads, you will lose my respect.

Your counters remain in place and you continue to participate in the verdicts, but you can no longer share your suspicions or your deductions. For you, the game is therefore lost while all the other players continue the playing of Deductions; place, pass or accuse.

Be careful before making an accusation!

Example with accusation: Helen begins the playing of Deductions and chooses to pass. Gordon puts a counter on Waterloo Station. John passes. Audrey accuses but her accusation is incorrect. Helen passes. Gordon passes. The playing of Deductions therefore ends.

Okay, now that you have been warned, if you still decide to make an accusation, take the spiral notebook and prepare the combination of Suspect-Place-Time-Object constituting, in your opinion, irrefutable proof allowing the riddle of Stanley's disappearance to be solved and say the following sentence:

**"I accuse** (suspect) of having been seen at (place) at around (time) in possession of (object)".

Once the accusation has been made, you ALL pick up your Verdict folder.



If the evidence in your possession **forms part** of the displayed combination, you **MUST** put my picture with the smiling face showing in the folder.



If the evidence in your possession does **not form part** of the displayed combination, you **MUST** put my picture with the doubtful face showing in the folder.

Then, you all put your folders face down next to my desk, and the accuser then proceeds as in phase two.

If you see me smiling on all the folders, then you have solved the case.

I would happily give you a penny ... but you will not necessarily be the winner!



## End of the game

If, when an accusation is made or during the Suspicion phase, you see me smiling in all the folders, the game ends.

You then prepare the calculation of the points in the following order:

- I. Each player shows their piece of evidence.
- II. All counters present on the clues that are not part of the solution to the puzzle are removed from the desk and returned to the game box.
- III. All counters belonging to players who were excluded by making a false accusation are also removed, even if they are placed on the right clues.
- IV. All remaining counters are turned face up.
- V. All counters with a value of Zero are removed and returned to the box.

You can now count up the points:

- VI. Total up the value of your remaining counters on my desk.
- VII. If you have a counter on each of the solution's clues, I give you two extra bonus points.
- VIII. If you provided the right combination during the Suspicions phase, I'll be a good fellow and salute your intuition by giving you a bonus point.
- IX. If you made a correct accusation, you receive three bonus points.

The player with the most points wins the game.

Let me provide you with some more useful information:

- If several players have the same highest score, I declare them joint winners, unless one of them made a correct accusation, in which case I attribute the victory to that person.
- If, after several false accusations, only one player is left in the game, he or she wins.



## Ah, hello! I see a fifth player has joined us to solve this puzzle ...

That's not a problem! We will adapt to this situation.

When distributing the clues, instead of taking one card from each category, I will take

- ONE clue from three categories.
- TWO clues from the fourth category

Of course, I will take great care to ensure that none of you smart kids knows from which piles all these clues are taken and I give one of these cards to each of you. You all thus have a piece of evidence.

For this investigation, one category will therefore contain two pieces of evidence, there are thus:

- two culprits or
- two kidnap locations or
- two different times of the day or
- two objects belonging to Stanley.

And since you're five, it is now possible to put five Deduction counters on each clue on my desk.

Your proposals for suspicion or accusation, using the spiral notebook, will still only contain four clues (Suspect-Place-Time-Object). Moreover seeing me smiling on **four of the five** Verdict folders puts an end to the investigation.

The scoring is the same, but there is an added bonus:

After having removed the Zero counters, those among you who succeeded in finding out which category contains two clues earn a bonus of two points! This requires having placed a counter on both clues.





## Hey ... You are only three brave souls today after all ...

You can imagine that I had anticipated this situation!

When distributing the clues, I just remove one of four categories of clues ... You will thus have only three clues to find. Of course, I will take care to ensure that none of you can know which category I removed. Do not expect me to make the investigation too easy for you!

And since there are only three of you, you can only put three counters per area on my desk. Be careful not to be taken by surprise by your opponents when you think you are certain.

The phases of play proceed as usual. Although there are only three clues to find, you select your combination in the spiral notebook using the four categories. It is enough to see me smiling on the three Verdict folders for the investigation to end and to proceed to the calculation of the points.

However, do not think it will be easier to make an accusation ...

When you make an accusation, you must only show the three clues which are the object of your suspicions. To do that, turn the cards in the missing category so that only their black back is visible in the spiral notebook. So you **MUST** know the missing category ...



If the evidence in your possession does **not form part** of the displayed combination, you **MUST** put my picture with the doubtful face showing in the folder.

Again, if the three Verdict folders show me smiling, you have ended the investigation, but if one of them shows my angry look then the game is lost for you.

The flow of play and the scoring do not change.

## Oh, I forgot, our dear friend Watson has some advice for you:

### Should I include my own evidence when choosing a combination?

Including your own evidence can be worthwhile if this leads to getting just a single smile from Sherlock Holmes. In that case, you're the only one who knows it. You have progressed further along the path to the truth than your opponents. But do not overdo it, or your opponents could soon work out what you're up to.

Not including your evidence deprives your opponent of a lead ... unless Sherlock Holmes' verdict shows only red herrings. Although the business cards are placed on all the eliminated clues and the investigation progresses, everyone benefits equally.

In conclusion, to include or omit the proof may help in sending the others off on the wrong track, but you have to choose the right time to do so.

### What are the value "0" Deduction counters used for?

These are bait ...

When placing a counter on a clue, you place it with the number face down.

Your opponents might think that you placed this counter on the evidence in your possession. They will then be tempted in their turn to put a value 2 counter on this area to optimize their victory points. Just watch their crestfallen looks when they discover that you have placed a 0!

Using the counters (0-1-2) to good effect, with a touch of bluff and mischief, is one of the keys to victory ...

### How many counters can you place during the playing of Deductions?

This phase of the game only ends when all players have successively said «I pass.» As long as this is not the case, you can place a counter on your turn. However, you only have nine counters ... and three of them are decoys. You must place them at the right time, without waiting too long **because an area cannot contain more counters than the number of players.**

Wait too long : you might not be able to place a counter.

Rush : you may reveal your intentions ... unless it's a bluff ...



## The Participants



**Sherlock Holmes and the Baker Street Kids** - No introduction is needed for Sherlock Holmes, the famous London detective. But what is less well known is that this outstanding investigator regularly called upon a band of street urchins, the Baker Street Kids, to look for clues during his on-going cases. He rewarded their information with a penny.



**Le Lady Alice** - Stanley had a boat built for his African explorations specifically for exploring the inland lakes and rivers of the continent. This boat was transported in pieces during his travels to be reassembled whenever necessary.



**Henry Morton Stanley** - A British explorer and journalist, he is best known for his exploration of Africa and the search for David Livingstone, once thought lost forever.



**Charles Chaillé-Long** - Descended from a French family from La Rochelle, he was born in Baltimore. After countless extraordinary adventures, he was the first explorer to travel the Nile from its mouth to its source.



**Samuel White Baker** - British explorer, also known for his research into the sources of the Nile. He discovered Lake Albert and demonstrated that the Nile flows through it from one end to the other.



**Mary Kingsley** - English Explorer and writer. She greatly influenced Europe in the way it considered Africa and Africans. She will discover unknown species of fish and will be the first to climb Mount Cameroon (4100m) by a route unknown to Europeans.



**Joseph Marlow** - This character is a nod to Charles Marlow, a fictional character from the novels of the English writer, Joseph Conrad. He is his alter ego in the narrative of many African adventures.



**Ajayi Crowther** - The first black Anglican bishop of southern Nigeria, he is among the most ardent propagators of European influence in Africa. He defends the African dignity, encourages its people to take their destiny in hand ... provided that such promotion involves the conversion to Christianity.



**John Hanning Speke** - English explorer of East Africa. Former British army officer in India, he made three expeditionary trips to Africa in search of the sources of the Nile.



**Tippu Tip** - Slave merchant originally from Zanzibar, he met and helped most of the great European explorers of the black continent, including Stanley.



**Alexine Tinné** - Dutch explorer and the first European woman to cross the Sahara. She also participated in several expeditions exploring the sources of the Nile.

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**Ludovic Gaillard** French author with a promising future, he explores the fundamentals of mechanical fun. He has never been to Africa and is proving to be a poor investigator ... even if he was the first Mr Jack World Champion, under the pseudonym Jack Ace. He can occasionally be seen at fishing events on the Rhone in the company of Lady Alice.

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