

Sherlock Holmes

is an Asshole



A Role-Playing Game where Sherlock Holmes grandstands by solving a mystery from his armchair while Watson jumps to conclusions.

Written by Eric Farmer for the 200 Word RPG Challenge.

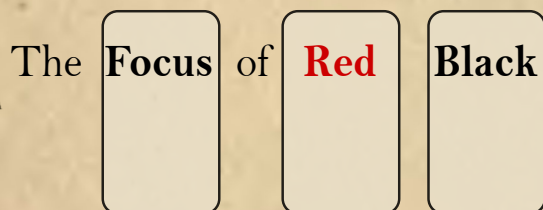
Layout by David Schirduan.

Setup:

Grab a deck of cards. Divide it into two stacks: red cards and black cards.

One player is Holmes. All others take turns being Watson.

Holmes begins by drawing two red cards and two black cards. Holmes arranges any three cards to assemble a Title:



The fourth card is placed on the table face up. This is the **Tone Card**.

Begin Play:

Holmes: “Watson, you know my methods. Tell me what you observed of...” and provide a person or object.

Watson: Draw a card. Place it face up. Add a detail.

If Watson’s Card > Tone card: Holmes’ tone is insultingly complimentary.

Otherwise: Holmes’ tone is derisive.

Holmes continues narration until Watson draws a card and interrupts, “Holmes, what about...?” and adds a detail. Resolve tone again by comparing to the Tone Card.

The mystery ends after Watson’s fourth card draw, culminating with the Title.

	FOCUS	♦	♥	♣	♠
K	Study	Scarlet	Blue	Bohemia	League
Q	Sign	Speckled	Orange	Identity	Carbuncle
J	Scandal	Twisted	Noble	Band	Pips
10	Mystery	Abbey	Beryl	Bachelor	Thumb
9	Problem	Silver	Blaze	Coronet	Box
8	Case	Cardboard	Yellow	Face	Ritual
7	Case	Crooked	Patient	Squire	Man
6	Case	Naval	Greek	Lady	Interpreter
5	Disappearance	Final	Empty	Treaty	House
4	Adventure	Dancing	Solitary	Cyclist	Students
3	Adventure	Golden	Second	Pince-Nez	Stain
2	Adventure	Red	Circle	Lodge	Plans
A	Adventure	Devils	Missing	Foot	Curse