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15'

2
players

10+

FOCUS

An association of ideas
game for 2 players

OLDCHAP
GAMES



Focus: Watson's game



To pass the long winter nights—when cases are hard to come by—Dr. Watson invented a game for his friend, Sherlock Holmes.

In this game, players must trust their intuition while considering all pieces of evidence. Something to hone one's observation skills...

And you, would you want to play too? Will you fare better than the detective and his assistant?

Note: The illustrations in this game come directly from the sketches Watson drew during their investigations. They are authentic masterpieces which have never been published before!

Contents



16 Marker cards



84 double-sided Exhibit cards

Goal

Focus is a **cooperative** two-player game. The objective is to find the two cards belonged to the players. To do this, players have to remove **all of the other Exhibit cards** on the table, *without talking to each other*.



Setting up

Randomly choose **16 Exhibit cards** and place them on the table in a **4-by-4 grid**. Next to the grid, place a **row of 4 other Exhibit cards** (see the example below).

Note: While shuffling the **Exhibit cards**, be sure to flip over half the deck once in a while. This will mix the cards more thoroughly.

Shuffle the **16 Marker cards** face-down. Each player draws one card, which they keep **secret**. This Marker card indicates the location of their Exhibit card on the 16-cards grid, which they must help their partner find.

Note: Make sure to orient your **Marker card** correctly. Use the row of 4 cards on the side as a reference.



In this example, Sherlock must help Watson find the **sailing boat**. On the other hand, Watson is trying to help Sherlock find the **smoking pipe**.

Playing the game

Once both players have **secretly** looked at their **Marker card** and have placed it in front of them **face-down**, the game can begin.



Either player can go first: when one of the players is ready, they can begin. However, either player **may not** signal the other to let them know that they are ready.



IMPORTANT: Players are not allowed to talk during the game.

Players **take turns**. During their turn, a player **takes a card** they associate with their Exhibit card. This will help their partner to identify and avoid taking that particular card.

To do this, the player can choose to take any card from:

-  the row of cards placed on the side, or
-  the grid of cards at the centre of the table.

Note: Do not replace the taken Exhibit cards. Leave the spot empty.

That card is then placed **in front of them** creating a **Clue file**. Each new card is placed next to the previous one to indicate the order they were taken.

Sherlock
Clue file



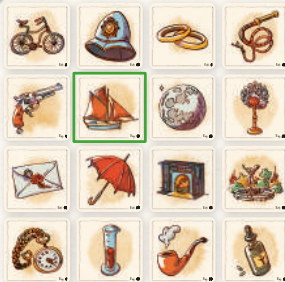


First turn

During the first turn, the first player **must** take an Exhibit card from any of the 4 cards placed on the side.

This ensures that there is no chance of taking their partner's card.

Sherlock
Clue file



Watson
Clue file

In this example, Sherlock is taking the **globe** because it reminds him of travelling around the world with a **sailing boat**. Hopefully this will be a clue for Watson to avoid taking the **sailing boat** card on his turn.



Ending the game

Losing the game

If a player takes the other player's Exhibit card during their turn, the game ends: **you both lose.**

Winning the game

If, at the end of a turn, **both** of your Exhibit cards are the only cards left **at the centre of the table**: **you both win.** You cannot stop beforehand, even if you think you have found your partner's Exhibit card.

Congratulations! You can now try the



Sherlock Mode on page 8.

“When you have eliminated the impossible, whatever remains, however improbable, must be the truth.”

Sherlock Holmes in *The Sign of the Four*





Tips from Sherlock Holmes



The first chosen cards often reveal **important hints**. In subsequent turns, you will have to pick cards that are less obvious, while making sure that they cannot be your partner's card.



Do not hesitate taking a card which you believe your partner thinks it **could be** yours (*but it is not*).



Do not try to identify your partner's card right away. Instead, search for cards that **cannot be theirs**.



Your partner's card cannot be one of the **4 cards on the side**, so those cards can be taken risk-free.



During the first turn, the amount of time it takes for the first player to decide their next steps can **suggest many things...**





Focus: Sherlock Mode



“My dear Watson, I am amazed by this interesting game which you have created.

Yet, like me, you may find that it is a bit too easy to win. Here is a different way to play that should spice things up...

This should keep us occupied for some time.”

Goal

Try to find your partner's card and have them find your own as quickly as possible... But be careful not to rush!





Playing the game

The game plays out in the same way as the base game, except:



At any moment (at the start or the end of a turn):

If a player believes they have found their partner's Exhibit card, they can raise their hand to suggest that both players should point to each other's Exhibit cards at the same time.

Their partner can then decide to:

A) Refuse the offer, as they are not sure if they have found their partner's card.

If they refuse, the game continues until the player who refused chooses to raise their hand (the other player can no longer raise their hand). In this case, the other player must accept the offer.

B) Accept the offer, in which case the game ends. Both players count to three and point at the Exhibit card they think belongs to their partner. Move on to *Calculating Points* (see next page).





Calculating points



If both players identified their partner's card

Players receive a point for every Exhibit card remaining at the centre of the table and on the side.

Sherlock

Clue file



Watson



Clue file





In this example, Sherlock and Watson have found each other's cards: the **sailing boat** and the **smoking pipe**. As there are thirteen cards remaining (including the **sailing boat** and the **smoking pipe**), they receive **13 points**.





  **If only one player identified their partner's card**

Players receive points equal to **half** the amount of Exhibit cards remaining (if the number of remaining cards is odd, round down).

  **If neither player identified their partner's card**

Players don't receive points.

REMINDER: If you take your partner's card during a turn, the game **ends immediately** and **no points are awarded**.

Sherlock Mode is played in **3 rounds**. At the end of the third round, add up your points and compare it to this table:


0–12 : *Oh dear, there are some difficulties to understand each other...*

13–21 : *Interesting deductions, but still a bit imprecise...*

22–30 : *Well done, a duo who truly understands one another!*

31–39 : *Congratulations! You are masters of deduction!*

40+ : *Brilliant! You are just as close as Sherlock and Watson...*

If you reach **40 points or more**, you can try  **Mycroft** on page 12.

Mode



Focus: Mycroft Mode



“Brother dear, I had the chance to play the game your friend Watson created, as well as the addition you made.

I admit, it is quite enjoyable. Even the most simple minded can sometimes create oddly remarkable things...

However, I am allowing myself to propose a variation of this game, as it lacks a bit of sophistication.

I expect you will enjoy it! Good luck...”

Goal

Each player must find both of their partner's cards!

Note: You can play **Mycroft Mode** using the **base game** rules (Goal: *take all the cards except for your four cards*) or by combining them with the **Sherlock Mode** rules (Goal: *identify your four cards as quickly as possible*).





Setting up

Setup is the same as the base game, except:



Each player draws **two Marker cards**. Players must find both of their partner's **Exhibit cards** indicated by those Marker Cards.

Playing the game

The game is then played the same way: every turn, a player takes a card and places it in front of them. If a player takes one of the two Exhibit cards that the other player is trying to help them guess, the game ends: **you both lose**.

Note: Each player can only have **one set of Clue file** in front of them. You need to deduce whether the clue given by your partner is related to **one** or **both** of their Exhibit cards...

Calculating points *(Mycroft Mode with Sherlock Rules)*



If all 4 cards are found

You receive a point for every card remaining (*see page 10*).



If only one player found both of their partner's cards

You receive a point for **half** of all remaining cards (rounded down).



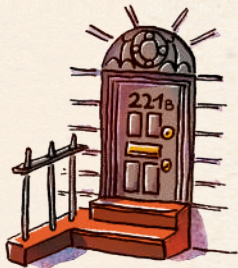
If neither player has found their partner's two cards

No points are awarded.



Bonus: Mrs. Hudson Variant

(Sherlock and Watson's landlady)



“What a game! I wonder how they came up with this! As for me, I took the liberty of categorizing dear Watson’s sketches based on the cases he described to me. A little order never hurt anyone...”

I was able to assemble four famous cases: A Study in Scarlet, The Sign of the Four, The Five Orange Pips, and The Hound of the Baskervilles.”

Setting up

To play one of the true cases of Sherlock and Watson:



Choose a case and pick the corresponding **20 Exhibit cards**.
(The card’s number is indicated at the bottom-right of each card.)

Continue to set up the game as usual (without flipping the cards when shuffling them). The case can be played using the rules from the **base game, Sherlock Mode or Mycroft Mode**.





A Study in Scarlet

Card no. 13, 16, 19, 21, 28, 32, 45, 53, 55, 60,
61, 63, 89, 96, 97, 124, 136, 144, 159, 165

The Sign of the Four

Card no. 10, 17, 35, 39, 49, 51, 57, 71, 75, 81, 91,
93, 111, 115, 127, 131, 135, 147, 153, 166



The Five Orange Pips

Card no. 1, 3, 23, 33, 36, 42, 43, 50, 64, 65,
83, 87, 120, 126, 128, 130, 141, 158, 163, 168

The Hound of the Baskervilles

Card no. 5, 8, 12, 26, 30, 41, 67, 69, 73, 77, 79,
99, 101, 103, 119, 125, 137, 145, 149, 157



Note: For each of the cases above, you are going to play the game using only the Exhibit Cards mentioned within the corresponding novels and short stories by Arthur Conan Doyle (creator of Sherlock Holmes).

Sherlock and Watson have a small surprise to share...
The game's song: *Le Noël de Sherlock Holmes!*



<http://oldchap.games/focus-la-chanson/>

*“The world is full of obvious things which nobody
by any chance ever observes.”*

Sherlock Holmes in *The Hound of the Baskervilles*

Credits

Game designers

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A big thanks to Arthur Conan Doyle for his unforgettable work.