The Game's Afoot: Walking as Practice in Sherlockian Literary Geographies
Citation

Abstract
This article explores the relationship between readers' embodied experiences in the world and the creative act of encountering fiction. In particular, it looks at three examples of Sherlock Holmes-inspired literary tourism. Their authors each use walking as a means of encountering the literary spaces of Arthur Conan Doyle's texts and of deliberately adding to them, expanding the space of Holmes's world beyond the page. By introducing the concept of 'expansionary literary geography', this article suggests that forms of embodied, worldly engagement with literature - whether derided as 'literary fanship' or celebrated as literary tourism - can also be forms of reading, acts of creative encounters with fiction, in their own right. Its argument proceeds through close readings of three Sherlockian texts - Arthur Axelrad's On the Scent (1984), David Hammer's A Dangerous Game (1997), and Richard Warner's Guide Book and Instructions for the Ascent of Holmes Peak (1985). It is demonstrated that through the power of walking to combine embodied experience of the actual world with acts of memory and imagination, the three authors' travels work to inscribe the Sherlock Holmes texts into the world. In this way, their walking and its representation become a form of both reading and writing, a physical experience of the unfolding of narrative in time and space, and a contribution to the imaginative expansion of Holmes's world.

Keywords
mobility, walking, expansionary, literary geography, literary tourism, Sherlock Holmes

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The game is afoot! Dive into the the world of the Great Detective and read the original 60 stories of the Sherlock Holmes canon. Content Spotlight! Sherlockian.net is your curated directory for Sherlock Holmes! Our site welcomes newcomers, serves as a resource for Sherlockians, works to collect important resources for our community, and encourages participants to share in the Great Game. If you would like more information about how to navigate the site, take a look at our page that talks about the transition from the old site to the new one, the changes we've made to the site's structure, and why we made them. According to the Guinness Book of World Records, Sherlock Holmes is the "most portrayed literary human character in film & TV." He fascinated the world when Conan Doyle's stories first appeared, and today he's still calling "the game is afoot" to Dr. Watson as they hail a hansom cab on the foggy streets of London, ready to right a wrong and catch a criminal. Conan Doyle wrote fifty-six Sherlock Holmes short stories and four novels, and everyone seems to have a favorite tale. The Game's Afoot: Walking as Practice in Sherlockian Literary Geographies. Article. Dec 2016. Visiting places associated with popular literature is increasingly prominent as a tourist practice; however little is known on how to explain the growing popularity of this phenomenon in large cities over the world. How do tourists experience contemporary cities through their participation in crime-detective fiction tours, and what meaning(s) do they attribute to their experiences?