



Mr Jack

1888 - London - Whitechapel district

The night covers the gloomy alleys with a veil of darkness. Jack is moving in the shadows... The finest investigators of the gaslight age have gathered here to catch him before he uses the darkness to slip away for good. The trap is slowly closing upon him... But Jack is cunning. He is in fact impersonating one of the investigators... Will the others unmask him?

Advice:

- Before your first game, we advise you to read the rules completely: this will allow you to get a good overview of the game.
- Then set up the game using the SET-UP section.
- Read the rules again before starting to play.
- For all questions, refer to the FAQ.
- After the second game, you will realize that you do not need the rules anymore. We wish you a lot of fun!

CONTENTS

- 8 character tokens of 8 different colours, with suspect on one side and innocent on the other.



suspect



innocent

(Before the first game, you need to put the stickers on the tokens according to the colours – e.g. Red background sticker on the red token, etc)



- 8 character cards with a green back, picturing one character each, together with symbols summing up the movement and special ability.



- 8 alibi cards, with a red back, picturing one character each.

- 1 game board picturing the Whitechapel district and divided into hexagonal areas (or hexes). The right section of the board features a round counter section.

- 2 police cordon tokens



- 2 covered manhole tiles



- 1 round counter token

(before the first game, you must put the appropriate sticker on the token).



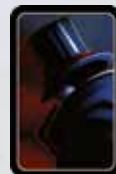
- 6 lit gaslight tiles (4 tiles that are numbered from 1 to 4 and 2 tiles without numbers)



Visible



Invisible



- 1 Witness card with a Visible side and an Invisible side

PRINCIPLE OF THE GAME

SHADOW AND LIGHT/VISIBLE AND INVISIBLE

The game board represents Whitechapel, with its badly-lit alleyways. Some of the gaslights are lit: all adjacent areas are lit, the others are in the shadows.

One player takes the role of Jack.

He will be referred to as «**Jack**» throughout these rules.

He is the only one who knows whose identity he is using. His objective is to escape from the Detective, thus stopping the latter from discovering his real identity, or to leave Whitechapel under cover of darkness.

The other player takes on the role of the Detective.

He will be referred to as «**the Detective**» throughout these rules.

His objective is to reveal Jack's real identity and to arrest him before the end of the eighth round.

Four characters are activated in each round: two by the Detective and two by Jack.

Then there is a call for witnesses. Jack must state whether his character is visible or not.

Visible characters ☆ : characters on a lit hex (those adjacent to a lit gaslight) are visible, because they can be seen by anybody passing by. Likewise, if two characters are on adjacent hexes, even if not lit, they are considered visible as their proximity allows them to see each other through the gloom.

Invisible characters: a character who is neither on a lit hex (whether lit by a gaslight or Watson's lamp) nor on a hex adjacent to another character, is considered to be invisible. Therefore, at the end of each round, the Detective can definitively exclude certain characters based on Jack's declaration (visible or invisible) and hone in on the guilty party.



The game is a fierce struggle between Jack and the Detective in which they aim to move the various characters to their advantage, making them visible or invisible:

- The Detective will try to reduce the number of suspects each round, all while limiting Jack's opportunities for escape;
- Jack will do all he can to slow the Detective's process of elimination down, all while keeping an eye out for the slightest slip-up which will enable him to escape forever!

SET-UP

Unfold the double page at the end of this rulebook to be able to refer to the picture while you're reading the text below.

The players choose who is to play **Jack** and who plays **the detective**.

The detective faces the board in the upright position: **the yellow edge** is in front of him.

Jack is on the other side of the board, and sees it as upside down. The colour of **the edge** in front of him **is grey**.

- 1 The character tokens, the closed sewer tiles and the gaslight tiles are set out on the board as shown.
Note: at the beginning of the game four characters are visible and four invisible. All the character tokens should have their «suspect» side face up.
- 2 The eight character cards are shuffled and placed face down beside to the board.
- 3 The eight alibi cards are shuffled and placed face down next to the board.
- 4 The Witness card is placed Visible side up for the first round .
- 5 The round counter token is set on the «Round 1» hex (It is the first step in the round counter, closest to the detective).
- 6 The player playing Jack draws one alibi card, secretly reads it and places it face down in front of him. This is the character that Jack will be impersonating during this game. (This character is the only one that has no alibi.)

GAME ROUND

Each game unfolds over several rounds, eight at most. Each round unfolds as follows:

I CHOOSING AND USING THE CHARACTERS

During each round, four characters are played, two by each player.

• *During the odd-numbered rounds (1-3-5-7)*

Draw the first four character cards from the pile and place them face up.

The detective chooses a character among the four and plays it (he moves the character token and/or uses the character's special ability). The character card is then turned over and placed face down.

Jack then chooses two characters from the three remaining ones. He plays them in the same way, and then places the cards face down.

And finally, the detective plays the last face-up character.

• *During the even-numbered rounds (2-4-6-8)*

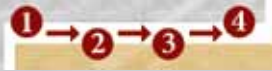
Draw the last four character cards from the pile and place them face up.

Jack now chooses and plays one character, the detective then plays two characters, and finally Jack plays the last one.





The round counter shows with symbols the order in which the players choose their characters.



The color of the cards is the same as that of the board edge in front of which each player is sitting (yellow for the detective who sees the board upright, and grey for Jack who sits sees the board upside down.)

II CALL FOR WITNESSES

Once the four characters have been played, Jack must declare whether he is visible or not.

Visible



Jack is visible if the character he is using is in a lit hex or is next to another character.

Jack rounds the Witness card so that its Visible side is face up, as shown.

All invisible characters are now deemed to be innocent.

The Detective rounds their character tokens Innocent side up, without changing their location.

The Witness card is left Visible side up next to the gameboard and remains that way throughout the next round.



Invisible



Jack is invisible if the character he is using is on an unlit hex and is not next to any other character.

Jack rounds the Witness card so that its Invisible side is face up, as shown. In this case, all visible characters are deemed to be innocent.

The Detective rounds their character tokens Innocent side up, without changing their location.

The Witness card is placed Invisible side up next to the gameboard and remains that way throughout the next round.



*Note: if Jack is invisible at the end of a round, **and only then**, he can try to leave the area during the following round. If he manages to do so, he wins the game.*

III SHUTTING A GASLIGHT OFF

While the night lasts, several gaslights are shutting off, one by one. Take the lit gaslight tile with the number of the current round and put the tile away for the rest of the game. (Only four gaslight tiles are numbered. They are the gaslight 1, 2, 3, and 4. So no gaslight is shut off during the last four rounds). The round counter shows with symbols which gaslight is shut off at the end of each round.

IV END OF ROUND

When all the steps described above have been completed, the next round can begin.

Move the round counter token one step toward the upper side of the board.

Note: the character cards are only reshuffled at the end of even-numbered rounds.

END OF GAME

There are **THREE** possible ways to end a game:

Jack leaves the district

Jack succeeds in moving his character out of the district, by taking the token through an exit that is not cordoned off by the police. Jack wins the game.

Reminder: this is only possible if the Witness card is showing its Invisible side during the round.

The detective catches Jack

The detective moves a character onto the same hex as Jack and confronts him:

- If the accusation is right: the detective wins the game.
- If the accusation is wrong: Jack wins the game by taking advantage of the confusion caused by this miscarriage of justice to escape!

Jack is not caught

At the end of the eighth round, if Jack is not caught, he wins the game!

THE CHARACTERS AND THEIR USES

There are eight different characters. Each character, when used, must move and/or use a Special ability. The symbols on the card indicate what the special ability of each character is and when it must (or can) be used.



The **silver circle** shows the possible movement of the character.

The **golden circle** shows the ability of the character. **The shape** of the area shows when the ability is to be used:



the ability **MUST** be used **before or after** a movement



the ability **CAN** be used **instead of** a movement



the ability **MUST** be used **at the end** of a movement



the ability **CAN** be used **during** a movement



Sherlock Holmes: Movement 1 to 3 hexes THEN ability use

The best private detective in the world is on the scene of course, in order to solve the most famous mystery

Special ability (MANDATORY): AFTER MOVEMENT, Sherlock Holmes secretly draws the first card from the alibi pile and places it face down in front of him.



John H. Watson: Movement 1 to 3 hexes THEN ability use

Doctor Watson is the faithful sidekick and chronicler of Sherlock Holmes.

Special ability (MANDATORY): Watson bears a lantern, pictured on his character token.

This lantern illuminates all the characters standing straight ahead of him!! (It is important to note that Watson himself is not illuminated by the lantern!!)

Any player moving Watson, one way or another, chooses the final facing of the character, and therefore the line illuminated by the lantern.



John Smith: Movement 1 to 3 hexes AND ability use

This city lamplighter is in charge of the gaslights that keep on shutting off.

Special ability (MANDATORY): Move one of the lit gaslight tiles onto one of the shut-off gaslight hex.

This ability can be used before or after the movement, as the player sees fit.



Inspector Lestrade: Movement 1 to 3 hexes AND ability use

This very good sleuth from Scotland Yard was sent to put an end to Jack's crimes.

Special ability (MANDATORY): Move one police cordon. This will free one of the exits but block another!!

This ability can be used before or after the movement, as the player sees fit.



Miss Stealthy: Movement 1 to 4 hexes WITH optional ability use

Women are frequently abused in this district and Miss Stealthy is one of the very first fighting to improve the lot of her kind.

Special ability (OPTIONAL): During her movement, Miss Stealthy can cross any hex (building, gaslight, garden) but she must stop her movement on a street hex.



Sergeant Goodley: Movement 1 to 3 hexes AND ability use (whistle)

He has a loud whistle that can direct other investigators towards him.

Special ability (MANDATORY): Sergeant Goodley calls for help with his whistle!! You then get 3 movement points to use as you see fit on one or several characters in order to bring them closer to Sergeant Goodley!! This ability can be used before or after the movement, as the player sees fit.



Sir William Gull: Movement 1 to 3 hexes OR ability use

The physician of the queen was sent by Her Majesty to lend a hand to the police.

Special ability (OPTIONAL): Instead of moving normally William Gull, you can exchange this character's location with the location of any other character.



Jeremy Bert: Movement 1 to 3 hexes AND ability use

Reporter for the STAR, he invented the name «Jack.»

Special ability (MANDATORY): Journalists like to search where it stinks... Jeremy Bert opens a manhole and closes another (move one covered manhole tile on any other open manhole hex.) This ability can be used before or after the movement, as the player sees fit.

USE OF TOKENS OR SPECIAL HEXES

Street hexes/Obstacle hexes

The light grey hexes and those with a manhole are street hexes. The others are buildings: they cannot be crossed except by Miss Stealthy.

Police cordon

Two police cordons are placed on two of the four exits of the districts. As long as these cordons are in place there, no one can leave the district using this exit.

Open manhole hex/covered manhole tile

When a token stands on (or moves through) an open manhole, he/she can, for 1 movement point, go to any other hex with an open manhole.

The covered manhole tiles prevent any entry or exit in the sewers.

Note that the small arrows enable you to see that it's a manhole cover, even if there's a character token on it.

Shut-off gaslight hex/lit gaslight tile

The gaslights are lit when a lit gaslight tile is placed on them. They illuminate all the adjoining street hexes. If there is no lit gaslight tile on the hex, then the gaslight is shut-off.



FREQUENTLY ASKED QUESTIONS (FAQ)

When I use a character, can I leave it on its starting point?

No!! When a character is used, it must move at least one hex and cannot end his movement on the same hex from which it started.

When I move a character, can I cross hexes on which another character is standing?

Yes!! The characters do not block movement. But ending movement on a hex on which another character stands is not possible, unless the detective means to accuse a character!!!

When I use a character, do I have to use his/her ability?

Most of the abilities are mandatory. In this case, you have to use it, whether you like it or not.

The only optional abilities are those of Sir William Gull, – who can exchange his location with another character instead of moving – and of Miss Stealthy – who can cross obstacles during her movement.

Can Watson use his lantern to illuminate a character on the other side of an obstacle?

No!! The obstacles (shut-off gaslights, gardens, buildings) stop the ray of light from Watson's lantern.

Reminder: Watson doesn't illuminate himself. He can be in the darkness and illuminate other characters.

What happens if the detective guesses who Jack is but doesn't manage to catch him before the end of the last round?
Jack is lucky... His real identity is uncovered, but it is too late and he has managed to flee. Jack wins the game.

Is it possible, for one of the players, to make characters other than Jack leave the district?

No!! Only the player playing Jack is allowed to move a character outside the district by an unblocked exit. And this character must be Jack!!

Can Jack leave the area during the first round?

No. In order to leave the area, Jack must be invisible. The first Call for Witnesses only occurs at the end of the first round. Therefore, Jack cannot leave during the first round.

If I play Jack, what is the point of using Sherlock Holmes ability?

Even if you play Jack, using Sherlock Holmes allows you to draw an alibi card. The character you get in this way cannot be proved innocent by the detective except through deduction... which makes the investigation harder!!

Is it possible to use the sewers to take characters closer to Goodley when using his whistle?

No!! The movement to get closer must take place «above ground» and without any use of a special ability!!

Is it possible to use Goodley's special ability to bring Jack's token on another character and then accuse him?

No!! To accuse a character, the investigator must move over Jack's hex, and not the opposite.

Using Goodley's whistle to bring the suspect closer is allowed, and it can then allow a character to accuse him after that.

What does «bringing characters closer to Goodley» exactly mean?

All characters moved with Goodley's ability must end their movement on a hex closer to Goodley than the one which they started. (The distance between two hexes is calculated by the number of street hexes, not as the crow flies.)

Is it possible to close or open a manhole under a character?

Yes!! The manholes can open and/or close under a character's feet (in fact, although on the same hex, the character is «next» to the manhole, it only allows access to the underground sewers depending on their state).

Is it possible to make a character enter or exit the sewers by a manhole on which another character is standing?

Yes!! But stopping on the hex is not allowed, except for accusation.

Can players play side by side?

Yes!! The players can also choose to play side by side.

This allows them both to see the district picture in the upright position. In this case, the detective sits on the right, next to the vertical yellow edge, while Jack sits on the left, next to the vertical grey edge.

You can contact us through our website: www.hurricangames.com, we will gladly answer you.

Translator: Gavin Wynford Jones

Warning: Chocking hazard - Small parts. Not for children under 3 years. Please retain this information.



Mr. Jack

Mr.

