Mr. Jack

Game Overview

In Mr Jack, two players take the roles of Jack the Ripper & a detective attempting to track him down. Over 8 rounds, the various characters are moved around & their special abilities are played. Each round Jack announces whether he is seen or unseen & the detective tries to use this information to deduce which character is Jack.

Set Up

- Set out the board, pieces & cards according to the picture on the front of the instruction manual.
- Jack takes the top card of the Alibi cards, looks at it & places the card face down in front of him.

Game Flow

The game is played over a maximum of 8 rounds.

Each round consists of the following steps

1. **Character selection & play**

   a. Character selection
      - at the start of odd numbered rounds, the character cards are shuffled & placed face down beside the board.
      - 4 character cards are drawn & placed face up for selection.
      - players choose characters
         - in odd numbered rounds, the detective plays the 1st & 4th characters & Jack plays the 2nd & 3rd characters.
         - in even numbered rounds, Jack plays the 1st & 4th characters & the detective plays the 2nd & 3rd characters.

   b. Character movement
      - characters
         - must move at least 1 hex (except Sir William Gull). Refer to the character list for more details. →
         - can move along road & open sewer hexes
         - can move between open sewer hexes for 1 movement point.
         - can move through occupied hexes, but cannot end their turn there.

   c. Character action
      - See the character list. →

   d. Played character cards are placed face down.

2. **Determine whether Jack is seen or unseen**

   Jack is "seen" if,
   - he is adjacent to a lit lamp
   - he is adjacent to another character
   - he is in the path of Watson's light

   Otherwise Jack is "unseen".

   The Jack card is turned to the appropriate side.

3. **Extinguish a lamp**

   In the first 4 rounds, the lamp, with a number that corresponds to the current round is removed.

Special Moves

Detective ...can move a character onto an occupied hex in order to make his accusation.

Jack ....can escape using one of the available side streets, if the Jack card is currently showing Jack as "unseen"

Characters

Each character has movement values & special abilities.

Sherlock Holmes: Movement 1 to 3 hexes THEN ability use
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
Special ability (MANDATORY): Watson bears a lantern, pictured on his character token.
After Watson has been moved, the player determines what direction his lantern will shine.
All characters standing straight ahead of Watson are illuminated (seen). It is important to note that Watson himself is not illuminated by the lantern.

John Smith: Movement 1 to 3 hexes AND ability use
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
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
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)
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
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
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.

Game End

Jack wins if,
- he has not been identified by the end of the 8th round
- he escapes down one of the side streets
- the detective makes an incorrect accusation

The detective wins if his accusation is correct.