Mr. Jack

A deduction game for 2 players, age 9+, by Bruno Cathala and Ludovic Maublanc.

1888 – London – Whitechapel

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.
Right after the second game, you will realize that you do not need the rules anymore. We wish you a lot of fun!

CONTENTS

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

•8 character tokens of 8 different colours, with «suspect» on one side and «innocent» on the other. (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)



«suspect»

«innocent»

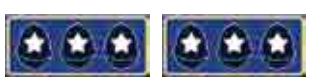
•1 turn-counter token (before the first game, you must put the appropriate sticker on the token) .



•6 lit gaslight tiles (4 tiles that are numbered from 1 to 4 and 2 unnumbered tiles)



•2 police cordon tokens



•2 covered manhole tiles







«Jack seen» *«Jack unseen»*

• One double-sided Witness card, showing Jack seen on one side and unseen on the other



• 8 character cards with a green back, each picturing one character, together with symbols showing the movement and special ability. .



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

GAME BASICS

Darkness and light: the board represents the Whitechapel district, with its shadowy alleys. Some of the gaslights are lit and all the adjoining hexes are considered as illuminated, all the other hexes are in darkness.

One of the players plays Mr Jack.
He will be called **Jack** in these rules
He is the only one who knows which identity he has borrowed. His goal is to escape the investigator before dawn (at the end of the eighth turn) or to leave the district by taking advantage of the darkness.
The other player plays the police detective.
He will be called «**the detective**» in these rules.
His goal is to uncover which investigator Jack is impersonating and to catch him before dawn.
At each turn, four characters are used (two by the detective and two by Jack).
Then there is a call for witnesses. Jack must now announce whether the character which he is impersonating is visible or not.

Seen characters: ☆ the characters that are on an illuminated street hex (hex adjoining a lit gaslight) are seen, since they can be seen by anyone in the district, any passer-by. The same rule applies if two characters are on adjoining hexes, even in the darkness. Those two characters are considered as seen since they are close enough to see each other in spite of the shadows.

Unseen characters: the characters that are not on an illuminated hex (lit by gaslight or Watson's lantern) or on a street hex adjacent to another character are considered to be unseen.

Thus, at the end of each turn, depending on the answer given by Jack (seen or not seen), the detective can totally clear some of the characters and narrow down the search for the guilty party. .



The game is thus a fierce struggle between Jack and the detective to cleverly move the different characters so that they can be seen or remain hidden.

The Detective tries to eliminate the suspects bit by bit whilst taking care not to facilitate Jack's escape, and the latter does everything in his power to muddy the waters and disappear for good!

SET-UP

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.

*The character tokens, the covered manhole tiles, the lit gaslight tiles are set on the board as shown in picture **(1)**.*

Note that as the game starts, four characters are in shadow and the four others are in the light – all the character tokens are set with the suspect side up.

*The eight character cards are shuffled and placed face down beside to the board **(2)**.*

*The eight alibi cards are shuffled and placed face down next to the board **(3)**.*

*The Witness card is placed next to the board with the side showing Jack seen face up for the first round **(4)**.*

Put the turn counter token on the «Turn 1» square (5) (It is the first step on the turn track, closest to the detective).



The player playing Jack draws one alibi card, secretly reads it and places it face down in front of him (6). This is the character that Jack will be impersonating during all this play.
(This character is the only one that has no alibi.)

Note: after everything has been set up at the beginning of the game, four characters can be seen and four can't.

GAME TURN

Each game unfolds over several turns, eight at most. Each turn unfolds as follows:

I. Choosing and using the characters

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

• ***During the odd-numbered turns (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.

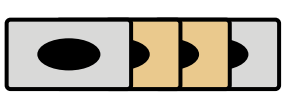
•***During the even-numbered turns (2-4-6-8)***

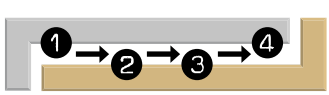
Turn the four unused character cards face up.

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

The symbols on the turn track show 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 each player (yellow for the detective, and grey for Jack.)





II. Call for Witnesses: The four characters have been played and Jack must now announce whether he can be seen or not.

Seen



Jack **can be seen** if the character he is impersonating is on a lighted hex or next to another character. Jack places the Witness card next to the board with its Seen side up as shown. In this case, those characters who cannot be seen are innocent. The Detective flips them over to their "Innocent" side, without changing their location. The Witness card remains as it is until the next call for witnesses.



Not seen



Jack **cannot be seen** if the character he is impersonating is not on a lighted hex or next to another character. Jack places the Witness card next to the board with its Not Seen side up as shown. In this case, those characters who can be seen are innocent. The Detective flips them over to their Innocent side, without changing their location. The Witness card remains as it is until the next call for witnesses.



Note: if Jack cannot be seen at the end of a turn, and only on that condition, he is allowed to try and leave the district during the following turn. If he succeeds in doing so, he wins the game!

III. Shutting a gaslight off

During the night, some of the gaslights go out, one by one. Remove the gaslight tile with the current turn number on it and put it away for the rest of the game. (Only four gaslight tiles are numbered. They are gaslights 1, 2, 3, and 4. So no gaslight goes out during the last four turns). The symbols on the turn track show which gaslight goes out at the end of each turn.

IV. End of the turn

When all the steps described above have been completed, the next turn can begin.
Move the turn counter token one step toward the upper side of the board.
Note: at the end of each even-numbered turn (and only then), the character cards are reshuffled.

END OF THE GAME

There are THREE possible ways to end a game:

1. Jack leaves the district
Jack succeeds in moving his character out of the district, by taking the token through an exit that is not blocked by the police.
Jack wins the game.
Reminder: note that this is only possible during a turn when the Witness card's Not Seen side is face up.

2. 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!

3. Jack is not caught
If, at the end of the eighth turn, Jack has not been caught, then he wins the game!

THE CHARACTERS AND THEIR USES

There are eight different characters.
When a character is used, it must move and/or use its Special ability. The symbols on the card show what the character's special ability is and when it must (or can) be used.

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

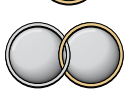


The **golden** circle shows the ability of the character.
The shape of the area shows when the ability is to be used:


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


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


the ability **CAN** be used **instead 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 naturally on the scene in order to solve its most famous mystery
Special ability **(MANDATORY)**: AFTER MOVEMENT, Sherlock Holmes draws the top card from the alibi pile, notes the character shown without telling the Detective, 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 carries 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 hexes.
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)
Il possède un sifflet bruyant qu'il utilise pour diriger les autres enquêteurs vers lui.
Special ability **(MANDATORY)**: Sergeant Goodley calls for help with his whistle!! You then get 3 movement points to use as you see fit between one or more 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 Queen's physician was sent by Her Majesty to lend a hand to the police.
Special ability **(OPTIONAL)**: Instead of moving William Gull normally, 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 onto 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. No character can leave the district via an exit that is blocked by a police cordon.



Open manhole hex/covered manhole tile
When a character is on (or moves through) an open manhole, he/she can use 1 movement point to go to any other hex with an open manhole.
The covered manhole tiles prevent entry to or exit from the sewers at their location.

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

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!! Obstacles (shut-off gaslights, gardens, buildings) stop the 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 turn?
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!!

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 move Jack's token onto another character and then accuse him?
No!! To accuse a character, the investigator must move onto 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 on 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 and it allows or blocks access to the underground sewers depending on its 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 to make an 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**,** and we will gladly answer you**.**

Thanks:
Let us thank all those who took part, from near or from far away, in devising this game. Especially: Dalila, Roselyne, Eléonore, Thierry, Stéphane, Cô, Olivier and Richard Turner, Léa and Aline
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