

Mr Jack leaflets

Don't print this - the leaflet starts on next page



It's **not** that publishers' rules are ambiguous or complicated.

It's **not** that I think I have a better way of putting things.

In games like Mr Jack, although the cards are so helpful, players often want to consult the rules. They like to look see ahead what their choices may be, or what restrictions may apply to them.

So, each player's leaflet tries to give ...

1. a rules resumé
2. a guide to characters or elements
3. a guide to special actions or effects

Printing

They're created at A5 size, which is half of A4.

The easiest way to print, using A4 paper, may be to slice it in half first, then use it as A5 sheets.

A4 is longer than **letter** size, but not so wide. I have not tried the leaflets out on letter sized paper.



Fun, popular games available from FunGames4CasualPlayers.com



[Palm Island](#)

A very small solo game, based on but seventeen cards - an island game that truly does fit into your palm.

[Jekyll vs Hyde](#)

For two players who enjoy the cut and thrust of a trick taking game, this is of incomparable value

[Merchants of Dunhuang](#)

A (*perhaps the best*) four player game set in a medieval market - inexpensive, but very rich in challenge and versatility.

[Maquis](#)

A solo game in which one must achieve two daring missions as a member of the French Resistance - the Maquis.

[Black Sonata](#) - and the Fair Youth

A solo searcher sets out to track down and unmask Shakespeare's "Dark Lady" as she traverses the streets of London. **Much** deductive thinking!

[Mr. Jack](#)

For two players, this game brings head scratching aplenty, and even the occasional fluttering heart - truly!

The detective knows who Jack is but can't manage to accuse him before the end.

Jack's lucky... his identity was uncovered too late to do anything: he has managed to flee.

Leaving the district.

Only the player who's Jack can move a character outside the district: and it must be the one Jack's impersonating!

Can Jack leave the area in the first round?

No. Jack can only leave when invisible. Only at the end of the first round may we learn if he is.

How can Jack benefit from the Sherlock Holmes ability?

Jack draws an "innocent" card. That character can be now proved innocent only by deduction.

Can characters use the sewers to get closer to Goodley?

No!! The movement must take place above ground: without using any special abilities.

Can the investigator use Goodley's ability to move Jack's character onto another character, and then accuse him?

No! To accuse, the investigator must move onto Jack's hex.

However, using the whistle to bring a suspect close enough for another character to leap onto & accuse is allowed.

What does "bringing characters closer to Goodley" mean?

Characters called by the whistle must end their movement on a street hex that's closer to him than the one which they started.

Closing or opening a manhole under a character.

Manholes can become open & closed (for repairs) under a character's feet - they do not fall in.

Can a character enter or exit the sewers by a manhole where another's standing?

Yes. But stopping on an occupied manhole hexagon is not allowed, unless an accusation is going to be made.

Can players play side by side?

Yes. Best is the detective sits on the right, next to the vertical yellow edge, and Jack sits on the left: vertical grey edge.

Variations - optional

There may be slight advantage to being the Investigator.

These tweaks can be applied to even things up a bit. (Thanks to Tomas Hejna via BGG.)

1. Watson's lamp shines **only** for three street-spaces.
2. Jack can be accused only when he's the **last character** not identified as innocent.
3. Jeremy Bert may **either** move one blocked manhole **or** move through one open sewer without losing one 'step' for doing so - it's for free (*before or after his normal move*).



Mr Jack in murky London

What are we trying to do?

Quite simply, Jack wants to avoid being caught, and the detective wants to catch him.

... so how does it work?

For starters - who's taking a crack at being Jack.

Make a simple choice or toss a coin.

Jack at random takes and keeps one of the eight "innocent" cards, and that becomes the character he's pretending to be.

Only he looks at it.

Each round - the eight characters.

There are just eight rounds in the game, and four of the characters appear in each.

At the side of the board, players can see whose turn it is to have first choice in each round.

In odd numbered rounds, the detective makes the first choice: choosing just one card, and then acting upon it (*more in a moment*).

Then Jack chooses two cards and takes the actions. Finally, the detective takes the remaining card and takes its actions.

In even numbered rounds it's precisely the opposite - Jack chooses first, followed by his determined adversary.

Each card - get down to some action!

On each character-card there are two **essential** pieces of information, as explained on page two.

- One tells you how the character can be moved around.
- The other explains their special abilities.

Dr. Watson - 1 to 3 spaces

Holmes's sidekick bears a lantern that illuminates any characters who are standing ahead of him, including those who are beyond other characters in the beam.

Watson himself is not illuminated by the lantern.

Anyone who moves Watson chooses the way he faces after he's been moved. Thus do they control the line of street-spaces that is illuminated by his lantern.



John Smith - 1 to 3 spaces

Mr Smith looks after and lights up Whitechapel's impressive street-lamps.

Either before or after he's been moved, one of the lamps must be moved to another lamp-space.

Inspector Lestrade - 1 to 3 spaces

This determined but conventional Scotland Yard detective can move up to three spaces.

Either before or after he moves, one of the two police cordons must be moved to another street.



What are those hexagons?



The light grey ones are just ordinary street-spaces.

They can be entered into, crossed, or landed on by everybody.

You can walk past someone who's standing on one, but cannot stand on the same one.

Hexes with buildings on them are not street-spaces or thoroughfares ~ there's no public right of way. The same is true of street-lamp plinths.

The only character who's permitted to cross over or through them is Miss Stealthy. Everybody else must go around them.

Several of the grey hexes are manholes.

Although you can see the holes, they've got lids on, so nobody will fall down! Characters can stand on them or walk over them as if they were simply part of the street.

They also can traverse the district by going down into the sewers, coming up at another manhole. To do so takes up one of their permitted movements.



But if there's work going on, the manhole will be covered with boards, and there can be no entrance or exit there - until the workmen and their boards are moved to another manhole.

They may, even then, be stood upon or walked over.

There also are hexes that have street lights within them. These are not ordinary street-spaces, because they contain buildings - that is, ornate Victorian plinths and standards.

Only Miss Stealthy can go through them.

When unlit, these spaces are dark. When there's a lighted lamp there (as shown here), they throw valuable light into the adjoining streets.



At each corner of the district there's a side street.

At any one time, two of these will be blocked by police cordons: a row of helmets standing in a line.



A cordon will prevent Jack from escaping down that street.

*This sheet compliments of
FunGames4CasualPlayers.com*

Movement



The silver circle on each card shows the maximum number of street-spaces (hexagons) the character is allowed to move.

Miss Stealthy can move up to four spaces.

Everyone else may move one and three spaces, as the player chooses.

Characters must move one space, but don't have to move the maximum.

The detective may cause one of them to land on someone else, and **make an accusation**.

Movement through the sewers counts as one space. When exiting, characters may not end up on top of another character unless the moving character's controlled by the detective, who's wanting to accuse the person standing atop the manhole.

Abilities - when they can or must be used

The eight characters each have quite different abilities, and they vary in the way the abilities either must or may be used by the player who picks them up.

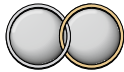


This arrow indicates that the ability must be used at the end of the move.

This affects Holmes and Watson.

This ability must be used ... either before the move begins, or at the end of the move.

This applies to John Smith, Inspector Lestrade, Sergeant Goodley, and Jeremy Bert



Here, the ability can be used during the move, but it doesn't have to be used at all.

It's optional.

Miss Stealthy is the only one with that option.

This symbol indicates that the ability may be used instead of making any movement, which applies only to Sir William Gull.



Jeremy Bert - 1 to 3 spaces

Like all investigative journalists, Bert expects to get close to some smelly places - including sewers.

Either before or after he moves, he must move one set of workmen's barriers at one of the manholes onto another one.

Sergeant Goodley - 1 to 3 spaces

Long, long before mobile phones and the like, policemen had loud whistles to blow when they needed assistance.

Either before or after Goodley moves, he blows his whistle.

This makes one, or two, or three other characters move closer to him.

Altogether, three street-spaces must be plodded on.

Characters must move at street level, without using any special abilities.



Sir William Gull - 1 to 3 spaces

Queen Victoria's physician, sent to assist the police, is a rather special kind of character.

He may either move up to three street-spaces, or he can change places with any other character.

Even a man as great as Gull cannot do both, of course.

At the end of each round

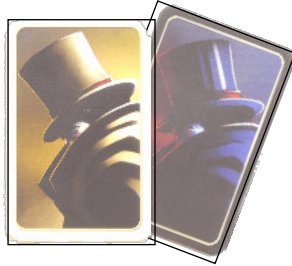
1 - Can Jack be seen?

If, at the end of each round, the character that Jack is hiding behind can be seen, the fact must be revealed.

The dark "Jack card" is used when he's invisible, and the lighter one when he's visible.

Jack's visible if he's standing next to a gaslight that's working, or in Watson's beam of light, or next to any other character.

They're close enough to see each other, even if there's no light shining.



2 - is anybody definitely innocent?

If Jack is visible, then it's a fact that any character who's not must be innocent (the obverse is clearly true also).

The investigator can turn their character-tokens over so that their non-coloured images show on the board - and thus they remain from now on.

Once they are found to be innocent, they stay innocent ~ they may not always be visible.

3 - gaslights go off

At the end of each of the first four rounds, one of the gaslights is taken away - presumably for repair ~ or to be sold to some rich antiques collector.

They're taken in number order 1 to 4 (printed on the tiles).

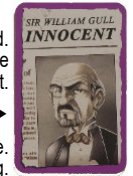
No more disappear after the fourth round.



4 - the turn marker moves up one space

The eight characters

For each of the eight, there is a character card. And there's another which shows a newspaper headline and monochrome image, announcing that the character is innocent.



'Innocent' cards are shuffled and placed face down. Jack takes one. It's kept secret - this is who Jack is impersonating.

During play, Sherlock Holmes will take others (as described on his character card).

- The eight character cards are shuffled before the start of each pair of turns, and four are chosen at random and placed face up.
- Those four will be the "first-turn" characters.
- The four remaining will become "second-turn" characters.
- The eight are shuffled again after each pair of turns.

Miss Stealthy - 1 to 4 spaces

She can pass through any building or garden, and even gaslight plinths.

She must, though, end up on an ordinary street-space (including one with a manhole, even if it's under repair).



Sherlock Holmes - 1 to 3 spaces

After he's moved, he collects one 'innocent' card.

This may help him to work out who's guilty.

Perhaps it's someone he already knows is innocent - that's just hard luck!

Holmes is not the only one that can make accusations - any character can.



Indeed, it's possible that Holmes himself may be Jack !!!