

The detective knows who Jack is but can't manage to accuse him before the end of the last round. Jack's lucky... his identity was uncovered, but 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 that he is so.

How can Jack use the Sherlock Holmes ability? Jack can draw an alibi card. So that character can be now proved innocent only by deduction: harder.

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

Variation

One reviewer suggests moving the characters randomly on the board at the start, once you've got a good feel for the game.



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.

It's just a simple choice or a toss-up.

Jack now 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. Four of the eight characters appear in each round.

At the side of the board, players can see whose turn it is to have first choice in each round. In turns 1, 3, 5 and 7, the detective makes the first choice: of just one card, and then acts 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 rounds 2, 4, 6 and 8 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 pieces of information.



The numbers in the circle with the silver edge show how many street-spaces the character may move.

The arrows on the circle with the gold edge shows just how the character's special abilities may be used ... more on page 2.



Dr. Watson - 1 to 3 spaces

Holmes's sidekick bears a lantern that illuminates any characters who are standing ahead of him. Watson himself is not illuminated by the lantern.



Anyone who moves Watson chooses the way he faces after he's been moved: and therefore the line of street-spaces 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.



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What are those hexagons?



The light grey ones are just ordinary street-spaces. They can be entered into, crossed, or landed on by everybody without impediment. You can walk past someone who's standing on one.

Hexes that have buildings on them are not street-spaces or thoroughfares: there's no public right of way. "This is my land - get off!"

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: 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.



Movement



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

Miss Stealthy can move up to four spaces. For everyone else, the possible moves are between one and three spaces, as the player chooses. Characters must move one space, but don't have to move the maximum. They may land on someone else only to make an accusation.

Movement through the sewers counts as one space. When making their exit, characters may not land atop another character unless the character's being controlled by the detective, who's wanting to accuse the person 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 that those 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.

Again, this ability must be used ... but 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's 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 moves one set of workmen's barriers at a manhole onto another one.

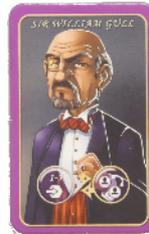
Sergeant Goodley - 1 to 3 spaces

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 used.

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.

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 in darkness must be innocent (the obverse is obviously 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: visible or not.

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 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 - keep it secret - this is who he's impersonating.

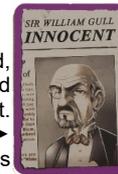
During play, Sherlock Holmes will take others (as described on his character card).

The eight character cards are shuffled before the start of each round, and four are chosen at random and placed face up.

Those four will be 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 atop 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.

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

