

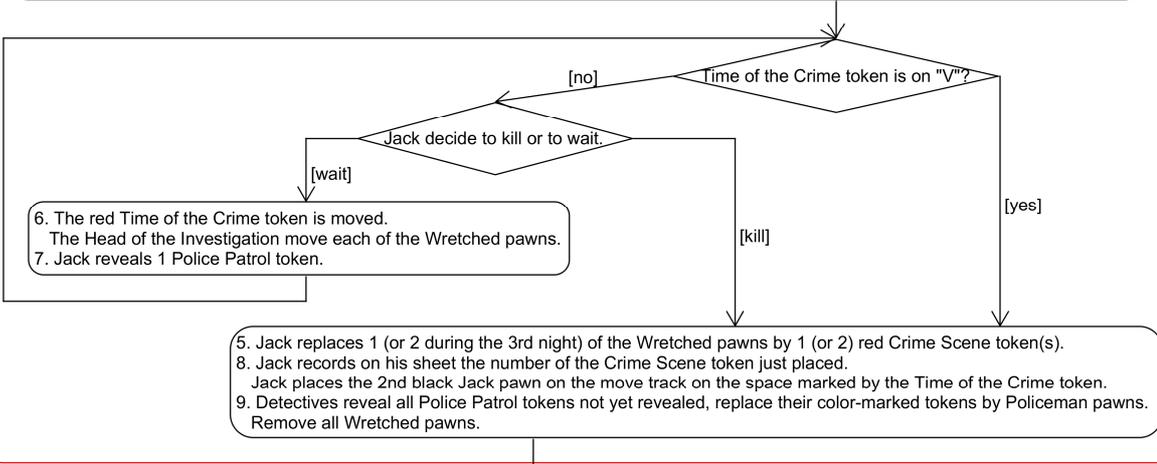
Preparing the Game

5. Place 1 black Jack pawn on 1st space on Night track.
- 4,7. Jack collects a move track sheet, 5 Crime Scene tokens, 19 Clue tokens, 8 Woman tokens, 3 Coach tokens, 2 Alley tokens, the Time of the Crime token.
7. [optional rules] Jack collect 4 Letter tiles, 3 False Clue tokens.
6. Jack secretly chooses his Hideout.
- 3,8,10. Detectives take 5 Policeman pawns and corresponding sheets, 5 white Wretched pawns, 7 Police Patrol tokens.
9. Shuffle the 5 Head of the Investigation tiles and piles them face-down.

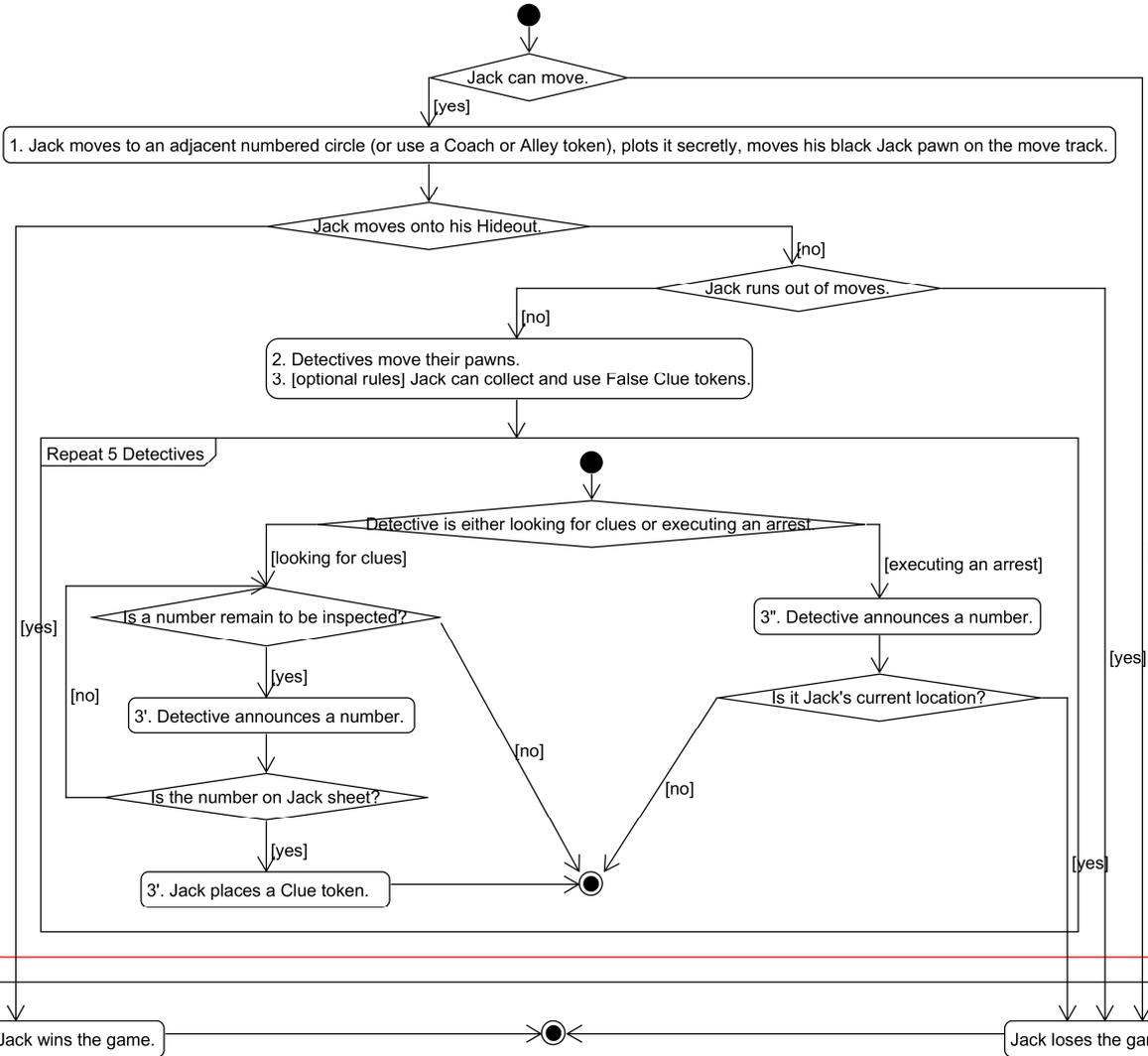
Repeat 4 nights

Hell

- 1,2. According to Night 1/2/3/4, Jack collects 3/2/2/1 Coach tokens, 2/2/1/1 Alley tokens, 8/7/6/4 Woman tokens and 5/4/3/1 of which is marked.
2. Jack places Woman tokens face-down on red numbered circles but (from the 2nd night on) not on those occupied by red Crime Scene tokens.
3. The Head of the Investigation places:
On the 1st night: 7 Police Patrol tokens on yellow-bordered crossings.
From the 2nd night on: 5 Police Patrol tokens on places occupied by the Policeman pawns, 2 Police Patrol tokens on yellow-bordered crossings.
- 3'. [optional rules] From the 2nd night onward, Jack can use 1 Letter tile each night.
4. All Woman tokens are turned face-up and those marked red are replaced with Wretched pawns.
The red Time of the Crime token is placed on "I" of the move track.



Hunting



Jack wins the game.

Jack loses the game.