



Mr.

Jack

EXTENSION

October, 1888 - Whitechapel, London

Jack's shadow still hangs heavy over the back-streets of the East End... Scotland Yard has assigned Inspector Abberline to take over the investigation, aided by five new detectives with extraordinary abilities. The new recruits include the formidable Professor Moriarty, who uses his intelligence and cunning to impersonate the other detectives... Is he trying to put Jack off his stride, or to outwit his rival Sherlock Holmes? Or could he even be Jack himself, disguised as Moriarty? Who is the elusive Jack? The hunt continues...

To play this Expansion, you must own the "Mr. Jack, London" base game (and have the rulebook to hand). Refer to the FAQ if you have any questions.

This expansion lets you play with 6 new characters and choose the starting positions of the 8 characters on the game board. Whether playing as Jack or the Detective, learn to master these new possibilities and win!

COMPONENTS

- 6 Character tokens in 6 different colours, each with a "suspect" side and an "innocent" side. (Before your first game, apply the 12 stickers to the tokens, matching the colours).



- 6 Character cards with a green back, each showing a character with symbols representing their movement and Special Ability.



- 6 Alibi cards with a red back, each showing a character that has been "cleared of suspicion".



- 1 Barricade token (requires assembly) for Joseph Lane's Ability.



- 1 "?" token for Moriarty's Ability.



SETUP

The players choose who will play Jack and who will play the Detective. They take their places around the game board as shown in the rules for the base game. Place the Witness card, turn counter, manhole cover and lit gaslight tokens on the board as shown in the rules for the base game.

I SELECTING THE 8 CHARACTERS FOR THE GAME

Each game is played with 8 characters: 4 mandatory basic characters, and 4 characters chosen by the players from among the 10 additional characters included in the base game and expansion.

4 basic characters (used in every game)

Jeremy Bert - Sherlock Holmes - Inspector Lestrade - John Smith



Set these 4 Character cards to one side.

10 additional characters

Miss Stealthy - Madame - Sergeant Goodley - Sir William Gull - John Pizer - Joseph Lane - John H. Watson - Inspector Abberline - Spring-Heeled Man - Professor Moriarty



Shuffle these 10 Character cards and deal them one by one, beginning with the player who is Jack.

Each player now has a hand of 5 cards, from which he selects 2. The players then simultaneously reveal the 4 chosen cards and add them to the 4 basic Character cards set aside previously.

Shuffle these Character cards and the corresponding Alibi cards and place them as described in the rules for the base game. Place the corresponding 8 Character tokens next to the board, between the players.

Lastly, collect the cards and tokens for the 6 unused characters and replace them in the box.

Note: If you are playing with Professor Moriarty, instead of putting the 6 remaining Character cards back in the box, place them face-up in a row next to the board. Place the “?” token next to the deck of Character cards, where it will remain until the Moriarty Character card is activated.

II POSITIONING THE CHARACTERS ON THE BOARD

Draw the first 4 Character cards from the deck and lay them face-up near the game board, then:

- The Detective chooses one of the cards and places the corresponding token, “suspect” side up, on any street hex (i.e. the light grey spaces on the board).

● Jack then chooses 2 of the remaining 3 cards and places the corresponding tokens.

● Lastly, the Detective places the final token.

Repeat the process with the remaining 4 Character cards in the deck:

● Jack chooses one of the cards and places the matching token.

● The Detective then picks 2 of the remaining 3 cards and places the corresponding tokens.

● Lastly, Jack places the final token.



Note: If you are playing with Joseph Lane, take the Barricade token and place it on the game board at the same time as the Joseph Lane token, between any 2 street hexes (not necessarily in the immediate vicinity of Joseph Lane).

After completing this unrestricted setup, shuffle the 8 Character cards again and place them face-down by the game board.

Then determine which Character Jack will be disguised as during the game, following the rules for the base game. With the setup complete, you are ready to begin the game, which will last up to 8 turns, as explained in the rules for the base game.

NEW CHARACTERS

When activated, each Character must move and/or use its Special Ability. Icons on the cards indicate each Character's special ability and when it can or must be used.



The **silver icon** shows the Character's movement capacity.

The **gold icon** indicates the Character's Special Ability. This icon's shape shows when the Special Ability is used:



The Ability **MUST** be used **before or after** moving



The Ability **MUST** be used **after** moving



The Ability **MAY** be used **instead of** moving



The Ability is **PERMANENT**, and relates to the Character's position on the game board



Madame: Moves 1 to 6 hexes USING her Ability

Known to all as "Madame", this woman - who runs an infamous Whitechapel bordello - has assumed the airs and graces of the bourgeoisie. She is proud of her appearance, and cannot abide to be near anything dirty.

Special Ability (MANDATORY) When moving, Madame can never use the sewer system.



Spring-Heeled Man: Moves 1 to 3 hexes, OPTIONALLY USING his Ability

This Character - based on a contemporary urban legend - is a kind of yesteryear super-villain. He had a reputation for committing crimes and then fleeing the scene by leaping over buildings and other obstacles.

Special Ability (OPTIONAL) When moving, the Spring-Heeled Man is able to jump. The example below shows the Character moving three hexes, including jumps.

- For 1 movement point, he can jump over a structure on the game board (i.e. a building, gaslight or public garden). To make such a jump, he must be adjacent to the structure, and the street hex directly opposite must be empty (1)(3). He cannot jump over multiple building spaces in the same jump.
- For 1 movement point, he can also jump over another Character, landing symmetrically to it (2), provided that no other Characters are located along the path of the jump.



John Pizer: Moves 1 to 3 hexes AND THEN uses his Ability

John Pizer is the Whitechapel district's local butcher. His leather apron and skill with knives make him an obvious suspect. His imposing physique strikes fear into all who cross his path.

Special Ability (MANDATORY) After moving, if John Pizer is adjacent to another Character, that Character flees in fear. A fleeing Character **MUST** move 3 hexes, without using the sewers and without passing through the hex occupied by John Pizer.



Inspector Abberline: Moves 1 to 3 hexes PERMANENT Ability

Scotland Yard has assigned Inspector Abberline to lead this challenging investigation. Whenever he meets other Characters, this meticulous, upstanding inspector always stops them and asks a few questions.

Special Ability (PERMANENT) Any Character located in a street hex next to Inspector Abberline has only 1 movement point when activated.



Joseph Lane: Moves 1 to 3 hexes AND uses his Ability

Joseph Lane is a trade union organiser with a revolutionary streak. He aims to persuade Whitechapel's working classes to rise up and Barricade the streets.

Special Ability (MANDATORY) Move the Barricade, positioning it between any two street (light grey) hexes. No Characters can pass the Barricade, not even Miss Stealthy or the Spring-Heeled Man. Characters located on different sides of the Barricade do not see each other. They are not treated as adjacent.

They are visible when adjacent to a lit gaslight. This Ability may be used either before or after moving, as the player prefers.

Important: Placing the Barricade across one of Whitechapel's four exit hexes is not permitted.



Professor Moriarty: Variable movement Special Ability - Impersonation

Intrigued by his rival Sherlock Holmes' apparent inability to catch Jack, Professor Moriarty has joined the investigation, with the firm intention of humiliating Holmes by unmasking Jack first. Moriarty is quite the chameleon, impersonating the other detectives by mimicking their appearance and using their abilities!

Special Ability (MANDATORY) The first time that a player activates Professor Moriarty, he selects one of the 6 Character cards in the row by the game board and places the "?" token below it. Thereafter, Professor Moriarty possesses and uses exactly the same movement capacity and Special Ability as the chosen Character. Moriarty keeps the impersonated Character's characteristics until he is activated again. When a player activates Moriarty again, remove the previous impersonated Character's card from the game and return it to the box. The player picks a new Character to impersonate and places the "?" token below the corresponding Character card.



In this example showing a game in progress, the Professor Moriarty Character card is being activated for the first time. Moriarty will now impersonate John Pizer until the Professor's Character card is activated again.

FREQUENTLY ASKED QUESTIONS (FAQ)

• *When positioning the Character tokens at the start of the game, can you place them directly beside an exit or on a manhole cover?*

Yes. You can place Characters on street hexes next to exits and on open or closed manhole hexes. The only condition is that they must be placed on street (light grey) hexes.

• *What happens if a Character frightened by John Pizer cannot be moved the full 3 hexes?*

Move the Character as many hexes as possible.

If it cannot be moved at all, it stays where it is.



- *Can a Character frightened by John Pizer use the sewers?*

No. The Character must move 3 hexes on the surface.

- *What happens if John Pizer ends his movement next to two or more Characters?*

Each adjacent Character is frightened and must move 3 hexes, if possible.

- *Can John Pizer cause Jack to exit Whitechapel?*

Yes. During a turn in which the Witness card is showing its “No witnesses” side, the player who is Jack can use John Pizer to push the Character token representing the disguised Jack off the game board.

- *If John Pizer is moved by another the Special Ability of another Character (i.e. Goodley or Gull) and ends his movement next to other Characters, does he frighten them?*

No. John Pizer’s Ability applies only when the Character is activated.

- *What happens if John Pizer moves next to a Character adjacent to Inspector Abberline?*

The Character flees from John Pizer, but moves only one hex, as Abberline’s Ability applies at all times.

- *Can a Character located next to Inspector Abberline use the sewers?*

Yes, if the Character is on a hex with a manhole. As his movement capacity is reduced to 1, he exits the sewer at another manhole and immediately ends his movement.

- *If the Spring-Heeled Man is next to Inspector Abberline, can he still jump?*

Yes. However, as his movement capacity is reduced to 1, he can only jump once.

- *What happens if a Character adjacent to Inspector Abberline must be moved due to the Ability of another Character (i.e. Goodley’s whistle or John Pizer’s fear effect)?*

Abberline’s Ability applies at all times, as a result of which the Character moves only one hex.

- *When the Spring-Heeled Man jumps, can he “land” on another Character?*

Yes. But only to make an accusation! Doing so ends the game, regardless of the result of the accusation.

- *Can the Barricade token be placed between a gaslight and a street hex?*

No. The Barricade must always separate 2 street (light grey) hexes.

- *When Professor Moriarty has impersonated Joseph Lane and that Character’s card has been put back in the box, what happens to the Barricade token?*

Leave the Barricade token in its current location on the board until the end of the game.

The Abberline and Spring-Heeled Man Characters are respectively based on ideas conceived by Arnaud Fillon and Steve MacKeogh.

**Any questions, comments or tips? Contact us via our website:
www.hurricangames.com**

Caution: Contains small parts. Not suitable for children under 3 years old. Retain for future reference.