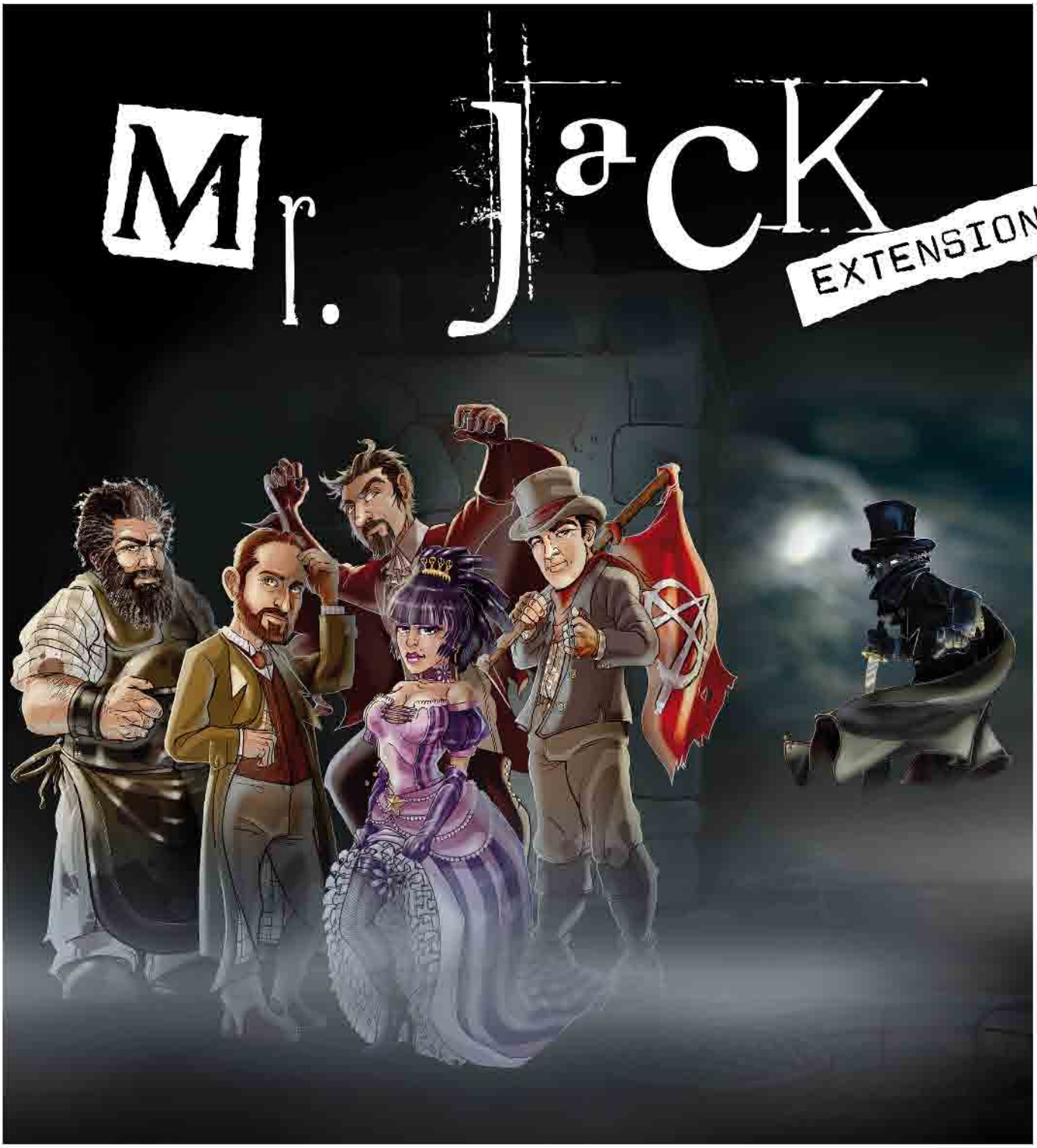
Mr. Jack

EXTENSION



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Mr. Jack EXPANSION

To use this expansion you must possess the base game «Mr Jack».
The expansion introduces five new characters with amazing powers. The initial placing of the characters on the board at the start is decided by the players, which permits a wide range of new configurations, tactics and strategies.
By obtaining the best from these new possibilities, you can, as the detective, improve your investigative skills. However, beware Jack's new potential for escape...

CONTENT

- 5 character tokens, of 5 different colours, each provided with a «suspect» side and an «innocent» side. (Before the first game, you must first stick the stickers on the tokens according to colour (for example, the gray sticker on the bottom of the gray token, etc.)

«suspect»

«innocent»

- 1 barricade token (in two parts, which needs to be assembled)

- 5 character cards with green backs, each showing a new character, with symbols summarising their movement and special ability.

- 5 alibi cards with red backs, each showing a new character.

- 1 set of rules

SET-UP

The players first choose who will play Jack and who will play the detective.

Position of the players
The detective places the board so that it faces him the right way up, with the yellow edge in front of him.
Jack sits opposite, with the board upside down. The colour of the edge in front of Jack is grey.

Position of the lit gaslights and manhole covers
The manhole covers and the lit gaslights are placed on the board as indicated in the illustration in the rules for the base game. (1)

Selection of 8 characters for the game
Each game is always played with eight characters, four basic ones and a selection of four other characters varying according to the choices of the players.

The basic characters (used in all games)
Jeremy Bert - Sherlock Holmes - Inspector Lestrade - John Smith.
These four character cards are put to one side during the selection of the optional characters.

Optional characters
Miss Stealthy – Madame - Sergeant Goodley – Sir William Gull – John Pizer – Joseph Lane – John H. Watson - Inspector Abberline – Spring-heeled Man

These nine character cards are shuffled and distributed to the players, starting with the player who is Jack. When this has been completed, Jack will have five cards while the detective will have four.

Each player then chooses, from his hand, two of the optional characters who will join in the investigation for this game. The four cards are revealed simultaneously, and once the two players have noted the characters, they then join the four basic characters.

The eight characters cards are shuffled and placed face down beside the board.
The eight corresponding Alibi cards are also shuffled and placed face down beside the board.
The eight corresponding character tokens are placed beside the board between the two players.
Finally, the unused character cards, Alibi cards and tokens, are placed in the box.

Determining which of the characters is Jack
The player who is Jack picks an alibi card, makes a mental note of the character, and places the card face down in front of him. This is the character that is Jack during the game. (The selected character is the only one not to have an alibi).

Positioning of the characters on the board
Pick the first four character cards from the pile and lay them out face up on the table. The detective chooses one of these cards and places the corresponding token «suspect» side up, on any hex of a street on the board (light gray). Then Jack chooses two cards among the three remaining ones and places the corresponding tokens. Finally the detective finishes by placing the last remaining token.

The above process is then repeated with the four remaining character cards. This time Jack places the first character, the detective places the next two and then Jack places the last. When this is completed, the eight characters cards are shuffled and placed face down beside the board.

The witness/no witness card
The witness/no witness card is put to one side and will not be used until the end of the first turn, at the time of the call for witnesses. Jack cannot escape during the first turn.

Turn marker
The turn marker is placed on the box marked «Turn N° 1» (Which acts as the first space for the turn marker, on the side of the detective).

The game is played for a maximum of eight turns, according to same rules as the basic game.

The five new characters and their abilities

Each character, when it is activated, must move and/or use their special ability. The symbols on the cards make it possible to tell, in a simple way, the special ability of each character and when the power must or can be used.

The **silver** circle indicates the movement capacity of the character.

The **gold** circle indicates the special ability of the character. **The shape** of this circle indicates when to use this ability.

the ability **MUST** be used, either **before <u>or</u> after** movement

the ability **MUST** be used **after** movement

the ability **MAY** be used **during** movement

the ability is **PERMANENT** and related to the position of the character

John Pizer: Moves 1 to 3 hexes THEN uses his ability
John Pizer is the butcher of the district of Whitechapel. His leather apron and ability to handle the knives make him an ideal suspect. Moreover, his imposing physique frightens the characters whom he meets.
Special ability (MANDATORY) AFTER HIS MOVEMENT, if John Pizer is next to another character, this character flees. The character who flees MUST move 3 hexes, without travelling through the sewers, and without moving through the hex occupied by John Pizer.

Joseph Lane: Moves 1 to 3 hexes AND uses his ability
Joseph Lane is an anarchist. He tries to convince the masses of the district of Whitechapel to assemble barricades to bring about a revolution.
Special ability (MANDATORY) Move the barricade and position it between two street hexes (light gray) of your choice. The barricade is impassable to all the characters, including Miss Stealthy and Spring-heeled Man. Two characters on opposite sides of the barricade do not see each other. They are not regarded as being neighbours. They may remain visible by virtue of other characters or of a lit gaslight.
Restriction: it is not allowed to place the barricade so that it is in contact with one of the 4 exit hexes of the district.
This ability can be used before or after movement, at the choice of the player.

Madame: Moves 1 to 6 hexes WITH use of her ability
Hostess of an infamous establishment of the district, this woman, who everyone calls «Madame», pretends to be a middle-class lady and gives herself airs and graces. She is vain, and cannot bear anything dirty.
Special ability (MANDATORY) When moving, Madame can never use the sewers.

Inspector Abberline: Moves 1 to 3 hexes. This ability is PERMANENT
(Based on an idea of Arnaud Fillon)
Inspector Abberline is charged by Scotland Yard with directing this difficult investigation. A meticulous and scrupulous inspector, he unceasingly questions the characters who he meets.
Special ability (PERMANENT) Subjected to the ceaseless questions of Inspector Abberline, any character on an adjacent hex, is limited in their movement to only one point of movement!!

Spring-heeled Man: Moves 1 to 3 hexes WITH optional use of his ability
(Based on an idea of Steve MacKeogh)
Spring-heeled Man is an urban legend of the Victorian age (better known by the name of Spring-heeled Jack, see www.wikipedia.org for example). This character, a kind of superhero of yesteryear, had the reputation of committing his crimes and then fleeing while jumping over buildings and other obstacles!
Special ability (OPTIONAL) When moving, Spring-heeled Man can, if he wishes, perform jumps.

- For 1 point of movement, he can jump over an obstacle on the board (building, gaslight, public garden). To carry out such a jump, he must be next to the obstacle, and the directly opposite hex must be free. (1)-(3) He cannot jump over several hexes of building in one jump.

- For 1 point of movement, he can also jump over one other character, in a symmetrical fashion relative to this other character, as long as no other character is on the other side. (2)

FREQUENTLY ASKED QUESTIONS (FAQ)

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

The character is moved the maximum number of possible hexes. If the character absolutely cannot be moved, then they remain on the spot.

Can a character frightened by John Pizer use the sewers?

No!! The movement of 3 hexes must take place on the surface.

If John Pizer finishes his movement adjacent to two or more characters, what happens?

Each character is frightened and must be moved 3 hexes, if possible.

Can John Pizer make Jack leave Whitechapel?

Yes!! If the witness card is «no witness» side up (Jack in the shadows), the player who is Jack can use John Pizer «to push» off the board the token which is Jack.

If John Pizer is moved by the ability of another character (Goodley or Gull for example), and then finishes his movement adjacent to another character, are they also frightened?

No!! The ability of John Pizer applies only at the time of the normal movement of the character.

If John Pizer arrives next to a character who is also adjacent to Abberline, what happens?

The character flees from John Pizer, but only flees one hex, because the ability of Abberline is always present.

Can a character next to Inspector Abberline use the sewers?

Yes!! If a character is on an open manhole, even though their movement is limited to 1, they can move to another open manhole and finish their movement there.

If Spring-heeled Man is next to Inspector Abberline, can he still carry out a jump?

Yes!! But as his capacity for movement is limited to 1, he can only carry out one jump!

What happens if a character next to Abberline must be moved because of the ability of another character (for example, the whistle of Goodley, or the character is frightened by John Pizer)?

The ability of Abberline is PERMANENT, therefore the character is moved only one hex.

When he carries out a jump, can Spring-heeled Man «land» on another character?

Yes!! But only to accuse a character of being Jack!! (Which puts an end to the game, whatever the result of this accusation).

If Joseph Lane is in the game, when is the barricade put into place?

The barricade is set up at the same time as Joseph Lane is placed on the board, between two street hexes, not necessarily in the direct vicinity of Joseph Lane.

Can the barricade be placed between a gaslight and a street hex?

No!! The barricade must always separate two street hexes (light gray).

During the positioning of the characters at the start, can they be placed directly beside an exit or on a manhole?

Yes!! It is possible to place the characters on the street hexes directly next to the exits and on the open or closed manholes. The only rule to be followed is to place them on the street hexes (light gray).

Thanks

We would like to make a point of particularly thanking:

- the distributors and retailers of Mr. Jack, who have since the beginning supported us, by passing on our work, so that you, the players, can enjoy them. See the complete list at www.hurricangames.com
- the 137 participants in the contest «Expansion for Mr. Jack», for their enthusiasm, their imagination and their encouragement.
- the site www.trictrac.net, the Internet magazine for family games.
- games on the site www.jsp-mag.com, the magazine for family games.
- Angele and Alain Payet-Size for the innumerable evenings of testing of all these new characters.
- All those who, whether near or far, have encouraged us or taken part in the success of Mr. Jack, without being able either to list them all nor to know them all, but in particular:

o The team of 4L, organizers of the World Championships of Mr. Jack www.11411.net

Stephan Esch, designer of the site for online gaming for Mr. Jack http://mrjack.hurricangames.com

Mr. Jack

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