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- Publisher: **Fantasy Flight Games (2011)**
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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LETTERS FROM Whitechapel

SETUP

One player is **Jack the Ripper** and the other players are **detectives** working together. Divide the detective colours among the detective players and take the matching **Policeman pawns** and **reference sheet**. Jack also takes his reference sheet.

Jack takes a **move track sheet** and places it behind his screen, along with a **pencil**. He places a black **Jack pawn** on the **first night** space of the board's **Night track**.

Jack secretly chooses his hideout, writing its number on his move track sheet in the top oval. The hideout may be any numbered circle on the board except a red numbered circle.

Jack takes the **5 red Crime Scene markers**, the **19 yellow Clue markers**, the **8 white Woman tokens**, the **3 Coach** and **2 Alley Special Movement tokens**, and the red **Time of the Crime token**.

One of the detectives shuffles the **5 Head of the Investigation ('The Boss')** tiles and places them facedown on the space in the bottom left corner of the board.

The detectives take the 5 white **Wretched pawns** and the 7 black **Police Patrol tokens**.

NIGHTS

The game is divided into 4 **nights**:

1. **First Night** (*August 31st, 1888*)
2. **Second Night** (*September 8th, 1888*)
3. **Third Night** (*September 30th, 1888*): 2 murders
4. **Fourth Night** (*November 9th, 1888*)

Each night is divided into 2 **parts** made up of **phases**. Each phase names either **Jack the Ripper** or the **Police** as responsible for carrying out its instructions.

FIRST PART: HELL

1 Jack the Ripper: Preparing the Scene

Jack collects **Special Movement tokens** (Coach and Alley):

#	Night	Special Movement tokens
1	<i>Aug 31st, 1888</i>	3 Coach and 2 Alley tokens
2	<i>Sep 8th, 1888</i>	2 Coach and 2 Alley tokens
3	<i>Sep 30th, 1888</i>	2 Coach and 1 Alley token
4	<i>Nov 9th, 1888</i>	1 Coach and 1 Alley token

2 Jack the Ripper: The Targets are Identified

Jack collects **Woman tokens** (some of which are marked with a red dot) according to the night:

#	Night	Woman tokens
1	<i>Aug 31st, 1888</i>	8 Women (5 marked)
2	<i>Sep 8th, 1888</i>	7 Women (4 marked)
3	<i>Sep 30th, 1888</i>	6 Women (3 marked)
4	<i>Nov 9th, 1888</i>	4 Women (1 marked)

Jack places the Woman tokens facedown on any red numbered circles.

The red-marked Woman tokens are Jack the Ripper's possible **targets**. The white-only tokens are fake targets.

Keep the red-marked faces hidden when they are placed: only Jack knows which are the actual targets.

On the **2nd** and subsequent nights of the game, Jack cannot place Woman tokens on the red numbered circles occupied by red Crime Scene markers.

3 Police: Patrolling the Streets

The detectives turn over the top tile of the **Head of the Investigation pile**. The player controlling the policeman of the corresponding color is the **Head of the Investigation** for the current night.

On the first night, he places the 7 **Police Patrol tokens** facedown on any of the yellow-bordered **crossings** (small black squares). 5 tokens have faces marked with the colors of the policeman pawns. The 2 black tokens are **fake patrols**.

Keep the marked faces hidden when they are placed: only the Head of the Investigation knows the actual positions of the policemen.

From the **2nd night on**, the Head of the Investigation places the tokens according to the following restrictions:

- 5 tokens must be placed on the positions occupied by the Policeman pawns at the end of the previous night. The tokens do not need to match the colors of the pawns that previously occupied the positions, and they can be fake patrols.
- 2 tokens must be placed on yellow-bordered crossings that were *not* occupied by policeman pawns at the end of the previous night.

4 Jack the Ripper: The Victims are Chosen

Turn all of the **Woman tokens** faceup.

Replace those marked with red with **Wretched pawns**. Remove the unmarked tokens from the board.

Place the **Time of the Crime token** on the yellow Roman numeral I on the Move track.

5 Jack the Ripper: Blood on the Streets

Jack must decide whether to **kill a target** or **wait**.

If the **Time of the Crime token is on the Roman numeral V**, **Jack must choose to kill a target**.

If **Jack decides to kill**, he replaces one of the Wretched pawns on the board with a **Crime Scene marker**. Return the Wretched pawn and 1 red-marked Woman token to the box. On the 3rd night, *September 30th*, there are 2 murders.

The night then continues with **PHASE 5**.

If **Jack decides to wait**, proceed with **PHASE 6**.

6 Police: Suspense Grows

Move the **Time of the Crime token** to the next yellow Roman numeral in ascending order.

The **Head of the Investigation then moves each of the Wretched pawns on the board**. Each must move along dotted lines to an adjacent, unoccupied numbered circle.

A Wretched pawn cannot:

- end its movement adjacent to a Police Patrol token;
- cross a Police Patrol token during the Wretched's movement;
- end its movement in a circle containing a Crime Scene marker.

If a Wretched has no legal moves it remains in its current circle.

7 Jack the Ripper: Ready to Kill

Jack chooses a **Police Patrol token** and reveals it. If it is a fake patrol (black face), it is removed from the board. Otherwise, it remains on the board, faceup.

The game continues with another iteration of **PHASE 5**.

8 Jack the Ripper: A Corpse on the Sidewalk

Jack records on his sheet, in the space corresponding to the Roman numeral currently marked by the Time of the Crime token and on the row corresponding to the current night, **the number from the numbered circle marked by the Crime Scene token he just placed**.

Jack is now located at that numbered circle. For the rest of the night he will be moving between circles, trying to get back to his hideout without being caught.

Jack places the second Jack pawn on the board's **Move track**, on the space marked by the Time of the Crime token. That pawn is used to keep track of Jack's moves while he tries to escape.

9 Police: Alarm Whistles

The detectives reveal all the Police Patrol tokens that have not yet been revealed. Replace the color-marked tokens with the corresponding Policeman pawns and remove the fake tokens from the board.

Remove from the board any Wretched pawns still in play.

SECOND PART: HUNTING

1 Jack the Ripper: Escape in the Night

Jack moves from his current numbered circle to an adjacent numbered circle along the dotted lines.

He may not move over a crossing occupied by a Policeman pawn.

Jack plots his move secretly, noting his destination circle on his sheet in the next available space to the right of his current location, in the row representing the current night.

Once his destination has been secretly noted, Jack moves his Jack pawn 1 space rightward on the board's Move track. His pawn's location should always correspond on the track to the Roman or Arabic numeral of the move he just made.

Jack cannot choose a destination that would force him to move over a crossing occupied by a Policeman pawn. If, for this reason, Jack cannot make a legal move, he loses the game.

If he wishes, Jack can replace his normal movement with a **special movement**. To do so, he must expend a Coach or Alley token.

If Jack moves onto his hideout, he may declare that his escape was a success, and the current night's hunt ends.

If **Jack runs out of moves** (ie, he fills in the 15 squares on his sheet) without reaching his hideout and declaring his escape, **he loses the game**.

2 Police: Hunting the Monster

After consulting together, **the detectives move their Policeman pawns**.

Each player moves the pawn(s) whose policemen he controls, starting with the Head of the Investigation and going clockwise around the table. If a player controls multiple pawns, he chooses the order in which he moves them.

When moving, a Policeman pawn can move up to a distance of 2 (0, 1, or 2) crossings, along the dotted lines, ignoring numbered circles.

When moving, a Policeman pawn can move over other Policeman pawns, but cannot end its move on the same crossing as another Policeman pawn.

3 Police: Clues and Suspicion

Starting with the Head of the Investigation and going clockwise around the table, each detective states, for each Policeman pawn he controls, if that Policeman is **looking for clues or executing an arrest**.

Each Policeman pawn can execute only one of these actions (if a player controls several Policeman pawns, he can choose a different action for each one).

Both actions can only be undertaken in the numbered circles *adjacent* to that Policeman pawn (those directly connected by dotted lines to the crossing where the Policeman is located).

Looking for Clues

To look for clues, the detective announces the number of an adjacent numbered circle. Jack checks to see if that number appears **anywhere on his sheet in the current night's row**.

If it does, he places a **Clue marker** on that numbered circle, and that Policeman's action ends. If it does not appear, the detective announces the number of another adjacent numbered circle. This process repeats until either a Clue marker is placed or there are no more adjacent numbered circles.

Executing an Arrest

To execute an arrest, the detective announces the number of *one* adjacent numbered circle. If that number is Jack's current location (the most recent number Jack recorded on his sheet), Jack is arrested and loses the game. If the number is not Jack's current location, that Policeman's action ends.

If Jack has not been caught or reached his hideout after all policemen have taken actions, play proceeds with another iteration of **Hunting PHASE 1**.

The End of the Hunting

If Jack is on the numbered circle he chose as his hideout, he may declare his escape, and the hunting (and that night) ends.

Remove all Clue markers from the board. Leave the Policeman pawns and Crime Scene markers in place.

Remove the Special Movement tokens and the Jack pawn from the move track. If the False Clue rules are being used, discard any unused False Clue markers.

Jack moves his pawn to the next night on the Night track.

The next night then begins with Hell PHASE 1.

SPECIAL MOVEMENTS

Instead of carrying out a normal movement, Jack can decide to use one of his **Special Movement tokens**.

When used, a Special Movement token is placed on the space(s) of the Move track corresponding to the turn that move was made.

That token cannot be used again that night. If Jack uses a Special Movement token, he *must* apply its effects.

Jack cannot declare his escape if he just used a special movement to move onto his hideout; the last move that takes Jack into his hideout must be a normal move.

Coach

Jack can use a coach to move to 2 adjacent numbered circles in succession on the board at once (like a double move).

He can also move through crossings containing Policeman pawns.

The 2 numbered circles involved in a coach move must be different from each other and from the circle he started the move from. Both of the circles he moved to must be recorded in separate spaces on Jack's sheet in the proper order. Jack's pawn on the Move track is moved twice, and the Coach token is placed so it covers both of those spaces on the track.

Alley

Jack can use an alley to cross a block of houses, moving from a numbered circle on that block's perimeter to any other numbered circle on that perimeter. A block of houses is an area of the game board that's completely bounded, but not interrupted, by dotted lines.

When Jack uses an alley, he places that token on the corresponding space of the Move track.

3RD NIGHT: THE DOUBLE EVENT

On the third night, *September 30th*, **Jack must kill 2 of the Wretched**.

Normal rules are followed with the exception that during **Hell PHASE 5**, Jack chooses **2 Wretched pawns** and replaces each one with a Crime Scene marker.

Then he notes the number of those 2 numbered circles on his sheet in 2 consecutive cells: the one indicated by the Time of the Crime token and the one to its right. He may record them in either order.

Because the second crime scene of the third night counts as Jack's first move that night, the detectives act first, with **play starting from Hunting PHASE 2**. The Hunting then proceeds as normal.

Jack starts his escape from the location corresponding to the second (rightmost) number he recorded. Jack places his Jack pawn on the space to the right of the Time of the Crime token on the Move track, as Jack's 'movement' from the first crime scene to the second uses up his first move of the night.

The detectives know both crime scenes, but not their order, so they cannot be sure exactly where Jack is at the beginning of the third night's Hunting.

END OF THE GAME

Jack wins the game if he kills 5 victims without being caught, returning to his hideout at the end of all 4 nights.

The detectives win the game if they catch Jack, or prevent him from reaching his hideout within the permitted number of moves.

OPTIONAL RULES: JACK

Jack's Letters

During setup, Jack takes the **Jack's Letter sheets**.

On each of the 2nd, 3rd, and 4th nights, Jack can use **1 letter** to change the position of the police patrols. A letter can only be used after the Police Patrol tokens have been placed.

Once a letter is used and its effect applied, that letter is removed from the game. Another letter cannot be used until the next night.

The *Dear Boss*, *Saucy Jack*, and *From Hell* letters are played during **Hell PHASE 3**:

Dear Boss Jack moves a Police Patrol token (without looking at whether it is marked) from the A/a or C/b section of the board to any unoccupied yellow-bordered crossing.

Saucy Jacky Jack chooses 2 Police Patrol tokens from the B/b or B/b sections of the board. The Head of the Investigation moves both of them to any other unoccupied yellow-bordered crossings.

From Hell Jack moves a Police Patrol token (without looking at whether it is marked) from the A/b or C/a section of the board to any unoccupied yellow-bordered crossing.

The *Goulston Street* letter is played during the Hunting, immediately after Jack has moved in **PHASE 1**, but before any of the policemen move in **PHASE 2**.

Goulston Street Jack chooses either the red, green, or blue Policeman pawns. Then, the Head of the Investigation selects either the chosen pawn (the Metropolitan police) or the brown pawn (the City of London police) and must immediately move that pawn to Goulston Street (the red-bordered crossing at A5/b8).

False Clues

During setup, Jack takes the 3 blue **False Clue markers**.

For every 5 yellow Clue markers he reveals to the Police during a given night, Jack gains a blue **False Clue marker**.

Jack can place one of these False Clue markers on any numbered circle at the beginning of **Hunting PHASE 3**.

A False Clue token blocks that numbered circle for the rest of the night: a Policeman pawn cannot look for clues or execute an arrest there.

OPTIONAL RULES: POLICE

Rushing

During **Hunting PHASE 3**, each detective, starting with the Head of the Investigation and going clockwise, has a third option to choose from for his action: **rushing**.

To rush, choose a Policeman pawn that can still act and move it to an adjacent crossing (ignoring numbered circles).

Area Arrests

During **Hunting PHASE 3**, when executing an arrest, the detective announces *all* of the numbered circles adjacent to his Policeman pawn's location.

If any of these numbered circles correspond to Jack's current location, Jack is arrested and loses the game. Otherwise, no information is given.

Catch Me, If You Can

During setup, when Jack secretly chooses one of the numbered circles on the board as his hideout, he cannot choose red numbered circles **or numbered circles adjacent to them**.

I Know Your Address

During **Hell PHASE 3**, if the revealed Head of the Investigation tile is *Swanson* (brown) or *Abberline* (red), the Head of the Investigation detective can immediately execute an arrest, declaring the number of **any circle on the board**.

If that numbered circle was chosen by Jack as his hideout, the detectives win the game.

This ability can be used only once during the game.

LETTERS FROM Whitechapel

NIGHTS

1. **First Night** (*August 31st, 1888*)
2. **Second Night** (*September 8th, 1888*)
3. **Third Night** (*September 30th, 1888*): 2 murders
4. **Fourth Night** (*November 9th, 1888*)

FIRST PART: HELL

1 Jack the Ripper: Preparing the Scene

Jack collects **Special Movement** tokens (Coach and Alley):

#	Night	Special Movement tokens
1	<i>Aug 31st, 1888</i>	3 Coach and 2 Alley tokens
2	<i>Sep 8th, 1888</i>	2 Coach and 2 Alley tokens
3	<i>Sep 30th, 1888</i>	2 Coach and 1 Alley token
4	<i>Nov 9th, 1888</i>	1 Coach and 1 Alley token

2 Jack the Ripper: The Targets are Identified

Jack collects **Woman** tokens:

#	Night	Woman tokens
1	<i>Aug 31st, 1888</i>	8 Women (5 marked)
2	<i>Sep 8th, 1888</i>	7 Women (4 marked)
3	<i>Sep 30th, 1888</i>	6 Women (3 marked)
4	<i>Nov 9th, 1888</i>	4 Women (1 marked)

Place the Woman tokens facedown on any red numbered circles.

On the 2nd and subsequent nights of the game, Jack cannot place Woman tokens on the red numbered circles occupied by red Crime Scene markers.

3 Police: Patrolling the Streets

The detectives turn over the top tile of the **Head of the Turn** over the top tile of the **Head of the Investigation** pile to find the **Head of the Investigation** for the night.

On the first night, he places the 7 **Police Patrol** tokens facedown on any of the yellow-bordered **crossings**.

From the 2nd night on, place 5 on the positions occupied by the Policeman pawns at the end of last night, and place 2 on yellow-bordered crossings *not* occupied by policeman pawns at the end of last night.

4 Jack the Ripper: The Victims are Chosen

Turn all Woman tokens faceup. Replace red-marked ones with **Wretched pawns** and remove unmarked ones from the board. Place the **Time of the Crime** token on 1 on the Move track.

5 Jack the Ripper: Blood on the Streets

Jack must decide whether to **kill a target** or **wait**. If the **Time of the Crime** token is on V, Jack must kill a target.

If Jack decides to kill, he replaces one of the Wretched pawns on the board with a **Crime Scene** marker. Return the Wretched pawn and 1 red-marked Woman token to the box. On the 3rd night, *September 30th*, there are 2 murders.

The night then continues with PHASE 8.

If Jack decides to wait, proceed with PHASE 6.

On the 2nd and subsequent nights of the game, Jack cannot place Woman tokens on the red numbered circles occupied by red Crime Scene markers.

3 Police: Patrolling the Streets

The detectives turn over the top tile of the **Head of the Turn** over the top tile of the **Head of the Investigation** pile to find the **Head of the Investigation** for the night.

On the first night, he places the 7 **Police Patrol** tokens facedown on any of the yellow-bordered **crossings**.

From the 2nd night on, place 5 on the positions occupied by the Policeman pawns at the end of last night, and place 2 on yellow-bordered crossings *not* occupied by policeman pawns at the end of last night.

4 Jack the Ripper: The Victims are Chosen

Turn all Woman tokens faceup. Replace red-marked ones with **Wretched pawns** and remove unmarked ones from the board. Place the **Time of the Crime** token on 1 on the Move track.

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Jack must decide whether to **kill a target** or **wait**. If the **Time of the Crime** token is on V, Jack must kill a target.

If Jack decides to kill, he replaces one of the Wretched pawns on the board with a **Crime Scene** marker. Return the Wretched pawn and 1 red-marked Woman token to the box. On the 3rd night, *September 30th*, there are 2 murders.

The night then continues with PHASE 8.

If Jack decides to wait, proceed with PHASE 6.

6 Police: Suspense Grows

Move the **Time of the Crime** token to the next yellow Roman numeral in ascending order.

The **Head of the Investigation** moves each of the **Wretched pawns** on the board along dotted lines to an adjacent, unoccupied numbered circle. Each cannot stop adjacent to a Police Patrol token; cross a Police Patrol token; or stop in a circle with a Crime Scene marker.

A Wretched with no legal moves remains in its current circle.

7 Jack the Ripper: Ready to Kill

Jack chooses a **Police Patrol** token and reveals it. Fake patrols (black face) are removed from the board.

The game continues with another iteration of PHASE 5.

8 Jack the Ripper: A Corpse on the Sidewalk

Jack records on his sheet, in the space corresponding to the Roman numeral currently marked by the **Time of the Crime** token and on the row for the current night, the **circle number marked by the Crime Scene** token he just placed. Jack is now located at that numbered circle.

He places the second Jack pawn on the Move track, on the space marked by the **Time of the Crime** token.

9 Police: Alarm Whistles

The detectives reveal all the unrevealed **Police Patrol** tokens. Replace the color-marked tokens with the corresponding **Policeman** pawns and remove the fake tokens from the board.

Remove from the board any Wretched pawns still in play.

LETTERS FROM Whitechapel

NIGHTS

1. **First Night** (*August 31st, 1888*)
2. **Second Night** (*September 8th, 1888*)
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4. **Fourth Night** (*November 9th, 1888*)

FIRST PART: HELL

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Jack collects **Special Movement** tokens (Coach and Alley):

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Jack collects **Woman** tokens:

#	Night	Woman tokens
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Place the Woman tokens facedown on any red numbered circles.

6 Police: Suspense Grows

Move the **Time of the Crime** token to the next yellow Roman numeral in ascending order.

The **Head of the Investigation** moves each of the **Wretched pawns** on the board along dotted lines to an adjacent, unoccupied numbered circle. Each cannot stop adjacent to a Police Patrol token; cross a Police Patrol token; or stop in a circle with a Crime Scene marker.

A Wretched with no legal moves remains in its current circle.

7 Jack the Ripper: Ready to Kill

Jack chooses a **Police Patrol** token and reveals it. Fake patrols (black face) are removed from the board.

The game continues with another iteration of PHASE 5.

8 Jack the Ripper: A Corpse on the Sidewalk

Jack records on his sheet, in the space corresponding to the Roman numeral currently marked by the **Time of the Crime** token and on the row for the current night, the **circle number marked by the Crime Scene** token he just placed. Jack is now located at that numbered circle.

He places the second Jack pawn on the Move track, on the space marked by the **Time of the Crime** token.

9 Police: Alarm Whistles

The detectives reveal all the unrevealed **Police Patrol** tokens. Replace the color-marked tokens with the corresponding **Policeman** pawns and remove the fake tokens from the board.

Remove from the board any Wretched pawns still in play.

SECOND PART: HUNTING

1 Jack the Ripper: Escape in the Night

Jack moves from his current numbered circle to an adjacent numbered circle along the dotted lines.

He secretly notes his destination circle on his sheet in the next space to the right of his current location, in the current night's row, then moves his Jack pawn 1 space rightward on the board's Move track. Jack cannot choose a destination that would force him to move over a crossing occupied by a Policeman pawn. If he cannot make a legal move, he loses the game.

Jack may replace his normal movement with a **special movement** by expending a Coach or Alley token.

If Jack moves onto his hideout, he may declare that he has escaped, and the current night's hunt ends. The last move into his hideout cannot be a special move.

If Jack runs out of moves without reaching his hideout and declaring his escape, **he loses the game**.

2 Police: Hunting the Monster

Starting with the Head of the Investigation and going clockwise, **detectives move their Policeman pawns** along the dotted lines.

A policeman can move up to 2 crossings, ignoring numbered circles. He can move over other Policeman pawns, but cannot end his move on the same crossing as another Policeman pawn.

3 Police: Clues and Suspicion

Starting with the Head of the Investigation and going clockwise, each detective states, for each Policeman pawn he controls, if that Policeman is **looking for clues or executing an arrest**.

Looking for Clues

To look for clues, announce the number of an adjacent numbered circle. If that number appears **anywhere on Jack's sheet in the current night's row**, Jack places a **Clue marker** on that numbered circle, and that Policeman's action ends. If it does not, the detective announces the number of another adjacent numbered circle, repeating this process until either a Clue marker is placed or there are no more adjacent numbered circles.

Executing an Arrest

To execute an arrest, the detective announces the number of *one* adjacent numbered circle. If that number is Jack's current location (the most recent number Jack recorded on his sheet), Jack is arrested and loses the game. If the number is not Jack's current location, that Policeman's action ends.

If Jack has not been caught or reached his hideout after all policemen have taken actions, play proceeds with another iteration of **Hunting PHASE 1**.

The End of the Hunting

If Jack is on the numbered circle he chose as his hideout, he may declare his escape, and the hunting (and that night) ends.

Remove all Clue markers from the board. Leave the Policeman pawns and Crime Scene markers in place.

Remove the Special Movement tokens and the Jack pawn from the move track. If the False Clue rules are being used, discard any unused False Clue markers.

Jack moves his pawn to the next night on the Night track.
The next night then begins with Hell PHASE 1.

SPECIAL MOVEMENTS

Coach: move to 2 adjacent numbered circles in succession at once, and through crossings containing Policeman pawns.

Both of the circles moved to must be recorded in separate spaces in the proper order. Jack's pawn on the Move track is moved twice, and the token is placed so it covers both of those spaces on the track.

Alley: cross a block of houses, moving from a numbered circle on that block's perimeter to any other numbered circle on that perimeter. The alley token is placed on the corresponding space of the move track.

3RD NIGHT: THE DOUBLE EVENT

On the third night during Hell phase 5, Jack must replace **2 Wretched pawns** with Crime Scene markers.

Then he notes the number of those 2 circles on his sheet in 2 consecutive cells: one indicated by the Time of the Crime token and one to its right (in either order).

The second crime scene counts as Jack's first move, so the detectives act first, with **play starting from Hunting phase 2**. The Hunting then proceeds as normal.

Jack starts his escape from the location corresponding to the second (rightmost) number he recorded, placing his Jack pawn on the space to the right of the Time of the Crime token on the Move track, as Jack's 'movement' from the first crime scene to the second uses up his first move of the night.

SECOND PART: HUNTING

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Jack moves from his current numbered circle to an adjacent numbered circle along the dotted lines.

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If Jack has not been caught or reached his hideout after all policemen have taken actions, play proceeds with another iteration of **Hunting PHASE 1**.

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If Jack is on the numbered circle he chose as his hideout, he may declare his escape, and the hunting (and that night) ends.

Remove all Clue markers from the board. Leave the Policeman pawns and Crime Scene markers in place.

Remove the Special Movement tokens and the Jack pawn from the move track. If the False Clue rules are being used, discard any unused False Clue markers.

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The next night then begins with Hell PHASE 1.

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3RD NIGHT: THE DOUBLE EVENT

On the third night during Hell phase 5, Jack must replace **2 Wretched pawns** with Crime Scene markers.

Then he notes the number of those 2 circles on his sheet in 2 consecutive cells: one indicated by the Time of the Crime token and one to its right (in either order).

The second crime scene counts as Jack's first move, so the detectives act first, with **play starting from Hunting phase 2**. The Hunting then proceeds as normal.

Jack starts his escape from the location corresponding to the second (rightmost) number he recorded, placing his Jack pawn on the space to the right of the Time of the Crime token on the Move track, as Jack's 'movement' from the first crime scene to the second uses up his first move of the night.

LETTERS FROM Whitechapel

OPTIONAL RULES: JACK

Jack's Letters

On each of the 2nd, 3rd, and 4th nights, Jack can use **1 letter** to change the position of the police patrols. A letter can only be used after the Police Patrol tokens have been placed.

Once used, a letter is removed from the game. Another letter cannot be used until the next night.

The *Dear Boss*, *Saucy Jack*, and *From Hell* letters are played during **Hell PHASE 3**:

Dear Boss Jack moves a Police Patrol token (without looking at whether it is marked) from the A/a or C/b section of the board to any unoccupied yellow-bordered crossing.

Saucy Jacky Jack chooses 2 Police Patrol tokens from the B/a or B/b sections of the board. The Head of the Investigation moves both of them to any other unoccupied yellow-bordered crossings.

From Hell Jack moves a Police Patrol token (without looking at whether it is marked) from the A/b or C/a section of the board to any unoccupied yellow-bordered crossing.

The *Goulston Street* letter is played during the Hunting, immediately after Jack has moved in **PHASE 1**, but before any of the policemen move in **PHASE 2**.

Goulston Street Jack chooses either the red, green, or blue Policeman pawns. Then, the Head of the Investigation selects either the chosen pawn (the Metropolitan police) or the brown pawn (the City of London police) and must immediately move that pawn to Goulston Street (the red-bordered crossing at A5/b8).

False Clues

For every 5 yellow Clue markers he reveals to the Police during a given night, Jack gains a blue **False Clue marker**.

Jack can place one of these False Clue markers on any numbered circle at the beginning of **Hunting PHASE 3**.

A False Clue token blocks that numbered circle for the rest of the night: a Policeman pawn cannot look for clues or execute an arrest there.

OPTIONAL RULES: POLICE

Rushing

During **Hunting PHASE 3**, each detective, starting with the Head of the Investigation and going clockwise, has a third option to choose from for his action: **rushing**.

To rush, choose a Policeman pawn that can still act and move it to an adjacent crossing (ignoring numbered circles).

Area Arrests

During **Hunting PHASE 3**, when executing an arrest, the detective announces *all* of the numbered circles adjacent to his Policeman pawn's location.

If any of these numbered circles correspond to Jack's current location, Jack is arrested and loses the game. Otherwise, no information is given.

Catch Me, If You Can

During setup, when Jack secretly chooses one of the numbered circles on the board as his hideout, he cannot choose red numbered circles **or numbered circles adjacent to them**.

I Know Your Address

During **Hell PHASE 3**, if the revealed Head of the Investigation tile is *Swanson* (brown) or *Abberline* (red), the Head of the Investigation detective can immediately execute an arrest, declaring the number of **any circle on the board**.

If that numbered circle was chosen by Jack as his hideout, the detectives win the game.

This ability can be used only once during the game.

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