

JACK & DETECTIVES

Number of players: 3 to 6 Play time: 10 minutes~
Target age: 13 years old ~

London in 1888 was dominated by the horror of a serial killer called "Jack the Ripper."

The London Police are doing their best to investigate. But Jack isn't caught.

At last, the police asked private detectives in the city to cooperate in the investigation.

Detectives are willing to work together to earn honor.

However, "Jack the Ripper" disguised himself as a detective and continued to increase the number of victims ...

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Components

Cards

Identity card × 7 (Detective:5,Jack:1,Jack maniac:1)



Front side

Back side

Novice card × 1



Player card × 6



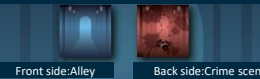
Turn card × 6



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Tiles

London tile × 12 (Below, also described as Tile)



Front side:Alley

Back side:Crime scene

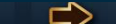
Pieces

Detective × 6



Others

Arrow marker × 1



Novice chip × 1



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Game overview

"Jack and the Detectives" is a game, its theme of the Jack the Ripper incident in London in the 19th century. The player will be the character in this case as the murderer "Jack the Ripper" (Jack), the "Detective" chasing Jack, or the "Jack maniac" who cooperates with Jack.

The investigation will be terminated if a second victim is found.

Players point out who is "Jack" disguised as a detective. After that, the game ends.



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Game preparation

①Preparing London tiles and Identity cards

The number of tiles and cards used depends on the number of player.

the number of player	3	4	5	6
London tile	8	8	10	12
ID (Jack)	1	1	1	1
ID (Detective)	2	3	4	5
ID (Jack maniac)			1	1
Novice card	1			

* Put unused tiles and cards in the box.

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②Decide the role of the player

【3-4 players】 Shuffle the Identity cards thoroughly. Then every player gets a Identity cards.

【5-6 players】 Shuffle the Identity cards except Jack, and then take one card.It's put in the box. Shuffle the remain cards(includes Jack) thoroughly. Then every player gets a Identity card. *There may be no Jack maniac.

In either case, players see the Identity card own, puts it face down, never show it to other player.

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③Preparing Player cards and Pieces

Pieces are alter ego that indicates the location of the player's investigation.

【4-6 players】 Every player gets Player cards and Piece of the same color.

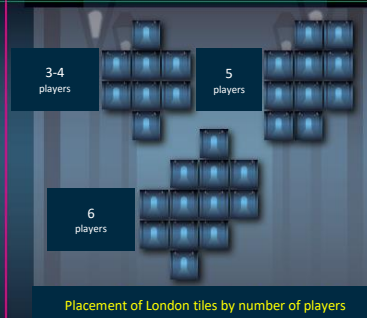
【3 players】 Every player gets Player cards and Piece of the same color.

Then choose one of the extra colors and place the Player cards and Piece of that color on the table.And put Novice card next to it. (See page.19 for Novice card)

④Setup the London tiles

Face up(=Alley side) all tiles and arrange them as shown on the next page according to the number of players.

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Placement of London tiles by number of players

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⑤Preparing Turn cards and Arrow marker

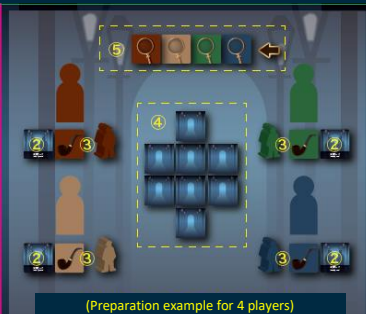
Shuffle the Turn cards of the same color as the player's choice, place them in line. Then place Arrow marker next to the rightmost card.

⑥Decide on a facilitator

Determine the facilitator in an appropriate way. Recommended for those who are accustomed to this game.

It is also possible for people who are not participating in the game to take charge.

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(Preparation example for 4 players)

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■Victory conditions for each Identity card

・ Detective

Private detectives requested by the London Police. If you can point to Jack the most in "Point out the Jack (page.17)", you win.

・ Jack

Serial killer in the darkness of the night. If you are not pointed the most in "Point out the Jack", you win.

・ Jack maniac

Anomalous person cooperating with Jack. If Jack is not pointed the most in "Point out the Jack", you win.



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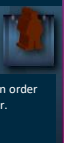
■How to play

The game progresses by repeating the "Day phase" and the "Night phase".One repetition is called "one day". And the repetition of "N times" is called "Day N".

During the game, players can't talk to each other until "Point out the Jack". Because you are a private detective who is blinded by honor!

"Day phase" :
Place own Piece to investigate London

Players investigate varies parts of London. Place your piece on the London tile you want to investigate, in order from the player of the Turn card pointed by the Arrow marker.



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After the Day 2, the pieces are not returned and you move it to any tile from the location placed the day before. Except "Non Investigable tiles(※)", you can place it in the place where another player's piece was on the previous day.Also, you must move to one of the tiles.

※Non Investigable tiles

- ・ The tile where the pieces are placed
- ・ Tile : Back side(Crime scene)
- ・ The tile on which your piece is placed

When everyone moves the Pieces, move on to the "Night phase".

"Night phase" : Jack commits a crime.

Despite the hard investigation, tragedy occurs. All players close their eyes.(The facilitator will guide players.) Then only Jack opens his eyes.

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Everyone slowly counts 10 seconds.In the meantime, Jack flips one "Tile within the crime range (page.15)". When you flip the tiles, you will see a red "Crime scene".

At this time, it is recommended that everyone hit the table with one hand to make a sound so that they do not know who Jack is.

After 10 seconds, everyone opens their eyes and checks the situation. If there are two "Crime scene" tiles, move on to "Point out the Jack (page.17)".

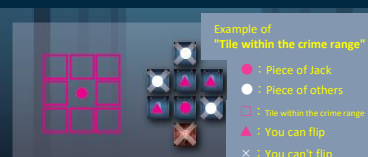
If not, place the arrow marker on the opposite side of Turn cards and move on to the "Day phase" of the next day.In other words, the turn order is reversed every day.The tiles that flipped "Crime scene" remains there during the game.

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■About "Jack commits a crime"

"Tile within the crime range"

During the "Night phase", Jack can choose one of the tiles around own piece, and flip it.(See the figure below) This is the "Tile within the crime range". However, the tiles on which the pieces are placed and the tiles at the "Crime scene" cannot be flip it.

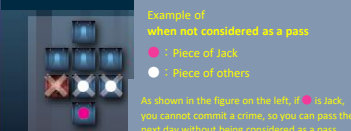


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"Pass"

Jack can pass the crime, taking into account the "Crime scene" and the placement of other player's pieces. It's wise to avoid crime, when other players are able to find out that you are Jack.

However, you cannot pass for two consecutive days.There is a limit to the patience of bloodthirsty Jack. As an exception, if there is no tile that can be flip in the "Tile within the crime range", it is not considered as a pass and can be passed the next day.



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■Point out the Jack (End of game)

The day after Jack's second crime was committed, the detectives finally realize that Jack is among them. Infer who is Jack from the position of the "Crime scene" so far, the movement of the pieces, etc.

In the order of the Turn cards pointed by the Arrow marker, briefly talk about the following:

- 1.Who do you think is "Jack"
- 2.The reason (It is possible not to speak the reason)

※Other players can't speak.

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When everyone's reasoning is over, the facilitator signals to point at the same time to the player (other than yourself) who thinks it's Jack.You can also overturn the reasoning you talked about and point to another player.The player with the most nominations will reveal Identity card.

The revealed Identity card is "Jack"

Victory for the "Detectives".

Jack is arrested and London returns to peace.

The revealed Identity card is "Detective" or "Jack maniac"

Victory for the "Jack" and "Jack maniac".

Jack is not caught and the horrifying incident continues.

If multiple players have the same number of nominations, it is considered to have failed to identify Jack, and "Jack" and "Jack maniac" are win.

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■About "Novice" (Only for 3 players)

"Novice" is a virtual fourth player who joins only when playing 3 players."Novice" is inexperienced, so it works under the direction of a other detectives.Without knowing that Jack is in it ...



At the beginning of the "Day phase" of the Day1, place the Novice chip on the Turn card where is next to the Arrow marker.The Novice chip indicates the player who can move the Novice's piece on that day.When it is the turn of the Novice , the player who can move the Novice on that day will move the Novice's piece according to the rules for moving the pieces.

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At the beginning of the "Day phase" of the next day, move the Novice chip onto the next Turn card (except the Novice's Turn card).After the Novice chip is moved to the Turn card on the edge, the Novice chip will be moved in the reverse order from the next day. Jack moves Novice's piece to thwart the investigation, Detectives moves Novice's piece to assist the investigation.

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