

Letters from Whitechapel

FAQ and ERRATA

Version 1.0 – june, 8th 2011

Warnings

- In the first printing of the game, one less “Coach” token was included (and one “Alley” token more) in the counter punchboard. A separate Coach token is included in the box.
- Please be careful when removing the tab to open up Jack’s screen the first time you play the game. It’s easily torn if handled without care.

Errata

- Page 4 (Preparing the Game): the board has 195 numbered circles, not 199
- Page 10 (Jack the Ripper: Escape in the Night): If Jack moves onto his Hideout he *may* declare that his escape is successful. If he does, the current night’s Hunting ends.
- Page 11 (The End of the Hunting): When Jack *declares* that he has reached his Hideout...
- Page 12 (Special Movements – Warning Box): Important: It is not possible for Jack to declare that he is in the Hideout after a special movement. The last movement before he declares to be in the Hideout must be a normal movement.
- Page 13: (The Third Night – Note): During the Third Night, the detectives act first, starting from Hunting phase 2, “Police: Hunting the Monster.” The Hunting then proceeds as normal. (*The reference to “Jack’s first move” is misleading and is to be deleted.*)

Frequently Asked Questions

Is movement mandatory?

During “The Hell”, the Wretched must be moved.

During “The Hunting”, Jack *must* move in each round. Policemen *may* move or not.

What happens if Jack kills in the location where his Hideout is? Can he declare himself immediately at the Hideout?

NO. Jack writes down the location of the killing during “The Hell”, and he cannot declare himself at the Hideout at this point. Then, as the first action during “The Hunt” he must move away from that location, so in the best case he will be back at the Hideout with his second movement.

During the Third Night, what happens if Jack makes the second killing in the location where his Hideout is? Can he declare himself immediately at the Hideout?

NO. The Police acts first in the third night, but the killing is still considered to happen during the Hell, not during the Hunt, so Jack cannot declare himself until he has not completed his first “real” movement.

What’s the exact meaning of “Adjacent” in the rules?

- A circle and a crossing are adjacent if they are connected by a dotted line and there is not anything between them.
- A circle is adjacent to another circle if you can move from one to the other without going through a circle between them (crossings are ignored).
- A crossing is adjacent to another crossing if you can move from one to the other without going through a crossing between them (circles are ignored).

Note that the terms “adjacent” and “directly adjacent” in the rules have the same meaning.

Is it possible to use a “Coach” special movement to move away, then back to the same location?

NO. When Jack uses a “Coach” special movement to move twice, he *must* use both movements. The spaces he moves to must be different from each other, and different from his starting position: he is not allowed to move back to his original location with the second movement.

Is it possible to use an Alley special movement to move to an adjacent circle, which Jack might reach with a normal movement?

YES. It is possible for Jack to use an Alley movement to move to an adjacent circle, as long as that circle is on the perimeter of the same block as his current position.

When the Investigators look for clues, do they find multiple clues if Jack has been in a location more than once?

NO. Even if Jack has been multiple times in a given location, only *one* Clue token is placed when the Investigators look for clues in that location. So, if Jack backtracks to a certain location, the Police does not have any direct way to know this.

If the Investigators look for clues in a location where Jack currently is, do they catch him and win the game?

NO. If the Investigators look for clues in the location where Jack currently is, just place a Clue token. Jack is not caught unless the Investigators are executing an arrest.

New Variants

“Rushin’ In”

During “The Hunt – Phase 3. Police: Clues and Suspicion” each detective, during his turn, may declare that he “rushes in” instead of “looking for clues” or “executing an arrest”. If a detective rushes in, the corresponding Policeman pawn may be further moved along the dotted lines to an adjacent crossing (as normal, ignoring numbered circles).

“I Know Your Address”

During “The Hell – Phase 3. Police: Patrolling the Streets”, when the Head of the Investigation is Swanson (brown) or Abberline (red), the Head of the Investigations may immediately issue a warrant to arrest Jack in a specific location, anywhere on the board. If the named location is Jack’s Hideout, Jack is arrested and he loses the game. Only one warrant may be issued per game.