



GABRIELE MARI GIANLUCA SANTOPIETRO

Whitechapel

LETTERS FROM HELL

Giochi
Uniti

Rulebook



London, 1888.

*As soon as you get off the coach,
you realize this is the wrong stop.*

*A few minutes ago
you were in the posh city center,
but now crowded and smelly alleys
branch off around you.*

*Hawkers, shouting merchants,
and dirty children covered in rags who run
through the crowd and pull your jacket,
begging for money... all you see is poverty
and dreariness.*

*Some people call this district hell.
Some others - less lucky - call it home.
Here, for a penny or less, you can see
street acrobats and freak shows,
or you can get drunk in one of the pubs.
Sex is for sale too; there are prostitutes
on every street corner.*

*They call them the wretched,
and they couldn't have chosen
a better name.*

Welcome to Whitechapel.

*Welcome to
Jack the Ripper's
streets.*



Whitechapel™ Letters from Hell is a game of deduction and bluffing set in 1888, in the London of Jack the Ripper. Is a game for two to six players, age 13 or older.

Goal of the Game

Five important detectives are on the trail of Jack the Ripper, the most dangerous serial killer of all time. They must chase the mysterious murderer through the tangled streets and halleys of the Whitechapel district. One player plays Jack the Ripper, and his goal is to take five victims before being caught. The rest of the players are police detectives, who must cooperate to catch Jack the Ripper before the end of the game.

Contents of Box

This box contains:

- this **rulebook**;
- 1 **game board** representing the Whitechapel district in 1888;
- 5 **Police sheets** (1 each of blue, yellow, brown, red, and green);
- 1 **Jack the Ripper sheet**;
- 2 die-cut punchboard containing:
 - 5 **Head of the Investigation tiles** (1 each of blue, yellow, brown, red and green);
 - 7 black **Police Patrol tokens** (2 false tokens, and 1 each of blue yellow, brown, red and green);
 - 8 white **Woman tokens**, 5 marked with red and 3 unmarked;
 - 1 red **Time of the Crime token**;
 - 5 **Special Movement tokens** (3 Coach and 2 Alley);
 - 4 **Jack's Letter tiles** (*Dear Boss, Saucy Jacky, From Hell, and Goulston Street*);
- 5 white wooden **Wretched pawns**;
- 5 wooden **Policeman pawns** (1 each of blue, yellow, brown, red and green);
- 2 black wooden **Jack pawns**;
- 1 **Jack the Ripper screen**;
- 1 pad of **Jack the Ripper move track sheets**;
- 3 transparent yellow plastic **False Clue tokens**;
- 19 transparent white plastic **Clue tokens**; and
- 5 transparent red plastic **Crime Scene tokens**.

Game Components

Police sheets

Back



Front
in five colors
(one for
Policeman)



Tiles

Back



Front
in five colors (one
for Policeman)



Game board



Letters

Back



Front
(four different)

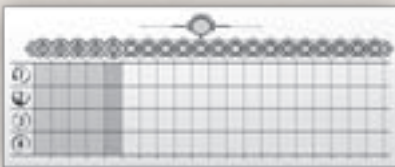


Jack the Ripper screen



Jack the Ripper move track sheet

Pad of 30 sheets



Jack the Ripper sheet

Back



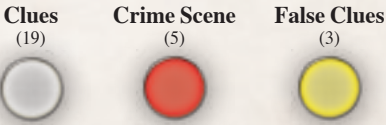
Front



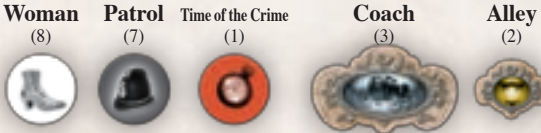
Wooden pawns



Transparent plastic tokens



Tokens



Preparing the Game

1

Place the **game board** representing Whitechapel at the time of Jack the Ripper at the center of the table. It is marked with **195 numbered circles** linked together by **dotted lines**.

2

During play, Jack the Ripper, the Policemen, and the Wretched are moved along the **dotted lines** that represent Whitechapel streets.



Jack the Ripper moves stealthily between *numbered circles*.



Policemen move on their patrols between crossings (without worrying whether they have colored borders or not)



The **Wretched** wanders alone between *numbered circles*.

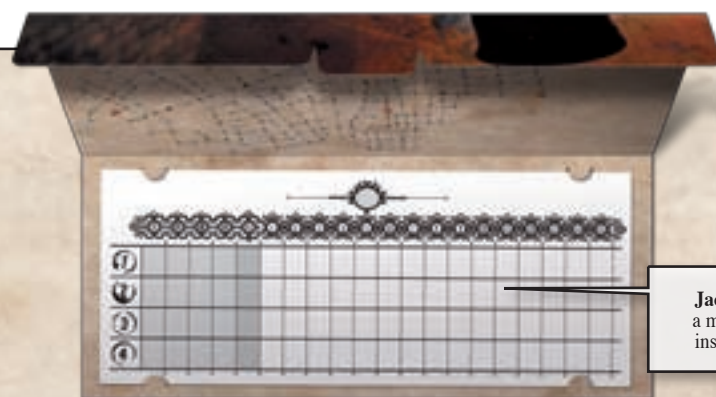
3

One player becomes Jack the Ripper (the **most experienced player** is a good choice). The other players become the detectives. The detectives always work together. They distribute the five Policeman pawns among themselves in any way they agree on.

4

Jack the Ripper

Jack takes a fresh **move track sheet** from the pad and places it in his Jack the Ripper *screen*. He will also need a pencil (not included).



Jack screen with a movement sheet inserted correctly

5

Jack the Ripper

Jack places a **black Jack the Ripper pawn** on the first Night space of the game board's Night track.



Numbered circle

Policeman pawn

Crossing

Historical Notes: narrates what happened in 1888

Red numbered circle: Jack will place the Wretched here

The Head of the Investigations choose how to place the Policemen on the board

Head of the Investigation: randomly determined by the revealed tile

Moves track: a black Jack pawn tracks Jack's moves

6

Jack the Ripper

Jack secretly chooses his Hideout. He may chose any *numbered circle* on the game board except a red numbered circle. When he has chosen his Hideout, Jack writes its number on his move track sheet in the prominent oval at the top. Jack's goal will be to return to his Hideout after each murder without being arrested by the police detectives.



Jack chooses numbered circle 90 as his Hideout.

How to Play

A game of Whitechapel™ is divided into four Nights:

1	First Night (August 31st, 1888)
2	Second Night (September 8th, 1888)
3	Third Night (September 30th, 1888) the "double event"
4	Fourth Night (November 9th, 1888)

Each Night is divided into two parts. Each part is composed of a number of different phases. Each phase names either Jack the Ripper or the Police as responsible for carrying out its particular activities.

First part: HELL		
1		Jack the Ripper: Preparing the Scene
2		Jack the Ripper: The Targets are Identified
3		Police: Patrolling the Streets
4		Jack the Ripper: The Victims are Chosen
5		Jack the Ripper: Blood on the Streets
6		Police: Suspense Grows
7		Jack the Ripper: Ready to Kill
8		Jack the Ripper: A Corpse on the Sidewalk
9		Police: Alarm Whistles
Second part: HUNTING		
1		Jack the Ripper: Escape in the Night
2		Police: Hunting the Monster
3		Police: Clues and Suspicion

Dear Boss,
I keep on hearing the police
have caught me but they wont
fix me just yet.
...

Playing the Game

First part: Hell

Darkness falls on the notorious alleys of Whitechapel and fear becomes palpable for those who wander in the night. Every shadow could be Jack's own.

1. Jack the Ripper: Preparing the Scene

Jack collects Special Movement tokens (Coach and Alley):

Night		Special Movement tokens
1	August 31st, 1888	3 Coach tokens and 2 Alley tokens
2	September 8th, 1888	2 Coach tokens and 2 Alley tokens
3	September 30th, 1888	2 Coach tokens and 1 Alley tokens
4	November 9th, 1888	1 Coach tokens and 1 Alley tokens

2. Jack the Ripper: The Targets are Identified

Jack collects Woman tokens according to which night it is:

Night		Woman tokens
1	August 31st, 1888	8 Women, 5 of which are marked
2	September 8th, 1888	7 Women, 4 of which are marked
3	September 30th, 1888	6 Women, 3 of which are marked
4	November 9th, 1888	4 Women, 1 of which is marked

Jack places the Woman tokens face-down on red numbered circles of the board. He may arrange them any way he wishes.

The tokens marked with red on their faces represent Jack the Ripper's possible targets. The completely white tokens are fake targets, used to confuse the police detectives, according to Jack's strategy.

Remember, the red-marked faces remain hidden as Jack places them Jack is the only one who knows the actual targets!

Note: on the second and subsequent Night of the game, Jack cannot place Woman tokens on the red numberer circles ocupied by red Crime Scene tokens.



Jack places Woman tokens face-down on red numbered circles. He is the only one who knows which one are marked. **His next victim is among them!**

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 will be the Head of the Investigation for the current Night.

The Head of the Investigation leads the investigation. On the first Night, he places the seven Police Patrol tokens on the yellow-bordered Crossings in any arrangement he wishes.

Some of the tokens have faces marked with the five colors of the Policeman pawns. Two tokens (the completely black ones) are fake patrols, used to confuse Jack, according to the Head of the Investigation's strategy.

Remember, the marked faces of the Police Patrol tokens remains hidden as they are placed. The Head of the Investigation is the only one who knows the actual positions of the Policemen!



The Head of the Investigation places the Police Patrol tokens on the board. Jack must guess where the Policemen are and try not to get caught!

From the second Night on, the Head of the Investigation arranges the Police Patrol tokens in any way he chooses among seven locations restricted to:

- Five of the tokens must be placed on the positions that were occupied by the Policeman pawns at the end of the previous Night. The tokens don't need to match the colors of the pawns and they can be also fake patrols.
- Two tokens must be placed on yellow-bordered Crossings that were not occupied by Policeman pawns at the end of the previous night.



On the second Night, the new Head of the Investigation places the Police Patrol tokens. He must place a token where each Policeman pawn was left from the Night before, but he may also place tokens on two yellow-bordered crossings, and may mix up the placement of real and fake patrols to improve the detective's strategy, hoping to confuse Jack and control the board. **The Police are getting ready to hunt Jack once again!**

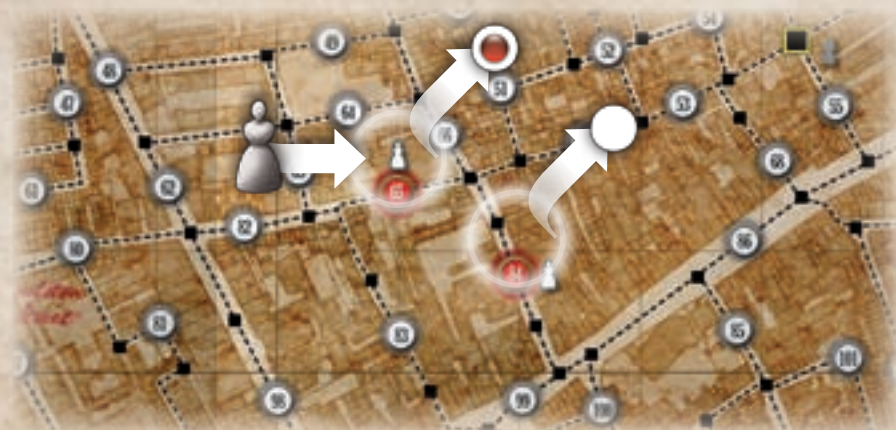
Optional Rule: from the second Night onward, after the Police Patrol tokens have been placed, Jack can use one Jack's Letter tile each Night (see Jack's Letters, page 14).

...
*I have laughed when they look
 so clever and talk about being
 on the right track.
 That joke about Leather Apron
 gave me real fits.*
 ...



4. Jack the Ripper: The Victims are Chosen

All of the Woman tokens are turned face-up. Those marked with red are replaced with Wretched pawns. Those not marked are simply removed from the board. The red Time of the Crime token is placed on the yellow Roman numeral I of the move track.



As the tokens are revealed, Jack's strategy becomes clear. Soon an agonizing scream will pierce the silence of the London night!

5. Jack the Ripper: Blood on the Streets

Now, Jack must decide whether to kill a target or wait a little bit longer. (But if the Time of the Crime token is on the Roman numeral V, Jack can no longer wait, and must choose to kill.)

If Jack decides to kill, he chooses one of the Wretched pawns on the board and replaces it with a red transparent Crime Scene token. That Wretched pawn and one red-marked Woman token are permanently removed from the game.

If Jack decides to wait, the Night continues with phase 6, Police: Suspense Grows.



Jack chooses his victim and converts the Wretched pawn into a Crime Scene Token. A corpse lie butchered on the street!

Note: on the third Night, September 30th, there are two murders. See chapter The Third Night: The Double Event, page 13, for the relevant rules.

The Night then continues with phase 8, Jack the Ripper: A Corpse on the Sidewalk.

6. Police: Suspense Grows

First, the Time of the Crime token is moved on the next yellow Roman numeral in ascending order. Then, the Head of the Investigation must move each of the Wretched pawns on the board. Each one must move along dotted lines to an adjacent, unoccupied numbered circle.



The time of the Crime token is advanced to the next ascending Roman numeral, and the Wretched pawns are moved by the Head of the Investigation.



The Wretched pawns on numbered circle 65 must move. The Head of the Investigation must chose a destination from among numbered circles 63, 66, 51, 67, 84, 83, and 82. He chooses 82 and moves the pawn there.

- A Wretched pawn cannot:
- end its movement adjacent to a Police Patrol token;
 - cross a Police Patrol token during it's movement; or
 - ends its movement in a circle containing a Crime Scene token.

7. Jack the Ripper: Ready to Kill

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

Then, the game continues with another iteration of Hell phase 5, Jack the Ripper: Blood on the Streets.

8. Jack the Ripper: A Corpse on the Sidewalk

Using his pencil, 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 that's marked by the Crime Scene token he just placed on the board.

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.

To prepare for the Hunting, Jack places the second black Jack pawn on the game board's move track, on the space marked by the Time of the Crime counter. That Jack pawn will be used to keep track of Jack's moves while he tries to escape.



Jack's victim is on numbered circle 82. Jack notes 82 on his sheet in the space corresponding to the Roman numeral II, as marked by the Time of the Crime token. He does this on the first line of his sheet, because this is the first night of the game. **Jack has dispensed his justice. The streets of Whitechapel are covered in blood!**

9. Police: Alarm Whistles

The detectives reveal all the Police Patrol tokens that have not yet been revealed. They replace the color-marked tokens with the corresponding Policeman pawns and remove the fake tokens from the board. They also remove from the board any Wretched pawns still in play.



The Policeman pawns enter the game, replacing the color-coded Police Patrol tokens. Unmarked Police Patrol tokens are simply removed from the board. Now the police must be quick to stop the monster!

The Hunting begins!

...
*Grand work the last job was.
 I gave the lady no time to
 squeal. How can they catch
 me now. I love my work and
 want to start again. You will
 soon hear of me with my funny
 little games. I saved some of
 the proper red stuff in a ginger
 beer bottle over the last job to
 write with but it went thick
 like glue and I cant use it.
 Red ink is fit enough I hope
 ha. ha.*
 ...

◎ Second part: Hunting ◎

Fresh blood on the sidewalk! Shocked screams and alarm whistles pierce the night. Jack the Ripper is somewhere on the streets, and must be caught before he disappears again!

1. Jack the Ripper: Escape in the Night

Jack moves from his current numbered circle to an adjacent numbered circle, following 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 black Jack pawn one space rightward on the game 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 makes his move from numbered circle 127 (his previous location) to numbered circle 103. He writes the new number on his sheet in the next available space. Then he moves the black Jack pawn one space rightward on the track on the game board. **Jack skulks down Whitechapel streets, hidden in the shadows...***

Note: Jack cannot choose a destination that would force him to move over a Crossing occupied by a Policeman pawn. If, for this reason, Jack can't 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. See Special Movements, page 12, for more information. If Jack moves onto his Hideout he may declare that his escape was successful, and the current Night's Hunting ends. See The End of the

Hunting, page 11, for more information. If Jack runs out of moves (that is, if he fills in the 15 square on his sheet) without reaching his Hideout, he loses the game. See The End of the Game, page 13, for more information.

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 proceeding clockwise around the table. The Policeman pawns are moved along the dotted lines. When moving, a policeman can move up to a distance of two crossings. Policeman pawns ignore numbered circles when moving.



The yellow Policeman pawn moves two Crossings. If Jack traveled down that street, he surely left a clue!

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

3. Police: Clues and Suspicion

Optional Rule: if the False Clue optional rule is being used, Jack can collect and use False Clue tokens in this phase. See False Clues, page 14.

Starting with the Head of the Investigation and proceeding clockwise around the table, each detective states, for each Policeman pawn he controls, that that Policeman is either looking for clues or executing an arrest. Both types of action can be undertaken in the numbered circles directly adjacent to that Policeman pawn (i.e., in the numbered circles directly connected by dotted lines to the crossing where the Policeman pawn is located).

*...
The next job I do I shall clip the
ladys ears off and send to the police
officers just for jolly wouldn't you.
...*



Numbered circles 99, 100, and 120 are directly adjacent to the yellow Policeman pawn. Circle 83 is not directly adjacent, because the route to 83 is interrupted by a Crossing.

Each Policeman pawn can execute only one action. That is, it can either *look for clues* or *execute an arrest*, but not both. (However, if a player controls several Policeman pawns, he can choose a different action for each one.)

Looking for Clues

To *look for clues*, the detective announces the number of a directly adjacent numbered circle he wishes to inspect. 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 token on that numbered circle, and that Policeman's action ends. If it does not appear, the detective announces the number of another directly adjacent numbered circle. This process repeats until either a Clue token is placed or no more directly adjacent numbered circles remain to be inspected.



The yellow Policeman decides to look for clues. He announces "99!" That number does not appear in the current Night's row, so Jack replies negatively. The yellow Policeman calls "100!" That number does appear in the current Night's row, so Jack places a Clue token on the corresponding numbered circle. Jack's been there tonight... but how long ago? Even through numbered circle 120 is also directly adjacent to the yellow Policeman's location, the yellow Policeman cannot investigate it now.

Optional Rules: if the False Clue rule is being used, Jack receives a False Clue token every time he reveals five Clue tokens in the same Night. See False Clues, page 14, for more information.

Executing an Arrest

To *execute an arrest*, the detective announces the number of one (and only one!) numbered circle that is directly adjacent to his Policeman pawn. If the announced number is Jack's current location (that is, the most recent number Jack recorded on his sheet), Jack is arrested and loses the game. If the announced number is not Jack's current location, no further information is given and that Policeman's action ends.



The yellow Policeman decides to execute an arrest. He chooses circle 99 which is directly adjacent. Jack checks his current location and replies negatively. If Jack isn't there, where is he?

If Jack has neither been caught nor reached his Hideout after all Policemen have taken actions, play proceeds with another iteration of Hunting phase 1, Jack the Ripper: Escape in the Night.

The End of the Hunting

When Jack declares his escape, if he is on the numbered circle he chose as his Hideout, the Hunting - and with it, the Night - ends.

Remove all Clue tokens from the board. Leave the Policeman pawns and red Crime Scene tokens in place. Remove the Special Movement tokens and the black Jack pawn from the move track. Discard any unused False Clue tokens.

The next Night then begins with Hell phase 1, Jack the Ripper: Preparing the Scene. Jack moves his black Jack pawn to the next Night on the Night track.

...
Keep this letter back till I do a bit more work, then give it out straight.
...

◎ 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. He may not use a Special Movement token and then make also a normal movement.

Important: Jack cannot declare his escape if he use a Special Movement to move onto his Hideout. The last move that takes Jack into his Hideout must always be a normal move.

There are two kinds of Special Movements:



Coach: Jack can use a Coach to move by two adjacent numbered circles on the board at once like it's a double move. Moreover, with the Coach, Jack can move through Crossings containing Policeman pawns. The two numbered circles involved in a Coach move must be different from each other, and both must be recorded in separate places 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 move track. Jack can use three Coaches on the first Night, two on each of the second and third Nights, and one on the fourth Night.



Jack is on numbered circle 103 and decides to use a Coach. Jack secretly chooses and records the two numbered circles involved in the movement: first 69, then 56. Now Jack is on numbered circle 56, but one of his Special Movements for the Night has been expended. He places a Coach token to cover two spaces on the move track, as a reminder for the detectives. He moves his Jack pawn two spaces on the move track. **Hooves clatter on the cobblestones: few people can afford a coach in London...**



Alley: Jack can use an Alley to cross a block of houses, moving from one numbered circle on that block's perimeter on any other numbered circle on that perimeter. A block of houses is an area of the 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. Jack can use two Alleys on each of the first and the second Nights, and one Alley on each of the third and fourth Nights.



Jack is on numbered circle 56 and decides to use an Alley. His legal destinations on the block of houses to his south are 57, 73, 72, 71, 70, and 69. He chooses numbered circle 72 as his destination, and so records that number in the next square of his sheet. He places the Alley token on the move track as a reminder for the detectives, then moves his Jack pawn one space forward, as usual. **The labyrinthine back alleys of Whitechapel can greatly complicate matters for the police detectives...**

...
*My knife's so nice and sharp I
 want to get to work right away
 if I get a chance.*
 ...

◎ The third Night: the double event ◎

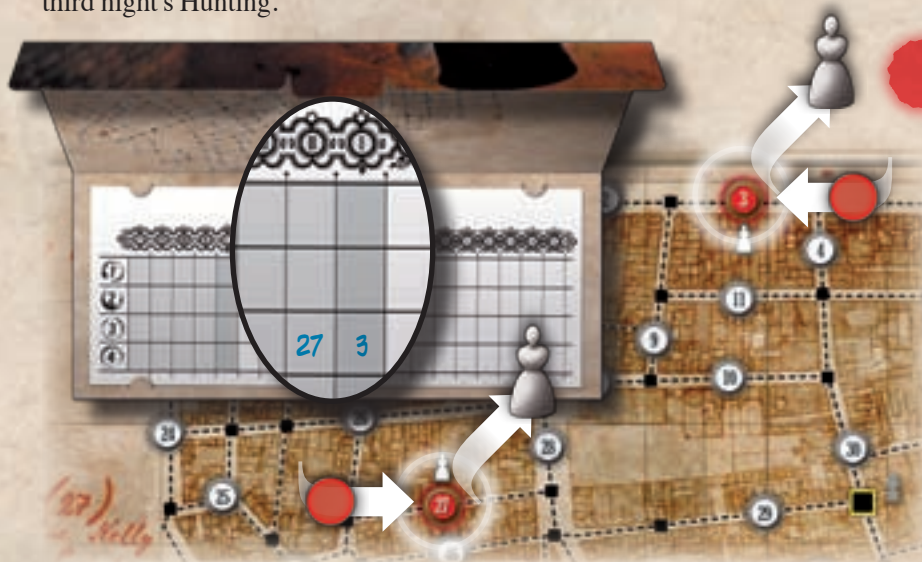
On the third Night, September 30th, Jack the Ripper must kill two of the Wretched.

Normal procedures are followed with the exception that Jack chooses two victims instead of one during phase 5, Jack the Ripper: Blood on the Streets.

Jack chooses two Wretched pawns and replaces each one with a Crime Scene token. Then he notes the number of those two numbered circles on his sheet in two 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, as he prefers.

Important: the second Crime Scene of the third Night counts as Jack's first move that Night. This allows the detectives to act first, starting from Hunting phase 2, Police: Hunting the Monster. The Hunting then proceeds as normal.

Jack starts his escape from the location corresponding to the second (rightmost) number he recorded. The detective know both crime scenes, but not their order, so they can't be sure exactly where Jack is at the beginning of the third night's Hunting.



On the third Night, Jack chooses two victims, placing Crime Scene tokens on each of the numbered circles 3 and 27. He secretly records on his sheet 27 and then 3. His second (rightmost) victim is the one on numbered circle 3, the location from which he'll begin his escape... But the detectives don't know which one is the correct one! **Jack's cruelty is even more terrible!**

Suggestions and Tips

- Choose the most expert player of the group for the role of Jack.
- Jack the Ripper should use the Coach and Alley tokens wisely, in order to have them when he really needs them.
- Jack the Ripper should not overestimate the number of moves he has left for the Night. The detectives might force him into a fatal detour with an unexpected move at any time.
- The detectives should not necessarily focus on catching Jack on the first Night at all cost. Early in the game, it is much more important to narrow the areas where Jack's Hideout might be.
- The detectives will have to discuss their tactics in front of Jack, but they should wait for Jack to move before they start to talk, to avoid giving away too much about their plans.
- Jack the Ripper should try to avoid giving away his location by the way he looks at the board.

The End of the Game

Jack the Ripper wins the game if he kills five victims without being caught, returning safely to his Hideout at the end of all four Nights. The police detectives win the game if they catch Jack, or prevent him from reaching his Hideout within the permitted number of moves.

You are now ready to play!

*Don't mind me giving
the trade name
P.S. Wasn't good enough to post
this before I got all the
red ink off my hands curse it No
luck yet.
They say I'm a doctor now.
ha ha*

*Good Luck. Yours truly
Jack the Ripper*

Optional Rules

◎ To help Jack the Ripper ◎

The Jack's Letters

On each of the second, third, and fourth Nights, Jack the Ripper can use one Jack's Letter tile to change the position of the Police Patrols. A tile can only be used after the Police Patrol token have been placed. Once a given Letter is used and its effect applied, that tile is removed from the game. Another Letter may not be used until the next Night. Three of the Letter tiles (*Dear Boss*, *Saucy Jack*, and *From Hell*) are played during the Hell phase 3, Police: Patrolling the Streets. The remaining Letter tile (*Goulston Street*) is played during Hunting phase 1, Jack the Ripper: Escape in the Night.

These are the effect of each Letter:



“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 two 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.



“Goulston Street”

This tile represent graffiti rather than a letter. It is played during the Hunting, immediately after Jack has moved in phase 1, Jack the Ripper: Escape in the Night, but before any of the Policemen move in phase 2, Police: Hunting the Monster. When Jack uses this tile, Jack chooses either the red, green or blue Policeman pawns. Then, the Head of the Investigation selects either the chosen pawn (which represents the Metropolitan police) or the brown pawn (which represents the City of London police) and must immediately move that pawn to Goulston Street, which is indicated by the red-bordered Crossing at A5/b8.

False Clues



For every five Clues he reveals to the Police during a given Night, Jack gains a yellow False Clue token.

Jack can place one of these False Clue token on any numbered circle at the beginning of phase 3, Police: Clues and Suspicion. When placed in this way, a False Clue token blocks that numbered circle for the rest of the Night, meaning that a Policeman pawn cannot *look for clues* or *execute an arrest* there.

◎ For the Jacks who wants more ◎



Available on AppStore **Whitechapel™ Hideout Generator**, usable on all the last generation Apple portable devices (iPod Touch, iPhone and iPad).

This interesting accessory allows experienced Jacks new thrilling challenges.

The *Hideout Generator* allows Jack to randomly choose his Hideout, selecting between various difficulty settings: Easy, Normal, Medium and Hard.

The App also implements the Optional Rule Catch Me, If

You Can.

Are you able to overcome the new challenges?

◎ To help the Police ◎

Rushing

During Hunting, phase 3. Police: Clues and Suspicion each detective, starting from the Head of the Investigation and proceeding clockwise can declare, for each Policeman pawn he controls, a third option beside *looking for clues* or *executing an arrest*: *rushing*.

Rushing: a detective choose a Policeman pawn that can still act and moves it to an adjacent Crossing (ignoring numbered circles).

Area Arrests

During phase 3, Police: Clues and Suspicion, when *executing an arrest*, the detective announces all of the numbered circles directly 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 part 6 of the Game Preparation, when Jack secretly chooses one of the numbered circles on the board as his Hideout, he can't choose either red numbered circles nor numbered circles adjacent to them. He then writes the number on the move-tracking sheet, as usual.

I Know Your Address

During Hell, phase 3. Police: Patrolling the Streets, if the revealed Head of the Investigation tile is Swanson (brown Head of the Investigation) or Abberline (red Head of the Investigation), the Head of the Investigation detective can immediately *execute an arrest* on a murder charge, declaring a numbered 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 every game.

Historical Notes

■ DECEMBER 1887

Monday the 26th. The body of the wretched called Fairy Fay is said to have been found in the Commercial Road Alley [65] with a stake thrust through her abdomen. However, there were no recorded murders in Whitechapel on or around Christmas of that year. Many contemporary authors agree that Fairy Fay was fabricated by the press of the time.

■ APRIL 1888

Tuesday the 3rd. Emma Smith was viciously assaulted at the junction of Osborn Street and Brick Lane [84] in the early hours of the day. She survived the attack and managed to return to her lodging house at 18 George Street in Spitalfields. She was taken to the London Hospital, where she fell into a coma and died the next day at 9:00 a.m. She had claimed to have been attacked by three men.

Saturday the 7th. The inquest of Emma Smith's death was conducted by the coroner for East Middlesex, Wynne Edwin Baxter, and attended by the local inspector of the Metropolitan Police Service, H Division Whitechapel, Edmund Reid [green Head of the Investigation].

■ AUGUST 1888

Tuesday the 7th. Martha Tabram was murdered around 2:30 a.m. Her body was found near George Yard Buildings, in George Yard. She was stabbed 39 times.

Friday the 31st. Mary Ann Nichols was murdered. Her body was found around 3:45 a.m. lying outside the entrance of a stable in Buck's Row (later renamed Durward Street)[21], an Alley not far from the London Hospital. Her throat was slashed from left to right, and her abdomen mutilated. Investigations were attended by the Bethnal Green Division of the Metropolitan Police. Hypothesis about a serial killer caught the attention of some Scotland Yard detectives, among which was Frederick Abberline [red Head of the Investigation].

■ SEPTEMBER 1888

Saturday the 8th. Annie Chapman's terribly mutilated body was found at about 6:00 a.m., lying on the ground near a doorway in the backyard on 29 Hanbury Street, Spitalfields [3]. Her throat had been cut from left to right and her body horrifically butchered. The autopsy revealed that portions of her internal organs were missing. The pathologist, George Baxter Phillips, believed the murderer must have possessed notable anatomical knowledge to have removed them with such precision.

Monday the 10th. John 'Leather Apron' Pizer, a renowned Whitechapel bootmaker with a reputation for terrorizing local streetwalkers, was arrested for the murder of two prostitutes. He was cleared of

suspicion when it turned out he had an alibi. One Mrs. Long, a witness, described the murderer as over forty, a little taller than Annie Chapman, of dark complexion, and well-dressed with a dark hat and a cloak. The Whitechapel Vigilance Committee, under the chairmanship of George Lusk [yellow Head of the Investigation], was founded, and offered a reward for the apprehension of the killer. The Committee employed two private detectives to investigate the case.

Thursday the 27th. The Central News Agency received the *Dear Boss* letter in which its author, Jack the Ripper, claimed responsibility for the murders.

Sunday the 30th. The body of prostitute Elizabeth Stride was discovered at about 1:00 a.m. in Dutfield's Yard [158], inside the gateway of 40 Berner street (since renamed Henriques Street). She had been killed just minutes before, and her body was not otherwise mutilated. Some suspect the murderer was disturbed by someone entering the yard before he could mutilate the body.

Later that same night, at 1:45 a.m., Catherine Eddowes' horribly mutilated body was found at the southwest corner of Mitre Square [149], about 12 minutes' walk from Berner Street. She had been killed by a slash to the throat from left to right, her face disfigured and her body butchered. At 3:00 a.m. a blood-stained fragment of Eddowes' apron was found near the doorway to 108-119 Goulston Street [A5/b8]. Chalk writing on the wall near the doorway read 'The Juwes are the men that will not be blamed for nothing'. At 5:00 a.m., Commissioner Warren [blue Head of the Investigation] attended the scene and ordered the words erased for fear they would spark anti-Jewish riots.

■ OCTOBER 1888

Monday the 1st. A postcard, dubbed the *Saucy Jacky* postcard and also signed *Jack the Ripper* was received by the central News Agency. It claimed responsibility for the most recent murders and described the murders of the two women as the double event.

Tuesday the 2nd. An unidentified female torso was found in the basement of New Scotland Yard. It was linked to the Whitechapel murders files. The torso case became known as the Whitehall Mystery.

Monday the 15th. George Lusk of the Whitechapel Vigilance Committee received the *From Hell* letter, which arrived along with a small box containing half of a human kidney preserved in alcohol.

■ NOVEMBER 1888

Friday the 9th. Mary Jane Kelly was murdered in the single room where she lived at 13 Miller's Court, behind 26 Dorset Street, Spitalfields [27]. Kelly's severely mutilated body was discovered shortly after

10:45 a.m., lying on the bed, killed by a slash to the throat. After her death, her abdominal cavity had been sliced open and her viscera spread around the room. Her breasts had also been cut off and her face mutilated beyond recognition. Unlike the other victims, she'd had the time to take off her clothes, which were folded neatly on a chair.

Sunday the 18th. Charles Warren resigned as Commissioner of the Metropolitan Police. James Monro was appointed as his replacement.

■ DECEMBER 1888

Thursday the 20th. A Patrolling constable found prostitute Rose Mylett strangled in Clarke's Yard, off Poplar High Street [147].

■ JULY 1889

Wednesday the 17th. Alice McKenney was murdered in Castle Alley. Her left carotid artery was severed from left to right and there were wounds on her abdomen. Her wounds were not as deep as those of previous victims, however.

■ AUGUST 1889

Tuesday the 10th. A woman's torso was found under a railway arch in Pinchin Street, just as with the Whitehall Mystery.

■ JUNE 1890

Saturday the 21st. James Monro was replaced as Commissioner by Sir Edward Bradford.

■ FEBRUARY 1891

Friday the 13th. Frances Cole was murdered under a railway arch in Royal Mint Street. There were no mutilations on her body, and her throat was cut at least twice. A man named James Sandler, who had been seen with Coles earlier, was arrested by the police and charged with her murder. A high-profile investigation by Donald Swanson [brown Head of the Investigation] and Henry Moore into Sandler's history, and his whereabouts at the time of the previous Whitechapel murders, suggests that the police suspected him of being Jack the Ripper.

■ MARCH 1891

Tuesday the 3rd. James Sadler was released for lack of evidence.

In 1896 Whitechapel murders were closed.

The murderer - or murderers - were never identified.

The cases remain unsolved.

⊙ Summary of gameplay ⊙

The game is divided into four Nights. Each Night is divided into two parts. Each part has a number of different phases.

First Part: HELL

1	Jack the Ripper: Preparing the Scene. Jack collects the Special Movement tokens.
2	Jack the Ripper: The Targets are Identified. Jack places Woman tokens face-down on red numbered circles. Jack cannot place tokens on circles occupied by Crime Scene tokens.
3	Police: Patrolling the Streets. The detectives reveal a Head of the Investigation tile. That player will be the Head of the Investigation for the current Night. He places seven Police Patrol tokens on the board.
4	Jack the Ripper: The Victims are Chosen. The Woman tokens are revealed. Those marked with red are replaced with Wretched pawns. The red Time of the Crime token is placed on the yellow Roman numeral I on the move track.
5	Jack the Ripper: Blood on the Streets. Jack chooses between killing a victim (and jumping to phase 8) or waiting (continue to phase 6).
6	Police: Suspence Gows. The Time of the Crime token is moved to the next Roman numeral in ascending order. The Head of the Investigation moves each Wretched pawn.
7	Jack the Ripper: Ready to Kill. Jack chooses and reveals a Police Patrol token. The game continues with another iteration of phase 5.
8	Jack the Ripper: A Corpse on the Sidewalk. Jack records on his sheet the number of the circle marked with the most recent Crime Scene token.
9	Police: Alarm Whistles. The detectives reveal the remaining Police Patrol tokens, replace the marked ones with the corresponding Policeman pawns, and remove from the board the remaining Wretched pawns. The Hunting begins!

Second part: HUNTING

1	Jack the Ripper: Escape in the Night. Jack moves from his current location to an adjacent numbered circle, following dotted lines, recoding his new location, and advancing his pawn on the move track.
2	Police: Hunting the Monster. Each detective moves his own Policeman pawn(s), starting with the Head of the Investigation and proceeding clockwise.
3	Police: Clues and Suspicion. Starting with the Head of Investigation and proceeding clockwise, each Policeman pawn takes an action, either <i>looking for clues</i> or <i>executing an arrest</i> .



Authors: **Gabriele Mari** and **Gianluca Santopietro**

Born in 1973 in Ravenna (Italy), **Gabriele Mari** is an educator for autistics and people with mental diseases, but he's also a game designer and a copywriter. Before *Whitechapel™ Letters from Hell* he designed *Garibaldi™ The Escape* and *Mister X™ Flucht Durch Europa*. Born in 1962 in Ravenna (Italy), **Gianluca Santopietro** is a game designer, a graphic designer, an art director, a developer and a playtester. His first game published was *Aye, Dark Godfather™*, followed by *MotoGrandPrix™* and *Prodigy™ GameCards*.

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Rules: **Gabriele Mari**, **Gianluca Santopietro** and **e-Nigma.it**

Historical research: **Gabriele Mari** (responsible) and **Giacomo Santopietro**

Development: **e-Nigma.it** and **Andrea Chiarvesio**

Editing: **Gabriele Mari**

Art direction: **Gianluca Santopietro**

Artwork: **Gianluca Santopietro**

Graphic design: **Demis Savini** for e-Nigma.it

Playtesting: **Andrea Chiarvesio**, **GiocaTorino** crew, **Francesco Villani**, **Michele Patuelli**, **Monica Socci**, **Alessandro Zandoli**, **Simona Alessandri**, **Giacomo Giannotti**, **Thomas Franco**, **Massimiliano Rossi**, **Roberto Argalia**, **Devil Pierantoni**, **Roberto Benelli**, **Katjuscia Ceccarelli**, **Essen Spiel 2009** and **2010** players, **La Ludoteca dei Cacciatori di Teste** crew, **Lucca Games 2010** players, **Mario Cortese**, **Loris Casagrandi** and his team, all the **BoardGameGeek** players like **Don C. Donelson**, **Chris Norwood**, **Andrew Stanley-Jones**, **Peter Dalemans**, **Rob Robinson**.

Production: **Giacomo Santopietro** for Sir Chester Cobblepot, **Silvio Negri Clementi** for Giochi Uniti srl

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WARNING: not suitable for children under 3 years of age due to small parts. Choking hazard.