



Jack the Ripper – Panic Play

Version 1.0 – June 26, 2017

General Rules Note

First thing to note is that these alternate rules override specific Jack the Ripper rules. If a game rule or mechanic is not specifically included in this rule set, the Standard rule set will provide you with the appropriate action or ruling.

Overview

Panic Play Summary

- **2-5 Players**
- **All vs All**
- **Use Character Pool**
- **Last Player Standing Wins!**



The Panic Play rule set is an alternative way of playing Jack the Ripper that's just as fun and fast as the Standard rule set.

In the standard Jack the Ripper rule set, the object of the game is to “get Jack” while sparing as many Scavenger Hunters as possible. We imagine the characters moving through the dark warehouse, jumping from one pool of shadows to another, as they try to identify Jack the Ripper and link arms with other would-be victims along the way.

However, in the Panic Play rule set, we'll ask you to imagine the entire group as a panicked mob. One of you may or may not be the notorious killer but you all suspect each other, wildly swinging at any human shape that springs from the dark. In the Panic Play rule set, only one character emerges from the dark warehouse. Chances are... that character likely has as much blood on their hands as Leather Apron himself!

Panic Play also only requires 2-5 players, so now you can enjoy the fight of your life with one less person!

Objective

The Panic Play Rule Set is an all against all battle to be the last person standing. The Ripper Deck is still in play, so you will want to act fast before your character is murdered by an event. You'll use reveals like *Hypodermic Needle* to try and find Jack the Ripper and if possible, swap your Scavenger Hunter out for him. You don't have to end the game as Jack to win, but it sure helps!

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Game Setup

With a few exceptions, Panic Play is played very much the same as the Standard rules. Dealing Item cards, player turns, and Ripper Events are no different from the Standard rules. So setup your game just as you would in the Standard rules with the exception of the characters and the Character Pool.

The Character Pool

If you have less than five (5) players, you would normally remove Jack the Ripper, then randomly choose the appropriate number of Scavenger Hunters and shuffle Jack in with the chosen Scavenger Hunters. Then these characters are dealt to players and the unused characters are placed face down and out of play.

In Panic Play, you will instead **shuffle all of the character cards** and then deal the characters to each player. Any remaining characters cards are placed face down and spread out near the play area. This is the Character Pool and the characters in the pool are still a part of the game. It is possible that Jack the Ripper may or may not be controlled by a player at any given time during a Panic Play game.

Character Card Setup:

- Shuffle **all** character cards,
- Deal a character card to each player,
- Place remaining character cards in the Character Pool.

1 EXAMPLE PANIC PLAY SETUP





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Death in Panic Play

As players are removed from the game and their characters die, we would normally lay these characters face up in front of the defeated player. In Panic Play, characters are instead placed in the Character Pool. Whenever a player is defeated, add that player's character to the Character Pool and shuffle the Character Pool. After shuffling the pool, spread these character cards out again near the play area.

Notes:

- If you start the game with five (5) players, the Character Pool is created when the first player is defeated.
- If a player is defeated without revealing their character card, do NOT reveal the character at the time the player is defeated.
- Once a character is added to the Character Pool, the character is now available for swapping and reshuffling as if a player controlled that character.
- Ripper Events that reveal characters DO NOT reveal characters in the Character Pool. For example, if the Ripper Event The Murderers Point would murder Walter Bennet and no players control Walter Bennet's character card, then you treat this situation as if Walter is dead or not in the game. In other words, don't go looking for Walter in the Character Pool.

Panic Play Card Rules

Panic Play uses some special rules for certain cards and game mechanics. This section will help you understand these special rules and when you are in doubt about a card or mechanic, you can refer to this section for clarification.

Item Deck

Another Man's Shoes

2 ANOTHER MAN'S SHOES





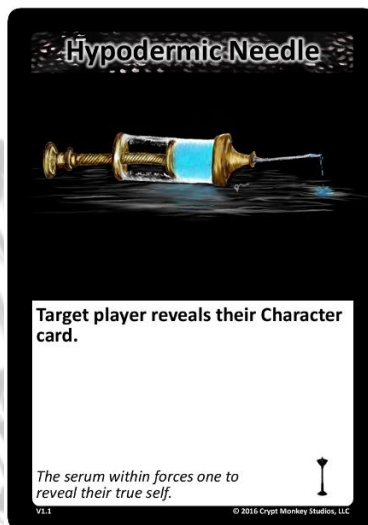
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In Panic Play, this Item card allows you to switch characters with a character in the Character Pool. Keep in mind, you are not forced to use *Another Man's Shoes* in this way, you can still swap characters between players as you normally would. As with the Standard Rules, this action does not reveal the character cards to other players.

Hypodermic Needle

3 HYPODERMIC NEEDLE



Hypodermic Needle is the only card that allows you to reveal a character card that is in the Character Pool. Keep in mind, you are not forced to use *Hypodermic Needle* in this way, you can still reveal the characters of players as you normally would. This can be helpful to narrow down characters in the Character Pool when you already know that Jack the Ripper is not controlled by another player.

Ripper Deck

"If Dead" Mechanic

Many Ripper Deck cards use what we call the "If Dead" mechanic. This mechanic is available to the player controlling Jack the Ripper in order to provide an alternate Ripper Event result. The player can only use this alternate event result if the character named on the card is dead or not in the game.

For example, the Ripper Event *The Murderer's Point* that targets Walter Bennet has a primary event that states "Jack the Ripper murders Walter Bennet." This card also has a secondary event that states "If Walter Bennet is dead or not in game, Jack the Ripper may reveal himself to gain up to 5 life." The secondary event of *The Murderer's Point* uses the "If Dead" mechanic to allow the player controlling Jack the Ripper an action even if Walter Bennet is not in the game.

In Panic Play, characters that are not controlled by a player are in the Character Pool. The characters that are in the Character Pool fall into the "If Dead" mechanic. This means that if *The Murderer's Point* described above is drawn during a Ripper Event and no players currently control Walter Bennet, the player that controls Jack the Ripper may choose to use the secondary, "If Dead" mechanic.

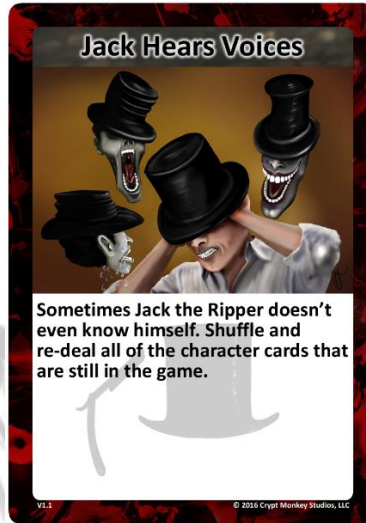
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Jack Hears Voices

4 JACK HEARS VOICES



This card causes all character cards still in play to be shuffled and re-dealt to all players still in the game. In Panic Play, this includes the characters that are in the Character Pool. This means that if *Jack Hears Voices* is drawn during a Ripper Event, gather up the character cards from each remaining player and the Character Pool, shuffle all of the character cards and then deal the characters to the remaining players. Any remaining characters cards are placed face down and spread out near the play area as the new Character Pool.

Multiple Personalities

5 MULTIPLE PERSONALITIES



This card allows the player controlling Jack the Ripper to gather all character cards still in play and assign the characters to all players still in the game. In Panic Play, this includes the characters that are in the Character Pool. This means that if *Multiple Personalities* is drawn during a Ripper Event, the player controlling Jack the Ripper may choose to reveal his or her character card in order to gather up the character cards from each



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remaining player and the Character Pool then assign the characters to the remaining players as he or she wishes. Any remaining characters cards are placed face down and spread out near the play area as the new Character Pool.

Panic Play Strategies

The first important strategy is to attack fast. If you are controlling Jack the Ripper then you have the Ripper Deck on your side and that's great! If you are not controlling Jack the Ripper, you'll want to use speed as your ally in order to outlast the Ripper Deck while removing your opponents. You also want to try and identify Jack the Ripper and steal him if you can. Controlling Jack the Ripper makes you the most powerful player at the table, so that means it is still a good idea to keep that a secret! If other players know where Jack the Ripper is, they may draw *Another Man's Shoes* and take Jack from you!

- Attack fast,
- Try to gain control of Jack the Ripper,
- If you control Jack the Ripper, keep it a secret... keep it safe!

That's Panic Play!

We hope you enjoy playing Jack the Ripper with this free, alternative rule set. If you have questions or comments, we would love to hear from you. And if something isn't clear, we'll do our best to get it fixed and updated here on the site.

Thanks for playing Jack the Ripper and Happy Gaming!

Panic Play Design Team

The Jack the Ripper - Panic Play alternate rule set was co-designed by:

- John Watson
- Dawn Rucker
- Ty Rucker

Excerpt from the Jack the Ripper “Dear Boss” Letter

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

Yours truly

Jack the Ripper

Don't mind me giving the trade name

PS 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