

Jack the Ripper

Are you Jack?

BACKSTORY

Want to know the story behind the game? Visit the Lead-In story site for Jack the Ripper at the URL or with the QR code below! Also find alternative rulesets and play suggestions!

<https://cryptmonkeygames.com/games/jacktheripper/story>



HOW IT'S DONE

In Jack the Ripper, you take on the role of scavenger hunters trapped in an abandoned London warehouse in the year 1888. While most of you are simply English Aristocrats, one member of your party is the notorious Jack the Ripper.

Players can talk it out and argue their case or blindly attack each other but they cannot reveal their Character card unless allowed or forced to by another card.

HOW TO WIN THE GAME

Find and defeat *Jack the Ripper* and all living Aristocrats win! If the Ripper is the only one left standing, Jack wins!

CHARACTER CARDS



Character cards show a profile silhouette of your character, the character name, and description. Be sure not to show anyone this card unless you are forced or allowed to. That being

said, you can say what you like as long as you don't read your character's description out loud!

RIPPER CARDS



The Ripper cards are event cards that occur at the end of each round, after the last player's turn is complete. If you are Jack the Ripper you love this part of the game, just don't let anyone else notice.

ITEM CARDS



When you see the street lamp icon on your card, it is an advantage item. These advantage cards must be played during your turn.



The straight razor icon marks this card as an attack item. Attack items may only be used on your turn. If you have at least one attack item, you cannot skip your turn.



Special advantage cards have the elixir icon. The elixir icon marks a card that may be played outside of your turn. These cards include text to explain when you may play the card, for example "*Play at any time*". You may choose for these cards to not count as your turn even if played during your turn.

GAME TERMS

Jack: Some cards will call Jack the Ripper by the shorter name, *Jack*, while others use the entire character name, *Jack the Ripper*. In both cases, it refers to the character, Jack the Ripper.

Murder: If a character is murdered, the player controlling that character is out of the game.

Target Player: When a card allows you to choose a target player, it can be any player still in the game, even yourself!

GAME SETUP

- 1 Separate the Item cards, Ripper cards, and Character cards into their own decks.
- 2 **Item Deck:** Shuffle the deck and deal each player **three Item cards** face down. Place the deck face down in the middle of the table.
- 3 **Ripper Deck:** Shuffle the deck and place it face down in the middle of the. You may want to place the Ripper Deck near the player that will take their turn last. This will help remind you to flip the Ripper card after the last player's turn.
- 4 **Character Cards:** Use the chart below to determine the number of character cards needed:

| # of Players | Character Cards |
|--------------|----------------------------|
| 3 | Jack + 2 Random Characters |
| 4 | Jack + 3 Random Characters |
| 5 | All Characters |

To determine Random Characters, remove Jack the Ripper and shuffle the remaining character cards. Draw the number of character cards listed above. Set aside the remaining character cards face down, these cards will not be in the game but should be kept secret.

Shuffle Jack the Ripper in with the Character cards you drew and deal one card face down to each player. Players look at their own Character card, keeping it a secret.

- 5 Choose which player will go first. You may want to use dice or some other random method to decide this.
- 6 All players start their life total at 15 points. Your life total cannot go above 15 even if a card adds more than that to your total. You can use the hypodermic needle on a Quick Reference card to point to your current life total on the life counter cards provided or, if you prefer, you can use pencil and paper, glass beads, or dice to keep track of your life points. Whatever is easiest for you!

PLAYING THE GAME

During your turn, first draw a card from the Item Deck. Next, choose one card from your hand to play. You may only pass if you do NOT have any cards with the straight razor icon. If you do have cards with the straight razor icon, you are not forced to play those cards but you must play something from your hand, even an elixir card will do.

Most Item cards target another player. When you use a card that targets another player, all other players have a chance to play cards from their own hand that may prevent the action. There is no order of events in Jack the Ripper but all cards are resolved. For example, if a player is hit for 5 damage and then uses bandages to heal for 5, the player immediately heals the damage to remain at the same life total as before the attack. Once the results of all cards played during your turn have been resolved, all of the used Item cards are discarded into the Item Deck discard pile.

Any Character cards that are face up are turned face down to end your turn. Players that have zero (0) life points at the end of the turn are out of the game and their Character card remains face up.

After all players have had a turn, a Ripper card is flipped and the card is read to everyone. The Ripper cards are events that are all too often deadly. These cards may cause all players to lose some life, murder a single character, or half of the characters! You never know what to expect from this deck but you can expect that it will get worse if the Jack the Ripper character card is revealed.

Follow the instructions on the Ripper card and once the result has been resolved, any Character cards that are face up are turned face down and a new round begins. Players that have zero (0) life points at the end of the Ripper Event are out of the game and their Character card remains face up.

BREAKDOWN OF TURNS

PLAYER'S TURN

- 1 Draw an Item Deck card.
- 2 Play one Item card from your hand.
- 3 Resolve all Item cards played.
- 4 Place the Item cards played into the Item Deck discard pile.
- 5 Flip all face-up Character cards face-down.
- 6 If a player's life total is zero (0) at the end of turn, the Character dies and the player is out of the game. Characters that die or are murdered remain face up.
- 7 End player's turn.

RIPPER EVENT

- 1 Flip over the top Ripper Deck card and read it aloud to everyone.
- 2 Resolve the result of this card and any Item cards used.
- 3 Flip all face-up Character cards face-down.
- 4 If a player's life total is zero (0) at the end of the Ripper Event, the Character dies and the player is out of the game. Characters that die or are murdered remain face up.
- 5 End Ripper Event.

CREDITS

The Creators

Concept Creator: Ty Rucker

Game Designers: Anthony Morris, John Watson,
James Paul Gaugh, Ty Rucker

Artist: Dawn Rucker

Testers

Jonas Gaugh, Izzy Rucker, Kora Rucker, Cathy Lugger, Angie Shaw, Aaron Johnson, Jeff Monahan, Annie Van Dielen, Drew Riassetto, Melissa Cragin, George Cragin, John Cragin, Jason Zajdel, Meghan Zajdel, Eli Burrow, Sky Randall, James Helton

KICKSTARTER Contributors – I AM JACK! Pledge Level

Michael "Atray" Kraus

GrampJohnC

Jason (Shabubu) Zajdel

Justin "Marked"

Mason The Orc

Melissa Cragin

Nieccole & Tony Hilliard

Rob Bone

ShadyMilkman

Sunburan

LEGAL

Jack the Ripper is © 2016 Crypt Monkey Studios, LLC.

All rights reserved.

FIND OUT MORE

For more information about Jack the Ripper and Crypt Monkey Studios, LLC, check out our site at www.CryptMonkeyGames.com.

WWW.CRYPTMONKEYGAMES.COM