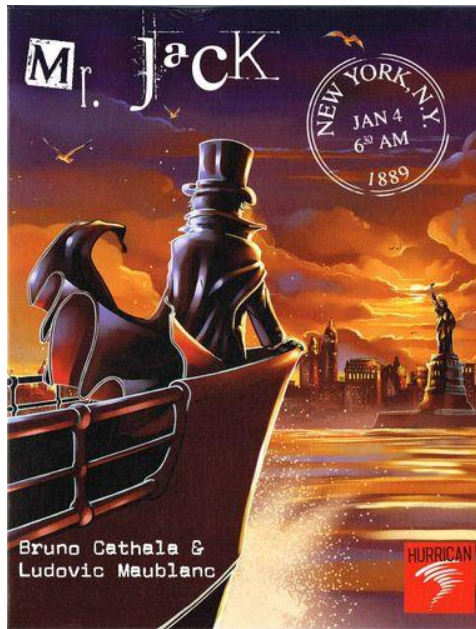# New Player's Guide for Mr Jack in NY

Introduction

Mr Jack in NY is one of my favorite games. I love how as you become more experienced in it, the layers of depth open up. First, it seems rather simple. For the Inspector, try to cut the available suspects down as fast as possible. For Jack, try to keep as many suspects together as possible and maybe escape if the right opportunity comes about. But after many plays, once you learn what tricks Jack can have up his sleeve, it becomes much more of a game about deduction, bluffing, double bluffing, and head games. It's one of the few games that I have, that even after over 150 plays, it continues to get better over time.

This is one of those games, however, if you are very skilled, it's hard to bring a new player into it. Much like chess, a new player will either get crushed by an experienced player, or the experienced player has to "go easy" on the new player to make it competitive. Neither of these are ideal for bringing new players into the game. On the other hand if two new players try it out, they will most likely miss out on the depth that is there since neither of them will be able to pull off Jack's bag of tricks right off the bat. While playing online at http://mrjack.hurricangames.com I have found that if I play with a new player, and give them post mortem tips as to why they lost, in about 10 games, they will know enough to begin being competitive. I also found that I was giving the same tips over and over again to new players. That has inspired me to create this guide to give to new players. It will help them come up the learning curve faster, hence enjoying the depth of the game in less plays than it normally would.

This is not a strategy guide as to what you should do in every situation. I want you to think of that on your own. But it's to give you some main guidelines, or boundaries that you should try and play within. Otherwise, Jack is on a ferry waving bye bye to you!

Most of these tips are written to the losing player who was an inspector, and what NOT to do. However you could read this from the perspective of Jack and see what you should be trying to do in those sections. This is written with the assumption that someone knows how the game works, and understands the abilities of the suspects.

Finally to keep it simple I refer to all the characters as their colors, and not their names. This is so it's easier for a new player to associate the explanations with that color character which is easier for them than associating a name.

Tip #1 (For Inspector)

Try not to make too many suspects in the dark at one time.

Unlike the first Mr Jack game (where it's much harder to escape than in N.Y) you want to peel off suspects one, or at most, two at a time into the dark. Anymore more and it's very dangerous! Also, when you do put 1 or 2 in the dark, make sure you don't put them where they could possibly escape either the very next round, or two rounds from then either!

After Jack's first move in this 2nd round, there is only 1 suspect in the dark (green).

The inspector then uses both moves to put 2 more people in the dark. Finally Jack moves his last character also in the dark.

At this point there are two suspects that could escape this round (white & light brown in 1 move, green if they first move the boat with white). Plus two more suspects (black, and brown) could escape next round if a boat gets put near them and they are left in the dark. Therefore the inspector is under a ton of pressure. Since the inspector guessed wrong (and doesn't select light brown), Jack easily escapes with him (after moving the crime scene marker and onto the boat).

Tip # 2 (For Inspector)
Even though it might look good to do something else..... Never let Jack grab purple (or black)
Never let Jack grab purple (or black) if you can help it (especially in an odd round when Jack will have first move next round). It's much too dangerous since Jack can move the true jack into darkness in preparation to escape next round.

In this example it's tempting to use light brown or green to grab the snitch on Liberty Island. He chose light brown.

But then Jack used green at first, then purple to swap Jack (white) with light brown in the dark on Liberty Island leaving the inspector only with brown who can't stop the escape of Jack next round.

In this next example the Inspector left black for Jack. Let's pretend that Jack was red in this game.

Jack uses **black** to move red into the dark with no way for the inspector to put her in the light with his last move (green). First move next round she would be gone out the alley.

Tip # 3 (For Inspector)
Be careful who can or will be in the dark at the end of an odd round, especially if they could possibly Escape

One good thing to think about before your first move of an odd round as an inspector is "Is there anyone right now on the board that will get first move next round (jack has the first move next round) that is in a position to escape now, or could be if something specific happens this round. Don't forget black can be used to move someone in the same light (light or dark).

The answer to that question using this picture above would have been that black could escape next round if Jack moves white and leaves the boat there.

Using the last tip, the Inspector correctly takes purple so Jack can't, but he doesn't keep black lit (he could have moved purple right next to black). Therefore at the end of the round it looks like this and black will escape off the boat in the first move.

Tip # 4 (For Inspector)
When placing someone in the dark, be careful!
If it's an odd round (Jack will have first move next round) AND that character will come up next round AND you can't make him lit by the end of that odd round in which you moved him into the dark, don't do it! Otherwise Jack will move him first to escape next round.

In this case the inspector used black to move white into the park and put him in the dark. This is bad because Jack will get to move him first next round and there is no blocking his escape!

Tip # 5 (For Inspector)
Don't rush to accuse if you have rounds left

In this case the inspector had Jack narrowed down to 2 characters by the 4th round.

The Inspector had 4 more rounds to try and narrow it down to one for sure, but he rushed to accuse, and was wrong!

Tip # 6 (For Inspector)
Keep black in the light whenever possible!

Since black can move characters who are in the same light as him (in light or dark) letting him in the dark is dangerous, because he can move Jack to an escape if Jack is unlit too!

In this case (in the first round) Jack moved both white and yellow into an escape position. The Inspector failed to use his last move (green) to "cover" black and go next to him and put him in the light. Therefore Jack easily escapes with white in the first turn in round 2. He could have escaped with yellow too if that were Jack.

Tip # 7 (For Inspector)
Alibi's can be good, but ruling out a character is better

In this game the Inspector ended up with 6 alibis by round 8 but still only had it down to a 50/50 chance, and guessed the wrong Jack. Sometimes getting a sure thing is better than relying on the luck of the alibi. In this turn the Inspector moved yellow (1) to get an alibi (ended up being a non-suspect). He could have moved brown (2) to the park and ruled him out for sure. Yes this would be slightly dangerous since he could escape from there using the metro and out the alley, but the Inspector has the first move next round so if brown was Jack, he could move him right away next round back into the light, or accuse.

Tip # 8 (For Inspector)
When given the choice which suspect to rule out, choose the most dangerous character first

In this case Jack could use purple to swap either red or light brown with yellow in the corner, then use light brown to barricade into the corner.

Inspector:

Mr. Jack:

TRDude didn't comment this move

J Rider:
B i5
m8-f3
I Tumblety:
l6-g4
Rider x Latimer
I Callahan:
g6-h7
C e7f8-l10m11
J Beach:
a6-g7
E d6
No Witness

Alifred Ely Beach

1-3

Alibi cards
Inspector   Mr. Jack
Eastman   —
Smith

The game is finished, you are the winner:
The Inspector caught Jack, who borrowed the identity of Rider.

Jack's identity:
Rider

Visibility & targets
Show coordinates
Highlight moves
Auto refresh

Since red is more dangerous when it comes to moving (due to going through buildings) Jack chose her. Luckily that was Jack, but if it wasn't at least you ruled out the most dangerous suspect left. The most dangerous characters to be jack in relative order are brown, red, white , light brown, green. The other 3 are the least dangerous.

Tip # 9 (For Jack)
Anytime you get purple or black as jack, and you were un-seen the night before always see if you can escape

In this case the Inspector left purple for Jack. He could have used purple to swap Jack (green) with light brown on central station (1) . Then for his 2nd move use Jack (green) to escape on the boat using the metro (2).

Tip # 10 (For Jack)
Never let the Inspector have the last move of the round with the true Jack.
Unless no matter what the inspector does it's 50/50 light/dark depending on who is left.

In this case the inspector was able to just move him different from all the rest by moving Jack (yellow) and placing his light next to purple. At the same time, don't always take Jack first because that becomes suspicious throughout the game and will make the inspector catch on to you being too overprotective of Jack.

Tip # 11 (For Jack)
Don't forget you can go through a park
In this example Jack could have just waltzed out the alley. But he forgot he could move through the park!

Tip # 12 (For Jack)

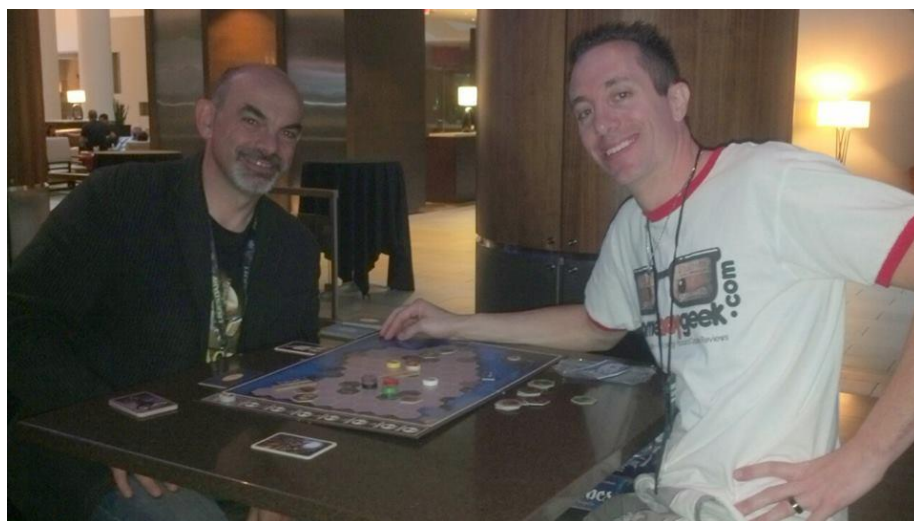## Don't be afraid to put pressure on the Inspector by giving up one of your suspects

In my first game against the designer Bruno Cathala I used green to create a park right near the alley and put her in it. This now puts a lot of pressure on the inspector. Either he is going to have to accuse earlier than he would like (if green doesn't come up next round, and he doesn't have any way to mover her out of there), or waste a turn to move her out using green again.

The latter is what happened here. He was forced to use green to move her back out of the park, which allowed Jack to use purple to move red (Jack) onto liberty island where she later escaped off the boat!

I should have quit while I was ahead, because he then went onto destroy me in most every game after that including the two we played in person!

Tip # 13 (For Jack)

Don't be afraid to decoy and/ or bluff!
Bluffing and double bluffing is a big part of the enjoyment of this game, once you know what Jack typically would or would not do in a specific situation. Black (Jack) was just moved into the park by the inspector, so Jack moved a decoy jack (green) also into a park BUT where she could escape!

This really made the inspector think twice as to which one to accuse when it came down to the end of the game.

Tip # 14 (For Jack)

Sometimes it's good to let the inspector move jack to not be suspicious!

In even rounds when you (Jack) has the first pick, and Jack comes up, don't always take him first. But at the same time you need to make sure you can "cover" him in light with any of the last 3 people left so no matter who the inspector takes takes, you can get Jack back in the light if needed! Also by doing this, sometimes the inspector will make a mistake and put jack in the dark, but it might help you because maybe they didn't see a possible escape for the next round.