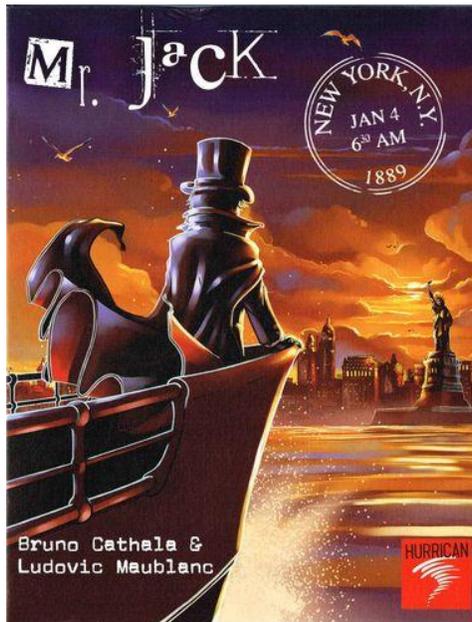


## New Player's Guide for Mr Jack in NY



### 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 2<sup>nd</sup> round, there is only 1 suspect in the dark (green).

The screenshot shows the game interface for "Mr. Jack in New York". The main board is a hexagonal grid representing a city map, with various locations and characters placed on it. The Hudson River is at the top and the East River is at the bottom. The game is finished, and the Inspector has won. The interface includes a sidebar with character cards for Alfred Ely Beach, Captain J.H. Callahan, and Edward Smith. A chat window on the right shows the Inspector's actions and the Alibi cards for Mr. Jack, Grant, and Eastman. A settings menu at the bottom right allows the Inspector to toggle visibility, coordinates, move highlights, and auto-refresh.

**Mr. Jack in New York** Home | Games | Post | Forum | Players | Profile | Help | Logout

**Inspector:**  
Mr. Jack: [redacted] didn't comment this move

**Alibi cards**  
Inspector Mr. Jack  
Grant  
Eastman

**Jack's identity:**  
Callahan

Visibility & targets  
 Show coordinates  
 Highlight moves  
 Auto refresh

The game is finished, you are the winner:  
Jack escaped - masked as Callahan.

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.

The screenshot shows the game interface for "Mr. Jack in New York". The board is a hexagonal grid with various pieces and buildings. A red arrow points to a snitch piece on Liberty Island. The interface includes a player list on the left, a chat window on the right, and a settings menu at the bottom right.

**Inspector:**  
Mr. Jack:  
didn't comment this move

I Callahan:  
C f2g3-g6h7  
a3-a6  
Sn m5: ~Latimer

J Grant:  
c5-f7  
P m7

J Tumblety:  
g7-f4  
Smith x Callahan

I Beach:  
f6-d5  
E e5

Alibi cards  
Inspector Mr. Jack  
Latimer —

Jack's identity:  
Smith

Visibility & targets  
 Show coordinates  
 Highlight moves  
 Auto refresh

The game is finished, you are the winner:  
Jack escaped - masked as Smith.

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

**Mr. Jack in New York** Home | Games | Post | Forum | Players | Profile | Help | Logout

**Inspector:**  
Mr. Jack:  
didn't comment this move

I Callahan:  
C f2g3-g6h7  
a3-a6  
Sn m5: ~Latimer  
J Grant:  
c5-f7  
P m7  
J Tumblety:  
g7-f4  
Smith x Callahan  
I Beach:  
f6-d5  
E e5

<< < > >>

**Alibi cards**  
Inspector Mr. Jack  
Latimer —

The game is finished, you are the winner:  
Jack escaped - masked as Smith.

Jack's identity:  
Smith

Visibility & targets  
 Show coordinates  
 Highlight moves  
 Auto refresh

The screenshot shows a hexagonal board game interface. At the top, the title 'Mr. Jack in New York' is displayed with navigation links: Home, Games, Post, Forum, Players, Profile, Help, Logout. On the left, there are icons for a character, a timer set to 3, and three boat icons. The board itself is a grid of hexagons with various pieces including a white piece (Jack), a light brown piece (Smith), a purple piece, a green piece, and a brown piece. Red arrows indicate moves. A victory message at the bottom states: 'The game is finished, you are the winner: Jack escaped - masked as Smith.' On the right, there is a sidebar with player information for 'Inspector: Mr. Jack' and a list of other players: Callahan, Grant, Tumblety, and Beach. At the bottom right, there are alibi cards for Inspector and Mr. Jack, and a settings menu with options for visibility, coordinates, highlight moves, and auto refresh.

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.

Mr. Jack in New York

Home | Games | Post | Forum | Players | Profile | Help | Logout

Inspector:   
 Mr. Jack:   
 didn't comment this move

Latimer x Rider e5-f6   
 J Smith: i8-j10 S g2-i12   
 J Callahan: a6-e1 C l5k5-g6g7   
 I Grant: m10-j10 P l6   
 No Witness

Alibi cards   
 Inspector Mr. Jack   
 Beach

The game is finished, you are the winner:   
 Jack escaped - masked as Eastman.

Jack's identity: Eastman

Visibility & targets   
 Show coordinates   
 Highlight moves   
 Auto refresh

The screenshot shows a hexagonal board game interface. At the top, the title 'Mr. Jack in New York' is displayed with navigation links: Home, Games, Post, Forum, Players, Profile, Help, Logout. On the left, there is a vertical sidebar with icons for a boat, a building, and a person. The main board is a hexagonal grid with various pieces and buildings. A red arrow points from a boat on the left towards a piece on the board. A timer icon with the number '3' is in the top left. On the right, there is a sidebar with player information and a list of alibi cards. At the bottom, there is a message: 'The game is finished, you are the winner: Jack escaped - masked as Eastman.' and a section for 'Jack's identity' with a list of options: Visibility & targets, Show coordinates, Highlight moves, and Auto refresh.

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.

The screenshot shows the game interface for "Mr. Jack in New York". The main board is a hexagonal grid with various buildings and characters. The Hudson River is at the top and the East River is at the bottom. The Inspector panel on the right shows the following information:

- Inspector: Mr. Jack
- TRDude didn't comment this move
- Grant: P d1, I10-j8
- J Rider: a6-e3, B c4
- Witness
- 5. Grant, Eastman, Tumblety, Beach
- 1 Eastman: Smith m6-m7
- J Tumblety:

At the bottom of the Inspector panel, there are "Alibi cards" for Inspector (Mr. Jack, Eastman, Grant, Rider) and a "Jack's identity" section showing "Smith" with a small portrait of Jack. There are also checkboxes for "Visibility & targets", "Show coordinates", "Highlight moves", and "Auto refresh".

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 4<sup>th</sup> round.

The screenshot shows the game interface for "Mr. Jack in New York". The main board is a hexagonal grid with various buildings and landmarks. The Hudson River is at the top and the East River is at the bottom. On the left, there are player cards for Monk Eastman, Alfred Ely Beach, and Cloud Rider. At the top left, there is a timer icon with the number 4. On the right, there is a chat window with the following text:

Inspector:  
Mr. Jack:  
didn't comment this move  
g6-g4  
P m12  
Witness  
4. Eastman, Beach, Callahan, Rider  
J Callahan:  
g5-17  
C e7f8-f2f3  
I Beach:  
k8-17 Callahan ?  
Alibi cards  
Inspector Mr. Jack

At the bottom, there is a message box that says: "The game is finished, you are the winner: The Inspector accused a wrong person, so Jack - masked as Rider - slipped away...". To the right of this message, there is a section for "Jack's identity:" with a Rider icon and a list of checkboxes: "Visibility & targets", "Show coordinates", "Highlight moves", and "Auto refresh".

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**

The screenshot shows the game 'Mr. Jack in New York' in progress. The board is a hexagonal grid with various locations and characters. A red arrow points from a yellow piece (1) to a brown piece (2). The interface includes player information, a chat log, and game settings.

**Inspector:**  
 Mr. Jack:  
 ... didn't comment this move

**Witness**  
 b3-e3  
 4. Beach, Eastman, Grant, Latimer  
 J Eastman: i5-g4  
 I Latimer: d1-c1  
 L I5  
 Sn m11: ~Rider  
 I Beach: g5-c4

**Alibi cards**  
 Inspector Mr. Jack  
 Grant —

**Jack's identity:**  
 Tumblety

Visibility & targets  
 Show coordinates  
 Highlight moves  
 Auto refresh

**The game is finished, you are the winner:**  
 The Inspector accused a wrong person, so Jack - masked as Tumblety - slipped away...

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

The screenshot shows the game interface for 'Mr. Jack in New York'. The board is a hexagonal grid with various pieces and buildings. The Hudson River is at the top and the East River is at the bottom. The Inspector is currently Mr. Jack. The sidebar on the right shows the following information:

- Inspector: Mr. Jack
- You didn't comment this move
- J Rider: B i5, m8-f3
- I Tumblety: i6-g4, Rider x Latimer
- I Callahan: g6-h7, C e7f8-110m11
- J Beach: a6-g7, E d6
- No Witness
- Alibi cards: Inspector Mr. Jack, Eastman —, Smith

At the bottom of the board, there is a message: "The game is finished, you are the winner: The Inspector caught Jack, who borrowed the identity of Rider." Below this message, there is a section for "Jack's identity: Rider" and a list of settings: "Visibility & targets", "Show coordinates", "Highlight moves", and "Auto refresh".

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.

**Mr. Jack in New York** Home | Games | Post | Forum | Players | Profile | Help | Logout

**Inspector:**  
Mr. Jack:  
TRDude didn't comment this move

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

Alfred Ely Beach  
1-3

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

Alibi cards  
Inspector Mr. Jack  
Eastman —  
Smith

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 2<sup>nd</sup> move use Jack (green) to escape on the boat using the metro (2).

**Mr. Jack in New York** Home | Games | Post | Forum | Players | Profile | Help | Logout

**Inspector:**  
Mr. Jack:  
... didn't comment this move

**No Witness**  
7. Latimer, Tumblety, Callahan, Grant  
I Callahan:  
i6-g6  
C h8g8-m7m8  
Sn a2: ~Rider  
J Latimer:  
L h7  
g9-j10  
J Grant:  
h9-k11

**Alibi cards**  
Inspector Mr. Jack  
Beach Tumblety  
Eastman  
Rider

**Jack's identity:**  
Grant

Visibility & targets  
 Show coordinates  
 Highlight moves  
 Auto refresh

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

### 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.

The screenshot shows the game interface for "Mr. Jack in New York". The main board is a hexagonal grid with various pieces and buildings. A red arrow points to a yellow piece (Jack) on a hexagon. The interface includes a top navigation bar with "Home | Games | Post | Forum | Players | Profile | Help | Logout". On the left, there is a player profile for "Lewis H. Latimer" with a "1-3" indicator and three boat icons. On the right, there is a chat window with messages from "Inspector:" and "Mr. Jack:", and a list of alibi cards for "Inspector" and "Mr. Jack". At the bottom, there is a message: "The game is finished, you are the winner: The Inspector caught Jack, who borrowed the identity of Latimer." and a "Jack's identity:" section with a "Latimer" icon and a "Visibility & targets" section with checkboxes for "Show coordinates", "Highlight moves", and "Auto refresh".

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!

The screenshot shows the game interface for "Mr. Jack in New York". At the top, the title "Mr. Jack in New York" is displayed, along with navigation links: Home | Games | Post | Forum | Players | Profile | Help | Logout. The main area is a hexagonal board representing a city map, with various buildings and landmarks. A red arrow points to a green hexagon labeled "PARK" on the right side of the board. On the left side, there is a list of players with their avatars and names: Lewis H. Latimer (1-3), Captain J.H. Callahan (1-3), Monk Eastman (1-3), and Alfred Ely Beach (1-3). At the top left, there is a timer icon showing 4 minutes. On the right side, there is a chat window with the following text: "Inspector: Mr. Jack: You didn't comment this move". Below the chat window, there is a list of cards: "Rider: r10-h5 B g3 No Witness", "4. Latimer, Callahan, Eastman, Beach", "J Eastman: g5-l11", and "Latimer: l7-m6 Smith ?". At the bottom left, a message box says: "The game is finished, you have lost: You accused a wrong person, so Jack - masked as Latimer - slipped away...". At the bottom right, there is a section for "Jack's identity:" with a dropdown menu showing "Latimer" and a list of checkboxes: "Visibility & targets", "Show coordinates", "Highlight moves", and "Auto refresh".

## 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 screenshot shows the game interface for "Mr. Jack in New York". The main board is a hexagonal grid with various pieces and buildings. The Hudson River is at the top and the East River is at the bottom. The Inspector's name is Mr. Jack. The sidebar shows the following player information:

- Inspector: Mr. Jack
- You didn't comment this move
- Tumblety, Grant
  - J Grant: P m8 i8-m8
  - Eastman: Latimer b3-a6 Sn h6: ~Beach
  - Rider: i7-i6 B b2
  - J Tumblety: Rider x Latimer h5-g6
- Alibi cards: Inspector Mr. Jack

At the bottom of the board, it says: "The game is finished, you are the winner: Jack escaped - masked as Rider." There are also checkboxes for "Jack's identity" and "Visibility & targets".

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!

**Mr. Jack in New York** Home | Games | Post | Forum | Players | Profile | Help | Logout

**Inspector:**  
Mr. Jack:  
You wrote:  
a2-b3  
C f2g3-m11111  
I Beach:  
E c4  
g7-c4  
No Witness  
4. Smith, Rider, Eastman, Latimer  
J Rider:  
a6-g2  
J+

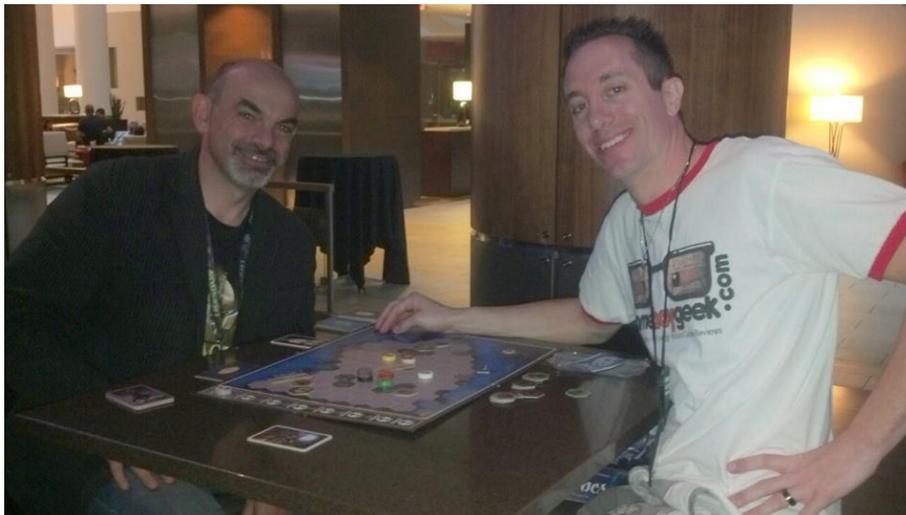
**Alibi cards**  
Inspector Mr. Jack  
Beach Latimer

**Jack's identity:**  
Rider

Visibility & targets  
 Show coordinates  
 Highlight moves  
 Auto refresh

The game is finished, you are the winner:  
Jack escaped - masked as Rider.

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!

The screenshot shows the game interface for "Mr. Jack in New York". At the top, there is a navigation bar with links for Home, Games, Post, Forum, Players, Profile, Help, and Logout. The main area features a hexagonal board representing a city map with various buildings and landmarks. A red arrow points to a green character piece on the board. On the left side, there are player cards for Alfred Ely Beach, Captain J.H. Callahan, and Mrs Emma Grant, each with a hand icon and a number (1-3). On the right side, there is a chat window with the following text: "Inspector: Mr. Jack: ... didn't comment this move", "P d2 f4-d2", "J Callahan: C l11k11-f5g6 f7-c4", "I Beach: c1-f4 E h9", "No Witness", "4. Rider, Smith, Tumblety, Latimer", "J Tumblety:", and "Alibi cards Inspector Mr. Jack". At the bottom, there is a message: "The game is finished, you are the winner: The inspector caught Jack, who borrowed the identity of Eastman." and a settings menu for "Jack's identity: Eastman" with options for "Visibility & targets", "Show coordinates", "Highlight moves", and "Auto refresh".

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.