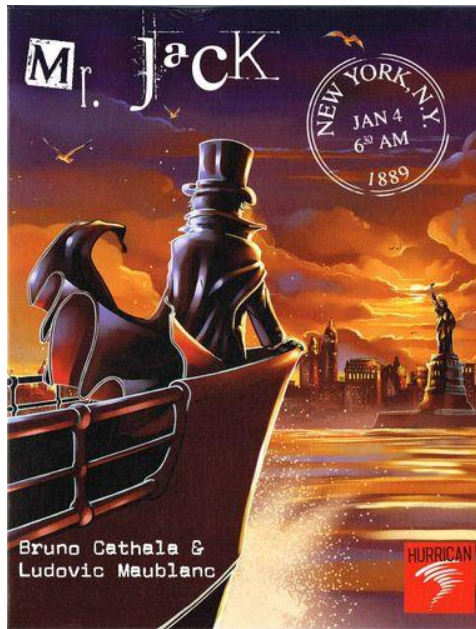


New Player's Guide for Mr Jack in NY



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. Any more 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).

Mr. Jack in New York

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Inspector:

Mr. Jack:

Inspector 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.



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

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Alfred Ely Beach
 1-3

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

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 in 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.

The screenshot shows the Mr. Jack in New York game interface. The main board is a hexagonal grid representing New York City, with various locations and characters. 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 message at the bottom says: "The game is finished, you are the winner: Jack escaped - masked as Smith." The inspector's identity is Smith. The game settings are: Visibility & targets (checked), Show coordinates (checked), Highlight moves (checked), and Auto refresh (checked). The alibi cards are: Inspector (Mr. Jack), Eastman (Grant), and Rider (Rider). The game log shows the following moves: Grant: P d1, I10-j8; J Rider: a6-e3, B c4; Witness: 5. Grant, Eastman, Tumblety, Beach; I Eastman: Smith m6-m7; J Tumblety: [empty].

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

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Inspector: [Redacted]
Mr. Jack: [Redacted]
 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-i10m11
J Beach:
 a6-g7
 E d6
 No Witness
 << < > >>

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

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.

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Alfred Ely Beach

 1-3

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

J Rider:
 B i5
 m8-f3
 I Tumblty:
 i6-g4
 Rider x Latimer
 I Callahan:
 g6-h7
 C e7f8-i10m11
 J Beach:
 a6-g7
 E d6
 No Witness
 << < > >>

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).

The screenshot shows the game interface for "Mr. Jack in New York". The central board is a hexagonal grid with various icons representing locations and objects. Red arrows indicate moves: arrow 1 points to a central station, and arrow 2 points to a boat on the Hudson River. On the left, player cards are shown for Lewis H. Latimer, Francis J. Tumblety, and Mrs. Emma Grant. On the right, the Inspector's card is shown, along with a list of witnesses and alibi cards. At the bottom, a message states: "The game is finished, you are the winner: The Inspector caught Jack, who borrowed the identity of Grant." Below this, there are checkboxes for "Visibility & targets", "Show coordinates", "Highlight moves", and "Auto refresh".

Mr. Jack in New York

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

No Witness

7. Latimer, Tumblety, Callahan, Grant

1 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

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

Jack's identity: Grant

☐ Visibility & targets
☐ Show coordinates
☒ Highlight moves
☒ Auto refresh

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.

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

Inspector: [Name]
Mr. Jack: [Name]
You didn't comment this move

S e8-112
I Latimer:
f4-d5
L f2
No Witness
2. Grant, Callahan, Beach, Tumblety
J Callahan:
f5-j5
C e7f8-11m12
I Grant:
P h6

Alibi cards
Inspector **Mr. Jack**

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

Jack's identity:
Latimer

☐ Visibility & targets
☐ Show coordinates
☒ Highlight moves
☒ 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!



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Lewis H. Latimer



Captain J.H. Callahan



Monk Eastman



Alfred Ely Beach



Inspector:

Mr. Jack:

You didn't comment this move

Rider:
i10-h5
B g3
No Witness

4. Latimer, Callahan, Eastman, Beach
J Eastman:
g5-l11
I Latimer:
l7-m6 Smith ?
I-

<< < > >>

Alibi cards
Inspector Mr. Jack

The game is finished, you have lost:
You accused a wrong person,
so Jack - masked as Latimer - slipped away...

Jack's identity:
Latimer 

☐ Visibility & targets
☐ Show coordinates
☒ Highlight moves
☒ Auto refresh

Tip # 12 (For Jack)

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

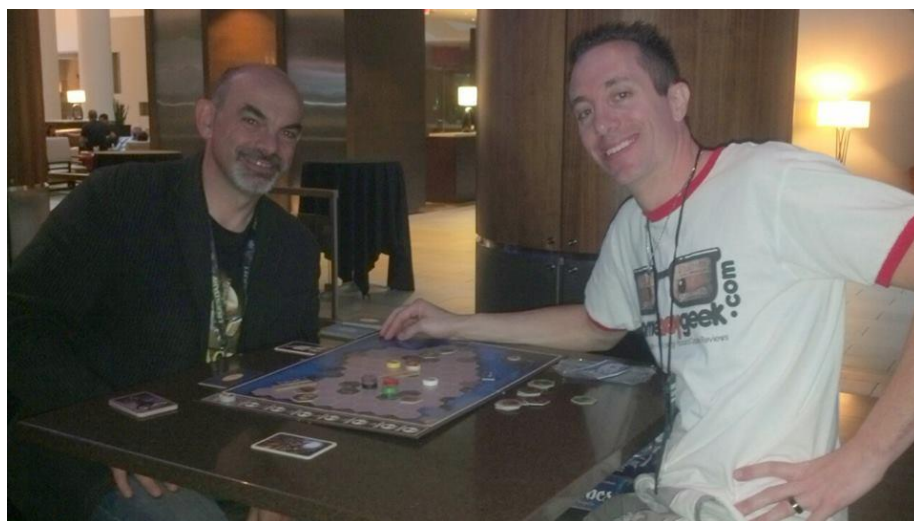
In my first game against the designer Bruno Cathala I used green to create a park right near the alley and put her in it. This now puts a lot of pressure on the inspector. Either he is going to have to accuse earlier than he would like (if green doesn't come up next round, and he doesn't have any way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



The 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!

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 buildings and landmarks. A red arrow points to a green token (decoy jack) on the board. The interface includes a sidebar on the left with player cards: Alfred Ely Beach, Captain J.H. Callahan, and Mrs. Emma Grant. The top right shows the Inspector's name, Mr. Jack, and a comment "idn't comment this move". The bottom right shows the Alibi cards for the Inspector and Mr. Jack. A message at the bottom states: "The game is finished, you are the winner: The inspector caught Jack, who borrowed the identity of Eastman." The Jack's identity is listed as Eastman. There are also checkboxes for "Visibility & targets", "Show coordinates", "Highlight moves", and "Auto refresh".

Mr. Jack in New York

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Inspector: Mr. Jack: idn'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 Tumleby: << < > >>

Alibi cards
Inspector Mr. Jack

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

Jack's identity: Eastman

☐ Visibility & targets
☐ Show coordinates
☒ Highlight moves
☒ 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.