

Q: If Jack waits to kill, then the red Crime Scene token will eventually be placed on a white numbered circle. Can the red circle the woman originated from be used again?
A: *If you kill "outside" the red numbered circles, you can still use those circles again during the following nights. Only if you kill "right-away" on the starting position, can that position no longer be used again.*

Q: Police movement is not mandatory during the hunt for Jack. Your policeman can stay in one place. Correct?
A: *Correct. Policemen can just stop and continue to patrol the same square during the night.*

Q: Are you able to double back to your starting location when in a coach?
A: *No, you can't go back to your starting location using a Coach. Two different locations means they must be different between them, but also different from your starting position. Example: your starting location is 94, you can't do ->95-> 94.*

Q: Is Jack permitted to use either the Alley or Coach movement on his first move after a crime?
A: *Yes, Jack can start the night by using a special move. However, remember that Jack cannot use a special move to return to his hideout.*

Q: If the police accidentally search a spot where Jack's hideout is, would that be game over? Or if the police found out where Jack's hideout is but haven't caught him would that be game over as well?
A: *No - how would you know you've found his hideout? If Jack isn't there when you search for clues or arrest, you don't learn anything apart from the fact he hasn't been there this turn.*

Q: If Jack visits a space multiple times and the police investigate it, are multiple clue markers placed there? Especially if the police find a clue in between Jack's two visits to a space?
A: *Even if Jack was in that number multiple times, and Policemen check it more then once, only one Clue token will be placed. In addition, Jack doesn't have to say anything about his return to that number. "Walking in his own footsteps" is one of Jacks mind tricks.*

Q: Does the night HAVE to end when Jack enter the space that's his hideout? (for example, can Jack move into the hideout space and not declare that he's back in his hideout?)
A: *Jack CAN decide if he wants to enter the hideout, by declaring that he's safe and end the night, or he can say nothing and let the night continue, and return home later.*

Q: When setting up the Wretched for subsequent nights, Jack still has to place them all on red circles only (except where a crime scene token is), correct?
A: *That is correct. He places them on the Red Numbers on the board.*

Q: Are the investigator cards necessary when playing a 2 player game?
A: *They could still be useful just to keep track of the turn order. This is important when it comes to what order you're investigating in.*

Q: If a Wretched is surrounded by Policemen (eg: on circle 27 with Police on the two adjacent squares), from the rules the Wretched cannot do any legal movement and she is in an illegal position (bottom of page 8). Since the Wretched must be moved if Jack waits, what should we do?
A: *If it cannot move to a legal position, leave it on its illegal spot.*

Q: Can Jack move back to the spot he was at the previous turn just to be devious? For example, turn 1 Jack is on 99, turn 2 he is on 100, turn 3 he goes back to 99. This would throw off the detectives so much it would be much harder to catch him.
A: *Sure! Legal move. No problem.*

Q: During their movement the investigators move past Jack, is he caught, or not?
A: *No. They would just pass him on the street and never know it.*

Q: Do the police get no action on the turn that Jack enters his hideout?
A: *Policemen can't act during the turn Jack enters the hideout because the turn ends immediately.*

Q: All of the investigators move before any of them have a chance to search/arrest, correct?
A: *Yes, all the police move in turn order. Then each one in turn order either looks for clues, or makes an arrest.*

Q: What happens if Jack kills in the location where his Hideout is? Can he declare himself immediately at the Hideout?
A: *No, Jack writes down the location of the killing during "The Hell", and he cannot declare himself at the Hideout at this point. Then, as the first action during "The Hunt" he must move away from that location, so in the best case he will be back at the Hideout with his second movement.*

Q: If Jack is on 27 and the two adjacent squares have Police on it, can he escape using an Alley special move?
A: *Jack doesn't move along the regular movement lines when using an alley shortcut. He cuts a path straight through the map itself. so he would move straight to 26, 28 or 46.*

Q: In my last game Jack crossed a crime scene from the previous night, and one of the investigators looked for the clues next to that field. Should the clue token be placed on top of the crime scene token?
A: *Place the clue. You won't have 2 clue tokens on a circle because crime scene tokens are not clue tokens.*

Q: "If the announced number is not Jack's current location, no further information is given and that Policeman's action ends". What does "that Policeman's action ends" mean exactly?
A: *That individual detectives turn ends for the current round only, he can make no further assumptions. The next detective in turn proceeds as normal, and can either search for clues, or make an arrest.*

Q: The rules say that the police "can move up to a distance of two crossings". What exactly is meant by a "crossing"?
A: *The black squares.*

Q: Is it possible for Jack to use an Alley movement to an adjacent circle, as long as that circle is on the perimeter of the same block as his current position?
A: *YES. It is possible for Jack to use an Alley movement to move to an adjacent circle, as long as that circle is on the perimeter of the same block as his current position.*

Q: If the Investigators look for clues in a location where Jack currently is, do they catch him and win the game?
A: *NO. If the investigators look for clues in a location where Jack currently is, just place a Clue token. Jack is not caught unless the Investigators are executing an arrest.*

Q: some of the police (black square) intersections are off centre. Is this intentional?
A: *Yes, Not all intersections are directly connected. These are part of the game, and allow for some clever play.*
Namely Locations :
(26) > < (28)
(46) > < (45) or (47)
(50) > < (29) or (30)
(53) > < (58)
(139) > < (164)

Q: Can Jack just move the time token and write the same number on his sheet and not move this turn?
A: *Nope. He MUST move every turn. If there is no legal move for him, and he has no special movement tokens left, he is boxed in and immediately loses the game.*

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