

LETTERS FROM Whitechapel™ EXPANSION

Dear Boss

The “Dear Boss” letter was received by the Central News Agency in London on Thursday, September 27th, 1888; it was forwarded to Scotland Yard two days later. It was written in red and contained many macabre details that could not be ignored.

It was signed “Jack the Ripper.”

Whitechapel’s terror now had a name, a name that would haunt the London district forever.

Dear Boss is the first expansion for the board game *Letters from Whitechapel™*; it plunges you into the filthy atmosphere of the Whitechapel district. You will better know the main characters of that frightening fall, and you will face new and intriguing challenges, both as Jack and as detectives.

Contents of the Box

This box contains:

- This **rulesheet** with new and optional rules;
- 1 **Jack’s screen**, improved and revised for new rules;
- 5 **Policeman plastic miniatures** (blue, yellow, brown, red, green);
- 2 **Jack plastic miniatures** (black);
- 5 **Wretched plastic miniatures** (white);
- 42 cards: 25 **Jack Suspect**, 5 **Policeman**, 12 **Potential Victim**.



Jack
(2)

Policeman
(5)

Wretched
(5)

What’s New

Miniatures

The sculpted plastic miniatures included in the *Dear Boss* expansion replace the wooden pawns from the base game. You will experience many fascinating games, and we hope you will post photos to go along with the others previously posted by *Letters from Whitechapel™* fans!

Jack’s Screen

Players suggested revisions for Jack’s screen; this new version has the Woman tokens table (from page 9 of the *Letters from Whitechapel™* rulebook) on the right-hand side. The Whitechapel map on the screen is divided into clearly labeled sections to match those of the game board, which simplifies game play for Jack.

Cards

Dear Boss contains 42 beautiful cards that add historical details to the characters of the Whitechapel district. The designers searched through many documents that chronicle the years in question, and found information about the investigation’s main suspects, the detectives who worked on the case, and the victims of both the canonical “Jack” killings and other murders committed during that same time.

The three decks of cards are modular; the players should decide which of the decks to include. The Game Setup Guide has more information about how to best incorporate these decks into your game, depending on how you want it balanced.

Cry Havoc

During phase 2, “Police: Hunting the Monster,” the Head of Investigation can choose a detective. That detective can use the optional rule **Cry Havoc**.

Cry Havoc: During phase 2, “Police: Hunting the Monster,” the Head of Investigation can choose a detective. That detective moves his miniature exactly **one** Crossing, then chooses a *Patrolling Constable* miniature (green, brown, or red) and moves it **one** Crossing, even if that miniature has already moved during this phase. If the *Patrolling Constable* miniature had not yet moved, he does not move again during this phase.



Jack Suspect Cards

Card Front

The ellipse in the upper left corner of the card represents the difficulty for the Jack player and the likelihood of the suspect’s guilt. Jack Suspect cards range in difficulty from level 1 to level 4, with the probability of guilt expressed by colors: white (*unlikely*), yellow (*low*), red (*high*), black (*very high*).

On the right-hand side of the card are the Hideout section and the four Night sections. Jack must choose a location for his Hideout that falls within the section of the board listed in the Hideout section of his Jack Suspect card. When making his kills for each Night, Jack cannot choose a Wretched miniature that is located in the area of the board listed in the corresponding Night section on his Jack Suspect card.

The text box gives a restriction for Jack, as well as historical information about the suspect.

Card Back

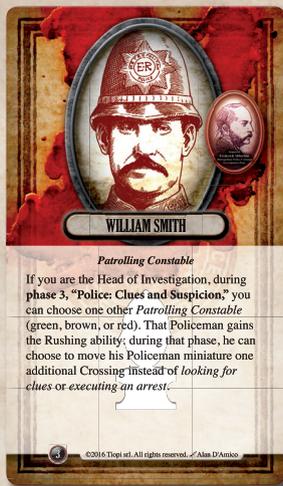
Jack Suspect card backs are red and feature a black top hat.

Using Jack Suspect Cards

To choose a difficulty level: During step 4 of setup, Jack takes all of the Jack Suspect cards marked with the difficulty level desired (1, 2, 3, or 4) and shuffles them, then draws one at random. The remaining cards are returned to the game box. Jack keeps this card behind the Jack screen; the information it contains is known only to Jack.

To allow all difficulty levels: During step 4 of setup, Jack takes all of the Jack Suspect cards, shuffles them, and draws one at random. The remaining cards are returned to the game box. Jack keeps this card behind the Jack screen; the information it contains is known only to Jack.





◉ Policeman Cards ◉

Card Front

The detective color is indicated by both the colored blotches on the background and the inset ovals on each Policeman card. The ovals correspond to the Head of Investigation tiles from the *Letters from Whitechapel™* base game. The text box states a role (*Detective*, *Sergeant*, or *Patrolling Constable*) and gives each Policeman an ability that can be activated when he is the current Head of Investigation.

Card Back

Policeman card backs are black and feature a police helmet.

Using Policeman Cards

During step 8 of setup, when you hand out the Reference sheets, give each detective the Policeman card that corresponds to the color of his Policeman miniature. The ability on each Policeman card can be activated when that Policeman is the current Head of Investigation.



◉ Potential Victim Cards ◉

Card Front

The numbered circle in the upper right corner of the card represents the Potential Victim's location. The text box either gives a restriction for the Police or gives a special ability to Jack. It also gives historical information about the murdered woman.

Card Back

Potential Victim card backs are white and feature a shoe.

Using Potential Victim Cards

Immediately after step 5 of setup, Jack shuffles the Potential Victim cards and draws eight at random. The remaining cards are returned to the game box. These eight numbered circles on the Potential Victim cards are treated as red numbered circles for the rest of the game. They cannot be chosen as Jack's Hideout.

During phase 2, "Jack the Ripper: The Targets Are Identified," Jack places the Woman tokens in the numbered circles listed on the Potential Victim cards. During phase 8, "Jack the Ripper: A Corpse on the Sidewalk," the Potential Victim card with the numbered circle closest to the Crime Scene marker is activated. The ability listed on that card is now in effect.



INVESTIGATING HISTORY

The historical profiles of suspects and victims describe their lives before the Autumn of Terror in 1888. To learn more, we invite you to investigate the histories of these real people. Here is some additional information on the five "canonical" victims:

Mary Ann Nichols was the first victim; her body was on the sidewalk on August 31 at 3:40am. She was found by a trooper who was going to work.

Annie Chapman was the second; her body was discovered in a rear courtyard of Hanbury Street around 6:00am on September 8. The wounds she suffered indicate her killer possessed significant knowledge of anatomy.

Elizabeth Stride was the third, and the first victim of the "double event." Her body was found in the backyard of a club at 1:00am on September 30. Jack cut her throat and escaped just moments before her body was seen.

Catherine Eddowes was the fourth, and the second victim of the "double event." Her body was discovered by a police officer in Mitre Square at 1:45am. Earlier that night, Catherine had been detained by police for public intoxication.

Mary Jane Kelly was the fifth and final canonical victim attributed to Jack the Ripper. This murder is considered the most horrific. Her body was discovered in her apartment at 13 Miller's Court on November 9.

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