

Whitehall Mystery

Roger's Rules: Firedrake/BGG

Last edited 2024-04-12

Goal

Jack: place 4 body parts without being found. Investigators: find Jack before the 4th part is placed.

Setup

One player, generally the most experienced, will be Jack. The others choose 3 investigators to split between them.

Decide whether to use investigator powers (on their tiles), which may or may not include Smoker the dog. If so, each power may be used only once per game.

Place the black Jack figure on space 0 of the move track. Jack gets the yellow Clue and red Discovery discs.

Jack chooses four target locations (white circles, each in a different quadrant of the board) and secretly writes down their numbers on a move sheet.

Investigators place their figures, each on a different yellow-bordered Crossing (black square).

Round

Jack chooses one of the four target locations, crosses it off, and places a red disc there.

Each Round may take up to 15 Turns. If Jack does not reach a

new target location by the 15th turn, investigators win.

Turn

1. Jack: secretly follow a dotted black line from your latest location to a new adjacent location, not through a Crossing occupied by an investigator. (If Jack cannot make a move, he loses.) Advance the black Jack figure one space. OR use a special movement tile (each tile may be used once per game). The special movement tile is announced and placed on the move track:

Alley: Jack moves through an area entirely enclosed by black dotted lines, and not containing any numbered circles, from one circle on its edge to any other ditto.

Boat: Jack moves from one blue numbered circle to another in the same block of water.

Bridges break up blocks.

Coach: Jack moves twice. This fills two boxes on the record and counts as two moves, but may move through investigators.

2. Investigators move. In order (yellow, blue, red, green,

brown) each may move up to two Crossings. You may pass through another figure but not end your move on it.

3. Investigators search. In order (yellow, blue, red, green, brown) each investigator may either

(a) Look for Clues: one at a time, call numbers adjacent to the current Crossing. If a number is on Jack's track for this round, he places a yellow disc on that space and this search ends.

Or (b) Make an Arrest: name just one space adjacent to the

current Crossing. If that is Jack's *latest* location, the investigators win. Otherwise nothing happens.

4. End turn. If Jack is in a new target location, announce it and place a red disc there to end the round. If this was the end of round three, i.e. all four target locations have been revealed, Jack has won. Otherwise, remove all yellow discs, and start a new row on Jack's movement record, with the black figure back on 0.