

## The Hunt for Jack the Ripper

Over a century ago, in the late 1880's, a depraved serial killer stalked the back allies and crowded streets of a small slum section of London's East End. Centered on Whitechapel, this killer, given the name 'Jack the Ripper,' hunted down and killed at least six, prostitutes who lived in an area of less than 260 square yards. Their murders occurred within a single square mile comprising the districts of Whitechapel, Spitalfields, Aldgate, St George-in-the-East, and the eastern edge of the City of London. These murders would unleash the largest and most detailed manhunt in British history.

The number of victims is understandably unclear. The killer was never officially captured for this series of crimes so the authorities have no confession on which to base a fixed number. Even the officers and doctors on the case disagreed as to how many were his alone. However, there was a closely grouped series which comprise the central killing spree. Within a 13 week period the Ripper killed at least:

1. Martha Tabram on August 7, 1888
2. Mary Ann Nichols on August 31, 1888
3. Annie Chapman on September 8, 1888
4. Elizabeth Stride on September 30, 1888
5. Catharine Eddowes on September 30, 1888
6. Mary Jane Kelly on November 9, 1888

Although he was not the first serial killer, and certainly would not be the last, he has become one of, if not the, best known in the 'field.' At a time when political tensions were commonplace and Europe's many States maneuvered for power and control, the newspapers of that earlier time were starting to feel their ability to shape the public's opinions. In this climate of stress, great poverty and social change the inability of the police authorities to end the killings of a single madman electrified the population through daily coverage of the chase. Eventually, the world press would cover the events as they unfolded on the streets of London's East End.

The name 'Jack the Ripper' was never used by the killer. In fact, it has come to be accepted that the name and the original letters signed as 'Jack the Ripper' were devised by a news reporter to increase interest in the murders and thereby increase newspaper sales. (A newly discovered document names Tom Bulling, from the *Central News Agency*, as the author of the most well known Ripper notes.) The real killer was not a man who would have left a lot of clues for the police, and toying with them was simply not his style. However, serious consideration must be given to at least one letter. George Lusk, who had been elected to head the Mile End Vigilance Committee, received, in the mail, a small package which contained half a human kidney and a letter "from hell." The kidney could very well have come from Catharine Eddowes' body.

For most individuals, who are aware of the Ripper series of crimes, the victims deaths by cut throat is most remembered, but in point of fact many of his victims were first strangled before tasting his blade. After the victims were at least unconscious the Ripper quickly slashed their throats. It is also interesting to note that most of his victims were not thrown to the ground but lowered with care, as there was no bruising on the back of most of their heads. This seeming care is in contrast to the mutilations which occurred after death and the collecting of body parts, usually from the viscera. His 'work' on the bodies, given the low light or almost complete darkness, coupled with the need to keep an eye out for intruders, shows a good deal of surgical skill in the killer. There is no doubt that he had medical training, even though later whole scale mutilations attempted to cover-up that skill and background.

As for suspects there are many. Most prominent are the three men named in Chief Constable Melville Macnaghten's confidential report written in 1894. In that report, he named M. J. Druitt who he described as a 41 year old doctor who committed suicide immediately after Mary Kelly's murder. In point of fact Druitt was 31 when he died, had no medical experience and killed himself a full month after Kelly's death. The second suspect was described as a Polish Jew and resident of Whitechapel. Later, it was discovered the man's name was Aaron Kosminski, a lunatic who heard voices in his head which told him to eat from the gutter. The last suspect was Michael Ostrog who turned out to be a lunatic con man.

It was 1888, in a small area of one of the world's greatest cities, and a madman was about to unleash a murder spree on the people of London's East End. It would be a series of murders to which he would never confess and would never be required to pay the price.

The image shows a detailed hand-drawn map titled 'EAST END of LONDON 1800'. The map is a grid of streets with various hand-drawn buildings and landmarks. Key features include:
 

- A blue square containing a black key icon.
- A yellow circle containing a black silhouette of a man.
- A pink square containing a black dagger icon.
- A red folder at the top with the words 'giver', 'the', 'ripper' and a silhouette of a man.
- A white folder on the right with the Metropolitan Police crest and the text 'METROPOLITAN POLICE INSPECTOR'S CASEFILE'.
- Several yellow sticky notes with handwritten text: 'giver', 'the', 'ripper', and 'SECRET FILE'.
- Streets labeled include: BRICK LANE, OLD SPITALFIELDS, COMMERCIAL STREET, NEW ROAD, CHURCH STREET, and many others.







## The Hunt For Jack the Ripper

### Objective

The objective is to uncover the identity of Jack the Ripper or win the most points by the end of play.

### Game Set Up

- o Place the Witness Cards in order on the game board with #1 card on top.
- o Place the Victim Cards in order on the game board with #1 on top.
- o Shuffle Suspect Cards and without looking at the suspects choose which is the Ripper and place that card in the "Secret File." Without looking place all other Suspect Cards in the 12 suspect slots in the "Suspect Folder" so that no one may see who the suspects are. Place one each "10 Point" card behind each suspect card to be awarded to the first player to reach that location on the game board.
- o Divide players into 2, 3, or 4 teams of two players each, or up to 8 individuals may play separately. If teams - points are considered team points.
- o Each team or player is given one Inspector's Case Book to record game results and hold cards.
- o Throw dice to decide which police station individuals or teams will begin play. Teams must begin play at same police station. High roll chooses station. One team or two individuals may begin play from any one police station. Highest roller becomes Chief Inspector for start of game and that individual will begin play. (If teams then both members of that team will roll dice to begin play first.) Turns rotate clockwise around board to next police station.
- o Chief Inspector keeps track of play by moving the date indicator on the calendar one position per play at the start of that player's turn.
- o Shuffle Investigation Cards and place them on the game board.
- o Players choose which detective or inspector they will represent during the Ripper investigation.
  - 1 - Inspector Frederick George Abberline - Red
  - 2 - Inspector James Henry Cunningham - White
  - 3 - Detective Inspector Sergeant George Godley - Green
  - 4 - Inspector Joseph Henry Helson - Black
  - 5 - Inspector John George Littlechild - Orange
  - 6 - Inspector James Mc William - Yellow
  - 7 - Inspector Edmund John Reid - Brown
  - 8 - Inspector Donald Swanson - Purple

### Begin Play

- o Chief Inspector moves first slot on the "Calendar Board" and announces that a murder has been committed at George Yard. All players are given two Investigation Cards from the top of the Investigation Card stack clockwise around the board starting with the Chief Inspector.
- o First player rolls the dice and the hunt is on! No use of Investigation Cards during the first two turns.

### Ways To Win

- o Identify the correct suspect found in the "Secret File." (Must be player's turn in order to make a guess)
- o Game ends (Calendar runs out) with no identification of Ripper - Player or team with most points wins.

### How the Ripper Wins

- o If all players guess incorrectly the suspect in "Secret File" - Ripper Escapes and Wins.
- o If no player has at least five investigation cards at end of calendar play - Ripper Escapes and Wins.
- o If no team has at least ten investigation cards at end of calendar play - Ripper Escapes and Wins.
- o If no player has at least 100 points at the end of calendar play - Ripper Escapes and Wins.
- o If no team has at least 200 points at the end of calendar play - Ripper Escapes and Wins.
- o If no player has visited all six murder sites before end of calendar play - Ripper Escapes and Wins.

### Victim Cards

- o After each murder the Victim Card for that location is awarded to the first player to arrive at the murder site and points go to that player or team.

### Suspect Cards/Locations

- o First player who lands on a suspect location claims the "10 Point" card for that suspect location. (found in suspect file) After landing on suspect location player looks at the suspect card for that location in the "Suspect Folder" and that suspect is marked off in the "Inspector's Case Book." The suspect information is shared only with your team member but with no other player.
- o No one is required to go to any suspect locations, teams may select different locations to visit.

### Ripper Wheel

- o Ripper Wheel opens for each player after player arrives at Murder III site.
- o Only one Ripper Wheel spin is allowed per any first visit to any murder site. (III, IV, V, IV) Optional.
- o Each player must take a spin on the Ripper Wheel during turn 24.
- o Each player must take a spin on the Ripper Wheel during turn 35.
- o Each player must take a spin on the Ripper Wheel during turn 44.
- o Each player may take a spin on the Ripper Wheel on final day of play.

### Investigation Wheel

- o Investigation Wheel opens at start of game.
- o On turn 10 all players must spin the Investigation Wheel.
- o On turn 15 all players must spin the Investigation Wheel.
- o On turn 34 all players must spin the Investigation Wheel.
- o Cost to purchase an extra spin on Investigation Wheel is 20 points. (No cost for required spins.)
- o Only one Investigation Wheel spin is allowed per individual or team per turn.

### General Rules

- o Calender will indicate which turn it is with one play per turn.
- o Players will keep track of Investigation points and suspects using their Inspector's Case Book (Teams use only one Case Book per team)
- o Investigation points are in the form of receipts and play cards in 5, 10, 20 and 25 point values.
- o After each murder is announced all players must make their way immediately to that murder site before continuing other lines of investigation or areas.
- o Game ends when calender runs out or the Ripper suspect in the "Secret File" is named by a player.
- o When a player (not a team) announces that a guess will be made as to who is in the "Secret File" that player only may look into the file after he announces the name of the suspect. If the guess is correct that player or team wins! If the guess is incorrect that player (not the team) is out (resigns) and that player may not tell anyone who is in the "Secret File." All other players may now remove that suspect from their guess lists. The guess must be made before any other action is taken for that turn.
- o After each murder the Chief Inspector position passes to the player on the left clockwise around the board. If teams only one member of that team will be Chief Inspector for that team and will pass it on to the next team after the next murder.
- o Investigation Cards may be kept for points at the end of the game or used during the play to move or investigate on the board, unless otherwise stated on the card.
- o When Investigation Cards are used they are placed at the bottom of the card stack on the game board.
- o Players may move on the board during one turn by rolling the dice to move along the streets or by using an Investigation Card - but not both during the same turn. Player's choice!
- o If a player spins the Ripper or Investigation wheel it must be done before that player rolls dice or moves on the board.
- o After each murder each player or team receives <sup>ONE</sup> Investigator Card from the top of the pile in order starting from the Chief Inspector.
- o Only one Ripper Wheel spin allowed per first visit to any allowed murder site.
- o Only one Investigation Wheel spin allowed per turn.
- o Ties in points are always broken with a throw of the dice - High roll wins.
- o Players may move on the game board by throwing dice, using Investigation Cards or following instructions from Ripper or Investigation Wheel.
- o Any player who lands on a "I" square on the game board receives an Investigation Card.
- o Any player who lands on a "▲" square returns to their original police station where game play began.
- o Investigation Cards are used until they are depleted.

### Gaming Options

- o A time limit of 60 to 90 minutes may be agreed upon before play.
- o The game may also be played without the Ripper or Investigation Wheels.
- o One individual may become Chief Inspector for the full game and not be active on the board.

## Calender Play

<u>Turns</u>	<u>Date</u>	<u>Activities</u>
1)	August 7, 1888	<u>Murder I - Martha Tabrum</u> - Game begins. Two Investigation Cards to each player. Suspects 1 & 2 homes may now be searched.
2)	August 10, 1888	Witness Cards 1 & 2 - Players or teams (not both) throw dice. Highest roll gets 1st card, second highest gets 2nd card.
3)		
4)	August 20, 1888	All players get one Investigation Card.
5)		
6)		
7)	August 31, 1888	<u>Murder II - Polly Nichols</u> (New Chief Inspector) Suspects 3 & 4 homes may now be searched.
8)		
9)		
10)	September 4, 1888	All players must take a spin on Investigation Wheel before continuing.
11)		
12)		
13)	September 8, 1888	<u>Murder III - Annie Chapman</u> (New Chief Inspector) Witness Card 3 goes to first player who arrives at Murder Site III. Suspects 5, 6 & 7 homes may now be searched. Ripper Wheel opens after players arrive at Murder Site III.
14)		
15)	September 15, 1888	All players <u>must</u> take a spin on Investigation Wheel before continuing
16)		
17)	September 21, 1888	Suspect 1 is revealed to all players.
18)		
19)		
20)	September 29, 1888	Players may now guess who is in the "Secret File."
21)	Sept. 30, 1888 - 1am	<u>Murder IV - Elizabeth Stride</u> (New Chief Inspector) Suspect 8 home may now be searched. Suspect 4 is revealed to all players. Witness Card 4 goes to first player to arrive on Murder Site IV.
22)		
23)		



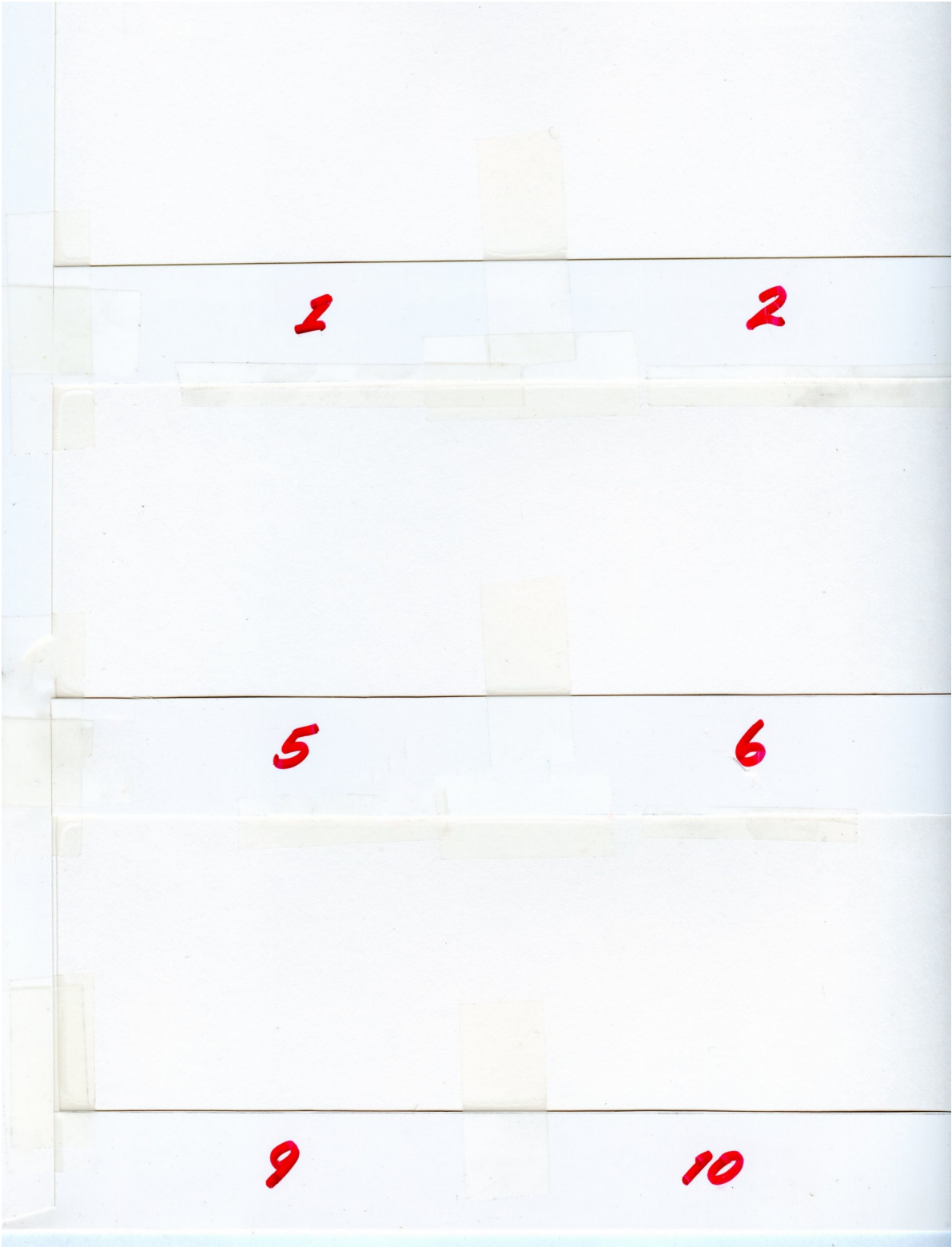
- 24) Sept. 30, '88 - 1:30am Each player must take one spin on the Ripper Wheel before continuing.
- 25)
- 26) Sept. 30, 1888 - 2 pm *Murder V - Kathy Eddowes* (New Chief Inspector)  
 Suspects 9, & 10 homes may now be searched.  
 Witness Card 5 goes to first player who arrives on Murder Site V.
- 27)
- 28) October 5, 1888 Witness Card 6 goes to player with highest roll of dice.
- 29)
- 30) October 11, 1888 Witness Card 7 goes to player with highest roll of dice.
- 31)
- 32) October 17, 1888 Witness Card 8 is given to player or team with most Investigation Cards.
- 33)
- 34) October 28, 1888 All players must take a spin on the Investigation Wheel before next turn.
- 35) November 4, 1888 Each player must take one spin on the Ripper Wheel before continuing.
- 36) November 9, 1888 *Murder VI - Mary Kelly* (New Chief Inspector)  
 Suspects 11 & 12 homes may now be searched.
- 37)
- 38) November 11, 1888 Witness Card 9 to player or team with most Victim Cards.
- 39)
- 40) November 13, 1888 Witness Card 10 to player or team with most Investigation Cards.
- 41)
- 42) November 15, 1888 Suspect 6 is revealed to all players.
- 43)
- 44) November 17, 1888 All players must take spin on the Ripper Wheel before continuing.
- 45)
- 46)
- 47)
- 48)
- 49)
- 50) November 23, 1888 **Final Turn.** Players may guess who is in the secret file or use points to win game if no one guesses correctly.

THE HUNT FOR

*Joe  
The  
Nipper*



**SUSPECT'S FILE**







**JOHN PIZER**

**JOHN SANDERS**

**JOHN NETLEY**

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**AARON COHEN**

**GEORGE  
CHAPMAN**

**FREDERICK  
DEEMING**

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**JOSEPH  
MONTAQUE  
BARNETT**

**SIR WILLIAM**

**GULL**

**J. DRUITT**

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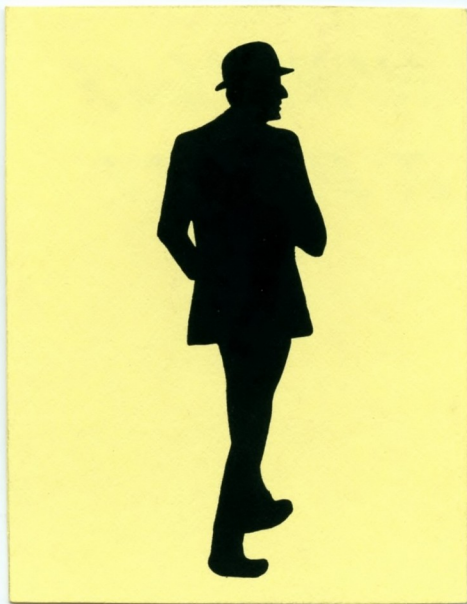
**WILLIAM  
THOMAS**

**PRINCE  
ALBERT  
VICTOR**

**MICHAEL  
OSTROG**

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**AARON  
KOSMINSKI**



THE HUNT FOR

*John the Ripper*



**METROPOLITAN  
POLICE**

***INSPECTOR'S CASEFILE***



Name : \_\_\_\_\_

Name : \_\_\_\_\_

## Inspector's Notebook

### Victims Checklist

- I** Martha Tabram
- II** Polly Nichols
- III** Annie Chapman
- IV** Elizabeth Stride
- V** Cathy Eddowes
- VI** Mary Kelly

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### Suspects Checklist

- George Chapman
- Aaron Kosminski
- Prince Albert Victor
- Aaron Cohen
- Montaque J. Druitt
- Sir William Gull
- William Thomas
- Michael Ostrog
- John Pizer
- Joseph Barnett
- John Sanders
- Frederick Deeming
- John Netley

### Suspect Homes

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<input type="checkbox"/>	2
<input type="checkbox"/>	3
<input type="checkbox"/>	4
<input type="checkbox"/>	5
<input type="checkbox"/>	6
<input type="checkbox"/>	7
<input type="checkbox"/>	8
<input type="checkbox"/>	9
<input type="checkbox"/>	10
<input type="checkbox"/>	11
<input type="checkbox"/>	12

### Notes

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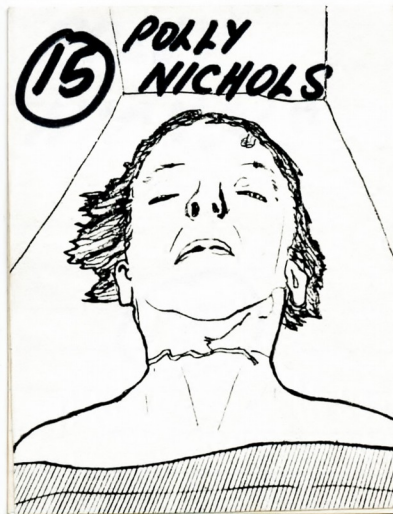
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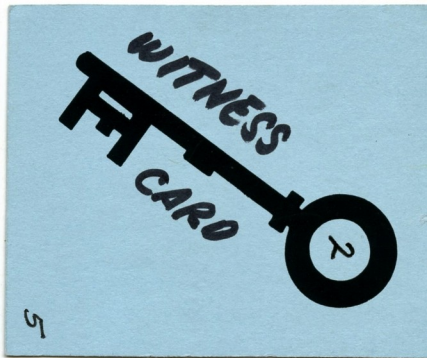
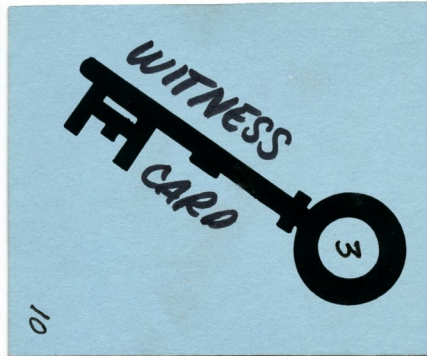
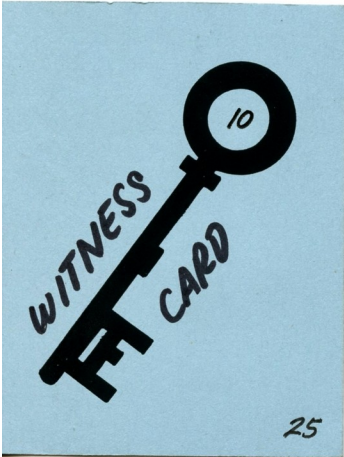
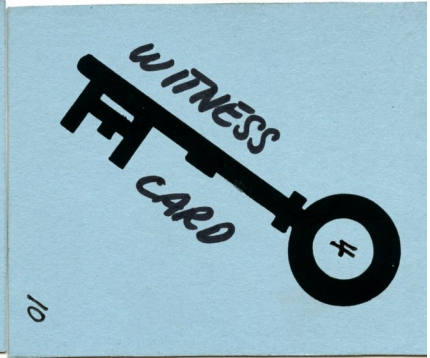
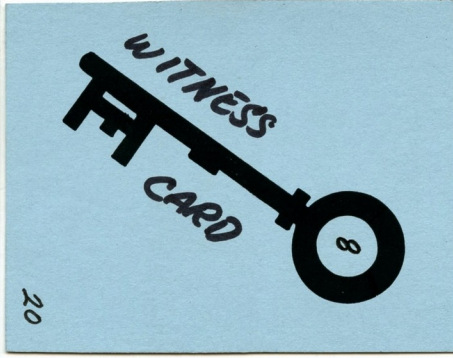
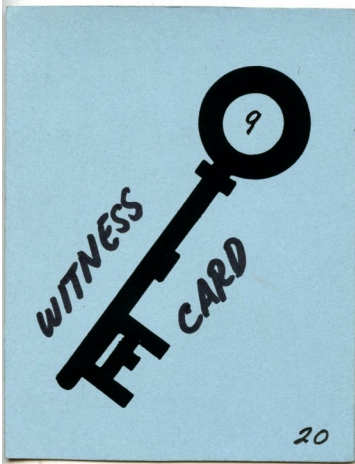
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**ANNIE MILLWOOD**

**ADA WILSON**

**ELIZABETH  
LONG**

**5**

**5**

**10**

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**JOE LAWENDE**

**MATTHEW  
PARKER**

**ISRAEL  
SHWARTZ**

**10**

**15**

**20**

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**P.C. WILLIAM  
SMITH**

**JAMES BROWN**

**15**

**15**

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**GEORGE  
HUTCHINSON**

**WILLIAM TODD**

**20**

**25**



THE HUNT FOR  
Z2CH 5  
The  
ripper

5 POINTS

THE HUNT FOR  
Z2CH 5  
The  
ripper

5 POINTS

THE HUNT FOR  
Z2CH 5  
The  
ripper

5 POINTS

THE HUNT FOR  
Z2CH 10  
The  
ripper

10 POINTS

THE HUNT FOR  
Z2CH 10  
The  
ripper

10 POINTS

THE HUNT FOR  
Z2CH 10  
The  
ripper

10 POINTS

THE HUNT FOR  
Z2CH 20  
The  
ripper

20 POINTS

THE HUNT FOR  
Z2CH 20  
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ripper

20 POINTS

THE HUNT FOR  
Z2CH 20  
The  
ripper

20 POINTS



## **Wheel**

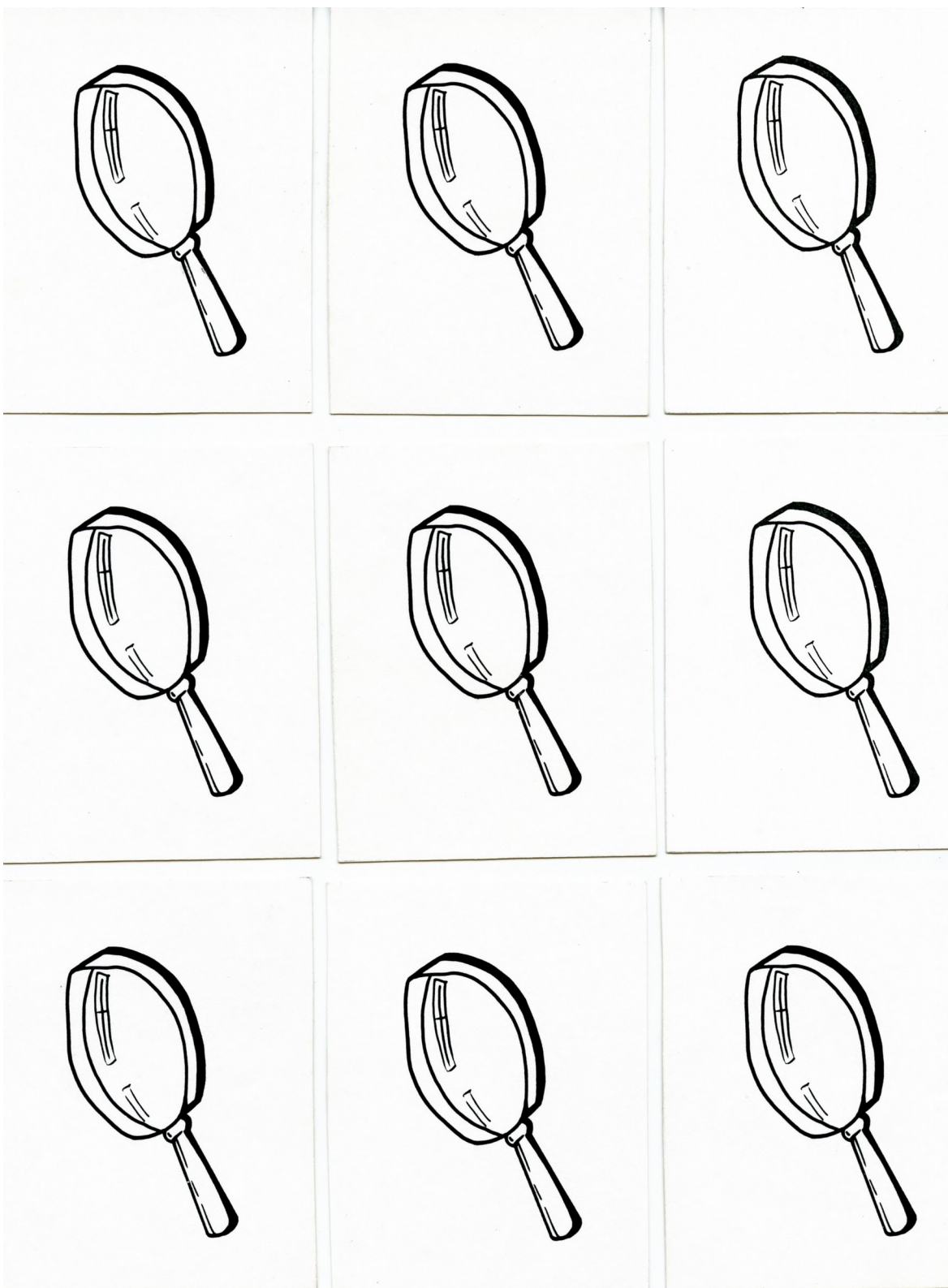
### **Ripper Wheel**

Lose Turn  
15 point and Free Turn  
points  
Go back to suspect #1 location  
station  
Found new clue - 10 points  
Investigation card  
No information - lose 10 points  
site  
Good job - 25 points  
Cards  
Attacked by Ripper - lose a turn  
false lead  
Found a clue - 10 points  
Card  
Lose a turn  
Return to your Police Station - 10 points  
Arrested wrong suspect - lose 20 points  
Spin Investigation Wheel  
15 points and free turn  
Found eyewitness - 20 points  
Lose turn  
Spin again

## **Investigation**

Go to any pub  
Good work - 15  
  
Go to your police  
  
One  
  
Return to last murder  
  
Two Investigation  
  
Waste of time on  
  
One Investigation





You locate an extra body on a busy street not part of the case.

(5)

Queen phones Home office with ideas about the case.

(5)

You are ordered to London Hospital

This card is now placed on bottom of deck.

(No points)

Dogs are used to track suspects

(5)

You are ordered to go undercover and wear women's clothes

(5)

A doctor is suspected  
Go directly to London Hospital

(Place card on bottom of deck)

(No points)

Take a cab to your home police station.

(10)

You are ordered to go undercover and wear women's clothes

(5)

You are promoted to Chief Inspector. You now take over the job.

This card is now placed on bottom of deck.

(No points)

Take a cab to any  
Pub

(10)

Spin the Rippers  
wheel after victim  
III is confirmed.

(10)

You have found some  
evidence at a crime  
scene.

(10)

Vigilance Committee  
helps you investigate

(10)

Take a Hanson cab to  
anywhere on the  
Board. (Not I square)

(If used to go to  
murder or suspect  
sites they must first  
be active)

(10)

Take a cab to any  
Pub

(10)

Take a cab to any  
suspect's home.

(Provided he is a  
suspect yet)

Must use now

(10)

Take a cab to  
Church

(10)

Your idea to use  
finger prints on  
the case

(10)

Vigilance Committee  
brings in a suspect

(10)

Take a cab to any  
police station

(10)

Drawing of Suspect  
is posted at police  
stations.

(10)

Vigilance Committee  
brings in a suspect

(10)

Take a Cab to any  
murder site  
(provided there has  
been a murder at  
that location)

Must use card now or  
use only for points

(10)

Take a hansom cab  
to William Road  
(Not an I square)

(10)

Vigilance Committee  
helps you investigate

(10)

You arrest a suspect

(10)

Take a cab to  
church

(10)

Take a hansom cab  
to anywhere on the  
board. (Not I square)

(If used to go to a  
murder or suspect  
site they must first  
be active.)

(10)

Take a cab to  
Whitechapel Road  
(Not on an I square)

(10)

Queen Victoria  
sends list of  
ideas to Scotland  
Yard.

(10)

Throw dice for an  
extra turn

(10)

Newspaper report  
from London Times  
has clues

(10)

Letter from the Ripper  
is sent to you.

(10)

Take a hansom cab  
to Gordon Street

(Not an I square)

(10)

Take a cab to  
any police station

(10)

You arrest a suspect

(10)

Take a cab to  
London Hospital

(10)

Report of Ripper in  
United States is filed

(10)

Take a cab to  
London Hospital

(10)

Killer profile is  
released by the  
home office

(10)

Dockyards are  
searched for clues

(10)

Take a cab to any  
doctor's office for  
autopsy report

(Must use before VI  
murder)

(10)

Take a cab to  
any police station

(10)

Take a cab to any  
murder site

(Provided there has  
been a murder there  
yet)

(10)

Ripper sends a  
body part to the  
head of the  
Whitechapel Vigilance  
Committee

(10)



Take a cab to  
Cable Street  
(Not on an I square)

(10)

You have found some  
evidence at a crime  
scene.

(10)

Newspaper report for  
London Times has  
clues.

(10)

Throw dice for an  
extra turn.

(10)

Take a cab to any  
suspect's home  
(Provided he is a  
suspect yet)

Must use now

(10)

Take a cab to any  
doctor's office for  
autopsy report  
(Must use before VI  
murder)

(10)

Take a cab to  
any pub

(10)

Take a cab to  
Whitechapel Road  
(Not an I square)

(10)

Take a cab to your  
home police station

(10)

Take a cab to  
any pub.

(10)

You have found a  
bloody knife on a  
street in Whitechapel

(10)

Letter from the Ripper  
is sent to you

(10)

Take a cab to  
Cable Street  
(Not on an I square)

(10)

Take a cab to  
London Hospital

(10)

You arrest a suspect

(10)

House to House  
search is conducted

(15)

Throw dice for an  
extra turn.

(10)

Drawing on a wall  
gives you a clue

(10)

You have found a bloody  
knife in an alley

(15)

Your idea to put  
up description  
posters.

(15)

Ripper Reward Posted

(15)

Take a witness  
report

(15)

Take a witness  
report

(15)

Your idea to pass  
out description  
flyers.

(15)

A Ripper report has  
been posted at  
police station.

(15)

Take a witness  
description report

(15)

Victim inquest  
comes in.

(15)

A Ripper report has been posted at police station.

(15)

Ripper Reward Posted

(15)

Victim inquest Comes in.

(15)

You have located a suspect

(15)

A Ripper report has been posted at police station.

(15)

You have located a suspect

(15)

Take a witness description report

(15)

Take a witness report

(15)

Victim inquest Comes in

(15)

