

NEW YORK NOIR: DEMO CASE INSTRUCTIONS

V1.4 (1/22/25)

Is New York Noir right for you?

- There are a lot of documents and there is a lot of reading. There is a lot of manual looking up information. It is a low-tech game.
- It is set in the early 1900s, and contains adult settings and language that may be uncomfortable to some players.

If playing "**The Past is a Crooked Game**":

- This is a short, easy, introductory case meant to teach you the basics of New York Noir.
- It may take you 1-2 hours to play.
- It's 1915, you're 13 years old, and your father, a top homicide cop, has asked you to help solve a local robbery.

If playing "**The Wrong Book**":

- "The Wrong Book" is a **HARD** case. It is meant for players who have some familiarity with the Sherlock Holmes Consulting Detective system.
- It's 1948, and you are a private investigator in New York City.
- It will take 3-6 hours to play, and requires good note taking and will test your stamina and attention to detail.
- You do NOT have to play the full case in one sitting. The case is broken up into 3 days, and you may stop after the first or second day.
- There is a gentle built-in hint system if you ever get stuck and need a nudge.
- This case and directories are available to download from **boardgamegeek.com** if you want to continue playing another day (search for New York Noir).

See the **QUICK START GUIDE** for instructions and tips, including:

- Multi-player: Fully cooperative / you play as a single detective
- How to use the TOOLS of the trade -- the various directories.
- How to use the case log.
- How time works
- Important tips about:
 - Apartment buildings
 - Neighboring maps
 - Subways and taxicabs
 - Brute force searching
 - The Detective's Research Guide
 - Don't overly worry about time