

New York Noir Volunteers Needed

V2.0 (1/22/25)

- People to provide feedback and encouragement
- Case authors to write more cases
- Someone to learn the casebook markup language and tools and help other authors format their cases
- Someone to go through our ethnic names frequencies and tweak
- Checking the directories and looking for obvious problems (typos, duplicates, needed sections, etc.)
- Artists to create a few special maps (overview of NYC, borough maps, transportation map, individual building floorplans)
- Artist to create park art for 30+ parks
- Photoshop pros for improving quality of the scanned yellow page ads
- Photoshop user to help with simple map art tasks.
- History minded researchers for finding additional generic black & white advertisements
- History minded editors for improving the Neighborhood guide text
- History minded folks for identifying areas of the maps that need improvements
- Game-minded folks to think of new places to add to directory for gameplay
- Game-minded folks to brainstorm new mechanical ideas
- (Python) coders to help code the online tools (play by mail, mobile playtesting, etc.)
- (Python) coder to help write a QT-based editor with cold-folding and outlines for the Casebook language syntax.
- Someone to put together some auxiliary reference materials (ballistics, etc.)
- Someone to assist with Map art labeling etc. (working with Logan who is doing the building art)
- Someone skilled in Latex to create miscellaneous authentic looking templates for various forms and documents (arrest reports, criminal histories, parking tickets, etc.)

More info and to get in touch:

- BGG game page for “New York Noir Mysteries”:
<https://boardgamegeek.com/thread/3281695/volunteers-wanted>
- Our Discord channel: <https://discord.gg/CB6s5Bh7au>
- Contact me directly: Jesse Reichler (jessereichler@gmail.com)