

# NEW YORK NOIR: QUICK START RULES

v3.5, 1/27/25

## Basic Gameplay

**New York Noir** is a cooperative deduction game similar to **Sherlock Holmes Consulting Detective**, but set in **New York City** during the 1920s through 1950s.

Each game session involves taking on a new case, which may last several game days, with events occurring between days. You'll start by reading an introduction, and then spend the bulk of your time locating and visiting leads. You visit leads by finding a person or place of interest in one of the directories, and then looking up that entity's "lead number" in the table of contents of the case book. If the lead number is listed in the table of contents, turn to the indicated page and read the entry, following any instructions you find there. At the end of the final day you'll answer questions, make choices, and get a final score.

## Using the Directories

- **The White Pages Directory:** This is an alphabetically-ordered listing of all residents, businesses, and organizations in the city. If you know the name of a place or the last name of a person, you can look them up here. Each entry specifies the a) name; b) street address; c) neighborhood map & block number, e.g. "**GV 040**"; d) lead number used for looking up leads in the chapter booklet, e.g. "**2-1387**". The lead numbers (think telephone numbers) are the key to playing the game -- they are what you look up in the story book to visit a location. The map & block number are optional and can be used to locate a place on a map if you think that would be helpful.
- **The Yellow Pages Directory:** This is a listing of all businesses, government offices, and organizations, organized by category. If you know the kind of business you are interested in locating, but not its name, this is the directory you would use.
- **The Reverse Directory:** This is a listing of all people and places organized by spatial location, with an entry for every numbered block in every neighborhood. If you want to find out which people and companies are located near each other, you can find that information here. With this directory you can even identify neighbors in an apartment building, and the lead# for the doormen of apartment buildings.
- **Map Atlas (w/ Neighborhood Guide):** The map atlas provides a map of each neighborhood, with block numbers corresponding to entries in the directories. Neighborhoods are identified by a 2-letter abbreviation code and are sorted alphabetically. You will also find some flavor text describing the neighborhood.
- You are also provided with a **Detective's Research Guide**. Most of the locations in it will not be helpful to your case, *but* check over the list -- there are usually a couple of these locations that are useful to any given case. A **Navigation Guide** provides information about general travel times. These may be found in the Rulebook.

## What is a “Marker?”

- At the start of each day, you may be told that there are certain “**markers**” that you need to find before the end of the day. Markers track your progress and are represented by letters (or letter-number pairs). You will be instructed when you have gained a marker.

## Using your Case Log Sheet

- On the front of the Case Log sheet you can keep track of all Markers and Documents that you gain (note that marker A is different from marker A2), along with any demerits or culture checkboxes you are instructed to tick.
- On the back of the case log sheet you can track all the leads you visit. Write down the time and lead# of every lead you visit (along with any notes about it) so that you can easily find and re-read important leads. You will be told when to advance time.

## Tips and Reminders

- There are no special rules for group play; all decisions are collaborative.
- Most people tend to work in the same neighborhood as their home; most people stick to the neighborhood where they live or work.
- Bordering neighborhoods are shown on neighborhood maps, so you can trace paths across neighborhoods. An overview of Manhattan is on the first page of the Map Atlas.
- Keep a ToDo List for people & places that you don't want to forget to locate and visit.
- Get into the habit of recording the lead# of each place you visit as your first action.
- You can re-read any previous visited lead without time passing.
- Unless otherwise specified, if you visit a lead that requires an item (marker) that you don't currently have, you can come back when you do.
- If you're not sure what category a business is in, check the index of the Yellow Pages for a complete list of categories; familiarize yourself with available categories.
- When searching for a location, you'll never be expected to exhaustively visit more than a handful of businesses of a given type; there will always be a way to narrow down your search to a small number of candidates.
- Your “**Detective's Research Guide**” has a list of places that might be of general interest.
- Remember that you can identify apartment building neighbors as well as doormen / maintenance men using the **Reverse Directory**.
- **Subway** stations are indicated on the maps with a small symbol. If you know someone entered or exited a subway station you can look up that station in the directories.
- If you believe a person of interest visited a neighborhood by **taxicab** you could check with the taxicab company servicing that neighborhood (or the neighborhood where the person was picked up).
- **Don't be afraid to take a hint** if you get stuck. There are graduated hints available for all required markers in the back of the case book.
- **Points of Interest** in the map atlas are mostly for tourists; don't limit yourself to them.
- You will be told if and when you need to use the Fingerprint or Criminal History directories.