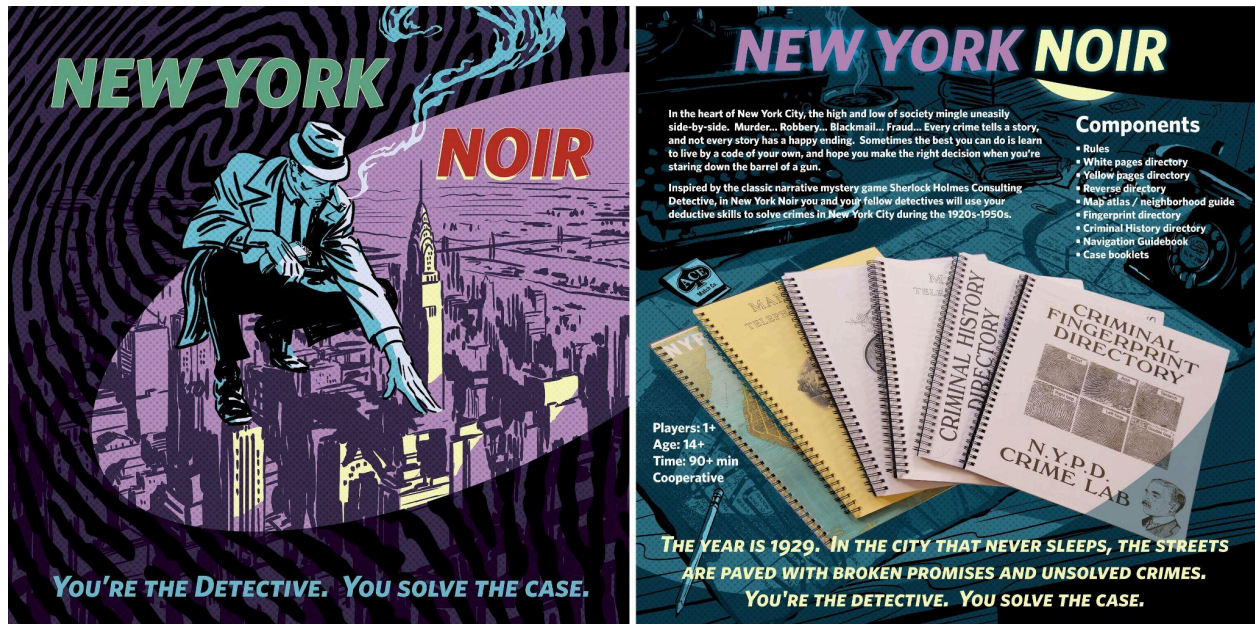


NEW YORK NOIR

1-4 players (co-op) / 2-12 hrs / 14+ / Narrative Deduction

Jesse Reichler (jessereichler@gmail.com) / "Co-op for Two" on YouTube / v3.0



A cooperative, film-noir, narrative mystery game, set in a living, breathing New York City. Over the course of a ten-case campaign, from 1915 to 1950, from homicide cop to private eye... You're the detective. You solve the case.

Investigate crimes, identify evidence, and bring justice to the victims. And along the way you'll need to make tough moral choices that affect how the story unfolds.

- Evolution of the classic deductive game Sherlock Holmes Consulting Detective
- Designed from the ground-up to facilitate fan-made cases
- Cases form an overarching campaign; dramatic events trigger between days
- Integrated and graduated hint system that supports varying player skill levels
- Envelopes of page-sized documents that are discovered & unlocked during play
- Visit three dozen real Manhattan neighborhoods, each with their own personality

Components

- White Pages (170 p. wirebound) w/ 10,000+ residents
- Yellow Pages (100 p. wirebound) w/ 4,000+ businesses
- Map Atlas & Neighborhood Guide (80 p. wirebound, full color)
- Reverse Directory (250 p. wirebound)
- Fingerprint and Criminal History directories (100 p. x2)
- Case books, Rules, Navigation Guide, Research Guide, Document Envelopes

Additional Features:

- Passage of time: Time passes as you play and cases span multiple "virtual days". Scheduled and overnight events that trigger dramatic developments.
- Tough decisions: You will have to make tough choices about how to allocate limited investigative resources.
- Tough decisions: You will be faced with regular moral and psychological choices that affect the narrative of the story you are playing.
- Rich epilogues: Learn how the story unfolds in the days and weeks after your case ends.
- Rewards thoroughness: End-game scores are based on a detailed understanding of the case and not speed of play. Case and campaign log sheets help you track and compare your "style" of play with others.
- Campaigns and longer cases: Long connected cases with branching narratives.
- Historical flavor: Deliberate focus on visiting New York City landmarks, and brushing shoulders with celebrities and historical figures.
- Neighborhoods as small towns: Explore thirty-five different neighborhoods in New York City, each with its own personality, history, architectural style, and ethnic demographics.
- Tools for authors: Open source software tools to help authors build professional case books, tutorials on writing good cases, network of playtesters to provide feedback.

Current Development Status:

- Completed: PDF builder tool which facilitates production of complex, high-quality, typeset cases (www.nynoir.org).
- Completed cases: 9 finished cases as of July 2025 (some 6x the size of a standard SHCD case).
- Working and usable: Online map and directory tools.
- Incomplete: Play-by-mail support tools and online playtesting tools.

Credits:

- Lead design, writing and programming: Jesse Reichler
- Art work: Logan Hill, Adam Hall
- Additional research: Logan Hill, Michelle Hinn
- Case authors: Jesse R., Rocky H., Water, Anna, Jonathan W., Marthinus C., Debbie L.
- Additional software development: Peter G.
- Software used: QGIS (mapping), Latex (typesetting), Python (general coding), Geopandas (GIS library), Django (member website services)

For More information:

- Contact: Jesse Reichler <jesserichler@gmail.com>
- YouTube channels: "**Co-op for Two**" and "**New York Noir Game**" (design diary videos, tutorials, and playthroughs)
- Board Game Geek page: <https://boardgamegeek.com/boardgame/418459/new-york-noir>
- Discord server for case authors and playtesters: Link on BGG page.