NEW YORK NOIR: DEMO CASE INSTRUCTIONS

V1.5 (1/22/25)

Is New York Noir right for you?
- You work together as a team (or solo) to solve a case.
- Similar to a choose-your-own-adventure game, but with more freedom in where you go.
- In the end you will be scored on how well you can answer questions about the mystery.
- 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.
- Set in 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.
- Set in 1948; you're a retired homicide cop and a private investigator.
- 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 freely available in pdf format on **boardgamegeek.com** if you want to download and continue playing another day (search for New York Noir).

See the **QUICK START GUIDE** for instructions and tips, including:
- Multiplayer rules: Game is fully cooperative; you play as a single detective
- How to use the various directories and maps.
- How to use the case log and keep notes
- How required markers/tags work and and overtime works
- Important tips about:
  - Understanding how to use the Reverse Directory to visit apartment buildings
  - Understanding neighboring maps
  - Understanding subways and taxicabs
  - Avoiding brute force searching
  - Use of the Detective's Research Guide
  - Not overlying worrying about time