



# CRIME SWEEPS THE CITY

## Can you stop it?

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NOIR is a series of mystery games that all use the same deck and a limited number of tokens. Many of the games have a similar foundation, so we recommend beginning with the Killer vs. Inspector game, and continuing from there to explore the others.

### **KILLER VS. INSPECTOR (P.3)**

2 PLAYERS, 15 MIN.

Take on a rival in a game of cat and mouse, hunting down the Killer before she can dispose of you.

### **MASTER THIEF VS. CHIEF OF POLICE (P.13)**

2 PLAYERS, 60 MIN.

The Master Thief is on the loose, stealing everything in town, but the Chief of Police is on the case.

### **HITMAN VS. SLEUTH (P.9)**

2 PLAYERS, 20 MIN.

A Hitman takes out people on his list while the Sleuth tries to investigate her.

### **FBI VS. MAFIA (P.15)**

6 OR 8 PLAYERS, 45 MIN.

A team-based game where the FBI tries to capture the Mafia before they can take over the town.

### **SPY TAG (P.11)**

3 TO 9 PLAYERS, 30 MIN.

Find and capture the other spies before they do the same to you.

### **HEIST (P.20)**

5, 6, OR 7 PLAYERS, 45 MIN.

A team of thieves try to rob a casino's vaults while the Chief of Security works to capture them.



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**SKIP THE RULES! WATCH THE VIDEO!**  
 Watch a live tutorial and learn to play the game without reading the rules by visiting  
[www.level99games.com/games/noir](http://www.level99games.com/games/noir)

## MATERIALS INCLUDED

### 50 Suspect Cards



**Ashton**

Alive



**Ashton**

Deceased

### 50 Evidence Cards



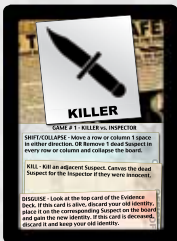
**Geneva**

Front



Back

### 35 Reference Badges



Front



Back

There are 50 different Suspects in the game.\* Each Suspect has a corresponding Evidence card.

Suspect and Evidence cards are marked with a number at the bottom left. Typically, you will remove these cards unless playing with that type of board setup. *For example, on a 5x5 board, remove all the 6 and 7 cards from the game. In a 6x6 board, remove all the 5 and 7 cards.*

Reference Badges represent Roles players take on in the different game modes. The Role's abilities and game mode are listed for quick reference.

*\*The 50th Suspect, Xavier, is included so that players can play two sets of two-player games at once. He is not used in the 6x6 and 7x7 game boards.*

### 30 TOKENS & MARKERS



Threat



Bomb



Steal



Protection



Treasure

# Game 1: Killer vs. Inspector

2 Players

15 Minutes or less

Difficulty: Light

Take on a rival in a game of cat and mouse, hunting down the Killer before she can dispose of you. The Killer must keep her wits about her while the Inspector must watch his step as the two chase one other.

## QUICK NOTE

In these rules and examples, the Criminal Player is referred to as 'She' and 'Her', and the Police Player as 'He' and 'Him'. This is simply for ease of reading the rules, and either side might be either gender, depending on the Suspect cards drawn.



## Board Setup

Arrange 25 of the 50 Suspect cards into a 5 by 5 grid on the table. Take the 25 corresponding Innocent cards and shuffle them to form the Evidence Deck. It is recommended to use the base 25 Suspects, which have no player number at the bottom). You can quickly go through the card decks and remove every card with a 5-6 or a 7+ from both decks. **Make sure the Evidence Deck contains 1 copy of every Suspect on the board.**

You can alphabetize your board to easily find Suspects once the game begins!

## Player Setup

Randomly decide who will be the Killer and who will be the Inspector. Give each player a Badge card to keep track of who is who. The Killer draws a random card from the Evidence Deck to be her Secret Identity, and places it face-down in front of her.

## Gameplay

The two players alternate turns, each taking one action. The first turn for each player is a little different than the rest, but afterwards, all turns are the same. The Killer always goes first.

**The Killer's goal** is to either kill the Inspector, or to kill any fourteen Suspects in the town. When either of these conditions are met, she wins the game.

**The Inspector's goal** is to capture the Killer. This is the only way he can win the game.

### First Killer Turn

On the first turn, the Killer must make a Kill action. To do this, she chooses one of the Suspect cards on the board adjacent to her Secret Identity, and turns that card face-down to its deceased side (see "Kill" on the next page).



The Killer draws Geneva as her Secret Identity, and keeps this card hidden. She now proceeds to Kill a Suspect, as described on the next page.

### First Inspector Turn

The Inspector must now draw four cards from the Evidence Deck to form his Evidence Hand. He selects one card from his hand to be his Secret Identity. From here on out, if this person is killed, he loses the game. He sets that card face-down in front of him. The others he keeps in his hand.



The Inspector draws Alyss, Barrin, Clive, and Ernest from the Evidence Deck. He decides to play as Ernest, and sets Ernest's card down in front of himself.

After the first turn, players can take any action they like on their turns...

#### Killer Actions

On each turn, the Killer must choose one of the following actions and perform it.

- SHIFT** or **COLLAPSE** the board.
- KILL** an adjacent Suspect.
- DISGUISE** himself (or attempt to).



#### Inspector Actions

On each turn, the Inspector must choose one of the following actions and perform it.

- SHIFT** or **COLLAPSE** the board.
- ACCUSE** an adjacent Suspect (or fake an accusation on yourself).
- EXONERATE** a Suspect in the deck.





## Kill (Killer)

The Killer picks a Suspect who is adjacent to her Secret Identity on the board, and turns that Suspect to its deceased side. You do not reveal any other information when you do this.

After the first turn, the Inspector's Secret Identity is on the board! If the Inspector's Secret Identity is killed, he must reveal himself and the Killer wins!

When you kill a Suspect who is already marked as Innocent, you also **Canvas** for the Inspector (*see page 9*). This won't come up in the first few turns though.



"I can accuse anyone next to me," Officer Ernest told reporters, "but Killers can kill in the same way. Since I'm cornered, I can only accuse the three Suspects adjacent to me."



## Accuse (Inspector)

The Inspector can accuse any Suspect that he is adjacent to on the board, exactly in the same way the Killer chooses targets to kill. Unlike the Killer, he may even accuse himself to throw off suspicion. He simply points at the Suspect and asks the Killer, "are you [name]?"

If the Killer is the named Suspect, then the Inspector wins! Otherwise, play continues.

**Important: Kill and Accuse ranges do not wrap around the board. If you are at a board edge, then you have fewer available targets.**

## Shift/Collapse (Both)

Both players have the ability to Shift or Collapse. This is the primary way of moving and closing in on your target.

To Shift, first select any row or column on the board (*you do not have to be in it or near it*). Move all cards in the column vertically up or down, or move all cards in the row left or right. This will cause one card to 'fall off' the edge of the board. Place the card that falls off onto the new empty space on the other side.

**NOTE: You cannot use your Shift to 'undo' the previous player's Shift.** For example, if a player shifts a row right, the next move cannot be to shift that same row left. This only applies to the last shift made. After your opponent takes another action, you are free to undo a previous shift.

Instead of a Shift, you can perform a Collapse (seen on the right). If there is at least one dead Suspect in each column or in each row, you can remove all of them and collapse the board down. When you choose to Collapse for your turn, you can do any number of Collapses.

## An example of Shifting

Wanda is shifted downwards. Instead of falling off the board, she moves to the now empty top space in that column.



## An example of Collapsing



## Disguise (Killer)

The Killer can Disguise herself to throw the Inspector off of the trail. To do this, she draws a card from the top of the Evidence Deck, and then secretly checks to see if that Suspect is still alive on the board.

If the Suspect is still alive, she discards her current identity and places her old Secret Identity face-up on top of it, showing the innocence of the old identity. The Killer then keeps the card she just drew face-down, this is her new identity.

If the Suspect she drew is already deceased, the Killer discards the drawn card face up, and keeps her old identity. Even if the Disguise fails, the turn still ends.

The Killer declares a Disguise.

She draws an Evidence Card and looks at it secretly. Since Marion is already deceased, the Disguise fails, and she discards that evidence card face up.

Had she drawn Simon (or any other live Suspect), she would have assumed this new identity.



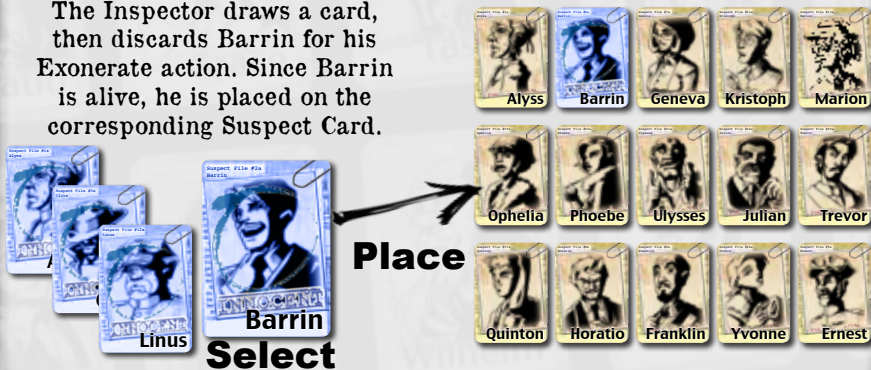
## Exonerate (Inspector)

The Inspector draws one card from the Evidence Deck into his Evidence Hand. He must then discard any of the cards in his hand face-up. If the discarded Suspect is still alive, place the Evidence Card over top of their Suspect card on the board.

When you Exonerate, you also **Canvas** for the Killer (*see next page*).

The Inspector's turn is over, and he should have 3 cards in his Evidence hand.

The Inspector draws a card, then discards Barrin for his Exonerate action. Since Barrin is alive, he is placed on the corresponding Suspect Card.





## Canvassing

Every **Exonerate** action the Inspector takes will also **Canvas** that Suspect for the Killer. When the Killer uses a **Kill** action on an exonerated Suspect (*including one of their own past disguises*), they will also **Canvas** that space for the Inspector.

When a player **Canvases** a space, their opponent must answer 'Yes' or 'No' if they are adjacent to that space.

**Note:** *Because of Collapsing, it is possible that a Suspect the Inspector Exonerates may not be on the board anymore. In this case, do not Canvas.*

Like the previous example, Barrin is exonerated and placed atop his innocent card. Since Geneva, the Killer, is adjacent, she must indicate that she is adjacent to Barrin.



**Drawn**



**Place**



Our Killer decides to retaliate by killing Barrin, who is already marked as Innocent. She discards the Innocent card and flips Barrin to the deceased side.

The Inspector must now answer if he was adjacent to Barrin.



## Other Rules

If the Innocent Deck is exhausted, then the Disguise and Exonerate actions cannot be used. Players cannot choose to 'Pass', and must take another action instead of these actions.



# Game 2: Hitman vs. Sleuth

2 Players

15 Minutes or less Difficulty: Medium

The Hitman takes out people on her list while the Sleuth tries to investigate her. The Hitman needs to kill Suspects without attracting too much attention, as the Sleuth has excellent tracking resources.

## Board Setup

Arrange 25 of the 50 Suspect cards into a 5 by 5 grid on the table. Take the 25 corresponding cards from the Innocent Deck and shuffle them.

## Player Setup

Randomly decide who will be the Hitman and who will be the Sleuth. Give each player a Badge card to keep track of who is who.

The Hitman puts 4 cards face-down from the Evidence Deck to form a hit list, then draws one card from the Evidence Deck face down to be her Secret Identity. She loses if this person is arrested. Turn up the first card in the hit list and reveal it to both players.

The Sleuth draws 3 cards to form his Evidence hand. He chooses one of these right away to be his Secret Identity, and places it down in front of him.

Starting with the Hitman, both players take alternating turns making a single action each.

## Game Goal

**The Hitman** wins if all of the targets in the hit list have been eliminated, or if all the Sleuths chasing her are eliminated.

**The Sleuth** wins if he can investigate the Hitman.

### Hitman Actions

On each turn, the Hitman must choose one of the following actions and perform it.

**SHIFT** or **COLLAPSE** the board.

**KILL** an adjacent Suspect.

**EVADE** (or attempt to).



### Sleuth Actions

On each turn, the Sleuth must choose one of the following actions and perform it.

**SHIFT** or **COLLAPSE** the board.

**INVESTIGATE** an adjacent Suspect (or fake an investigation on yourself).

**EXONERATE** a Suspect.



## Shift/Collapse (Both)

Shifting works just like in the Killer vs. Inspector game, and both players are able to Shift rows and columns and perform Collapses.

### Kill (Hitman)

The Hitman selects an adjacent Suspect and turns them face-down, just like in the Killer vs. Inspector game.

If the killed Suspect is the face-up Suspect in the hit list, discard it and turn up the next card on the hit list. If that target is deceased, the Hitman discards it and continues revealing targets until she reveals one that is still alive.

If the Hitman kills a Suspect in the Sleuth's hand, the Sleuth must discard that card face-up. It is not replaced.

If the Hitman kills the Sleuth, the Sleuth now places a card from his hand down as a new Secret Identity. If he has no cards in hand to place, he loses.

If all targets in the hit list are deceased, the Hitman wins.

### Evade (Hitman)

The Hitman's Evade works much like the Killer's Disguise in the Killer vs. Inspector game. There must be at least two cards in the deck for an Evade to be attempted.

The Hitman attempts to disguise just like the Killer would. If the Evade is successful, then the top card of the deck is added face-down to the end of the hit list.

### Investigate (Sleuth)

The Sleuth may name a Suspect adjacent to his Secret Identity and ask if that player is the Hitman.

If correct, the Sleuth wins the game.

If the Sleuth is wrong, the Hitman returns one of the face-down cards in the hit list (if any remain) to the bottom of the Evidence Deck.

### Exonerate (Sleuth)

The Sleuth's Exonerate works just like the Inspector's in Killer vs. Inspector. The Sleuth draws a card, then picks a card from his hand and places it on the board, then the Hitman must answer if she is near the placed card.

Exonerating can still be done if the Evidence Deck is empty, but the Sleuth will not be able to draw a card before placing one.

*Unlike the basic Killer vs. Inspector game, killing an Exonerated Suspect does not Canvas for the Sleuth.*

# Game 3: Spy Tag

3-6 or 8 or 9 Players 30 Minutes or less Difficulty: Light

Find and capture the other spies before they do the same to you. Play free-for-all, or build your own agency of spies to play as a team.

## Board Setup

Build the board according to the number of players you have, making it 5x5, 6x6, or 7x7 as necessary. Make sure your Evidence Deck has one copy of each Suspect on the board.

## Player Setup

All players are Spies. Give each one a face-down Secret Identity and randomly determine who will go first.

## Game Goal

The goal of the game is to collect trophies. Each successful capture of an opposing spy earns a trophy. Keep the Evidence Cards of Suspects you capture as your trophies.

## Free for All (3-5)

In the 3-player game, 4 trophies are needed to win. In the 4 or 5 player game, 3 trophies are needed to win.

## Team Play (6, 8, or 9)

In a 6 or 8 player game, divide into teams of 2, and each team needs 3 trophies collectively to win. Seat yourselves so that teammates are sitting opposite one another at the table.

In a 9-player game, divide into teams of 3 players, spacing teammates as evenly as possible around the table (1, 2, 3, 1, 2, 3, 1, 2, 3). Teams need 4 trophies to win.

Any communication between teammates must be spoken aloud for the whole table to hear.

*Secret signals and foreign languages are acceptable communication, as long as they are visible/audible to all players.*

## Spy Actions

On each turn, a Spy must choose one of the following actions and perform it.



**SHIFT** or **COLLAPSE** the board.

**CAPTURE** an adjacent Suspect.

**CANVAS** the board.

## Shift/Collapse

Shifting works just like in the Killer vs. Inspector game, and all players are able to shift rows and columns. Players may also Collapse the board, as usual.

## Capture

To perform a Capture, a Spy selects any suspect adjacent to himself, and asks "is anyone [name]?"

If any player is the named target, flip the Suspect card to its deceased side, and take their Evidence card as a trophy for you or your team. **Do not flip a Suspect to its deceased side unless you make a successful capture.**

The captured Spy immediately draws a new Secret Identity from the Evidence Deck.

If playing teams, your teammates do not answer when you perform a capture (*you can't capture a teammate*).

## Canvas

A Spy selects one of the Suspects adjacent to him. All players adjacent to the selected target as well as any player whose identity is the canvased target must raise their hands or otherwise indicate that they are adjacent. Naturally, this will always include the canvassing spy himself. Players can canvas their own identities if they wish.

When playing in teams, you can reveal your teammates with a Canvas, so be careful!



Pedro, Ramon, Simon, and Zachary are all spies. If Pedro targets Simon with a canvas, then Simon, Ramon and Pedro will have to raise their hands.



# Game 4: Master Thief vs. Chief of Police

2 Players

60 Minutes or less

Difficulty: Heavy

In this game, the Master Thief tries to rob all the citizens of their treasure while the Chief of Police tries to stop her. The Thief has to be clever and stealthy if she doesn't want to get caught, while the Chief needs to pay attention and act quickly.

## Board Setup

Arrange 25 of the 50 Suspect cards into a 5 by 5 grid on the table. Take the 25 corresponding cards from the Evidence Deck and shuffle them.

As an additional step, place a treasure token on each Suspect.

## Player Setup

Randomly decide who will be the Master Thief and who will be Chief of Police, and give each player a Badge card to keep track of who is who.

The Master Thief draws 3 secret identities into her hand and chooses one to place face-down in front of her to be her active identity. The others remain in hand as disguises.

The Chief of Police draws 1 face-down identity for his plainclothes officer, and 2 more face-up identities for his Uniformed Officers. Place the Uniformed Officers' Evidence cards face-up on the board to show their positions, as though they were Exonerated.

## Game Goal

The Master Thief wins if she can steal all 25 treasures on the board. The Chief of Police wins if he can capture the Master Thief "red-handed."



### Thief Actions

On each turn, the Master Thief must choose one of the following actions and perform it.

**SHIFT** the board.

**STEAL** from an adjacent Suspect.

**QUICK CHANGE** her disguise.



### Chief Actions

On each turn, the Chief must choose one of the following actions and perform it.

**SHIFT** the board.

**ACCUSE** a Suspect near an officer.

**DEPUTIZE** a new officer.



## Shift (Both Players)

Shifting works just like in the Killer vs. Inspector game, and both players are able to Shift rows and columns. Since no Suspects will die in this mode, there is no option to Collapse the board.

### Quick Change (Thief)

The Master Thief can disguise by picking up her current Secret Identity, and returning it to her hand. She then picks one of the identities in her hand and places it face-down in front of her to be her active Secret Identity. She can Quick Change to the same identity she had previously.

### Steal (Thief)

The Master Thief can steal a treasure from any Suspect adjacent to her current Secret Identity, or from her current Secret Identity. She removes the treasure token from that Suspect and add it to her stash. If she has all 25 treasure tokens, the Master Thief wins! *(That is, every Suspect on the board, including her own secret identities, the Chief of Police, and the Uniformed Officers, has been robbed.)*

### Accuse (Chief)

The Chief of Police can make an accusation against any Suspect adjacent to his Secret Identity or his Uniformed Officers. He does not need to declare which officer is making the arrest.

If the accused Suspect is the current identity of the Master Thief, then she is arrested and the Chief wins. It does not matter if the Master Thief has one of these identities in her hand—she is only arrested if she is currently using that identity.

### Deputize (Chief)

The Chief of Police can draw a new card from the Evidence Deck to add to his Uniformed Officers. He must then discard one of his Uniformed Officers (or the one just deputized, if he wants).

After the Chief of Police takes this action, the Master Thief immediately claims any one treasure on the board, regardless of where she currently stands. This does not take up her normal turn.

## Other Notes

If you wish, this game can be played as a set of two games, where each player plays Master Thief once, and then the players compare the number of treasures stolen to determine the winner.

# Game 5: FBI vs. Mafia

6 or 8 Players

45 Minutes or less

Difficulty: Heavy

In this game, the FBI Team must stop the Mafia before they take over the town. Each player on both teams has a unique Role that gives them different abilities to help their team achieve its goal. Good teamwork and tactics are essential to victory.

## Board Setup

Build the board according to the number of players you have, making it 6x6 or 7x7 as necessary. Make sure your Evidence Deck has one copy of each Suspect on the board.

## Player Setup

Arrange the board and give each player a Badge card so you can keep track of who is who. In a 6-player game, remove the Sniper and Profiler from the available Roles. Give each player a Secret Identity from the top of the Evidence Deck. Players should show teammates their Secret Identities secretly, while Roles are public knowledge.

Players should seat themselves so that teams are sitting adjacent to each other, with one team on one side of the table, and the other team on the other side. Turns alternate back and forth across the table, with one Mafia player taking a turn, then one FBI player, then the next Mafia player, then the next FBI player, and so on. Play always begins with the Killer.

Except for showing Secret Identity Cards, any communication between teammates must be spoken aloud for the whole table to hear. Sharing secret identity cards is the only form of secret communication allowed. *Secret signals and foreign languages are acceptable communication, as long as they are visible/audible to all players.*

## Game Goal

The FBI wins if they can capture a certain number of Mafioso. They must capture 4 Mafioso in a 6-player game, or 5 Mafioso in an 8-player game\*.

The Mafia wins if they kill a certain number of citizens. They must kill 18 Suspects in a 6-player game or 25 Suspects in an 8-player game.

*\*As an optional handicap in the 6 or 8 player game, the FBI needs 1 additional captured Mafioso to win.*

# FBI TEAM

## Disarm

Members of the FBI can remove one Bomb or Threat Marker on an adjacent Suspect as an action. A player cannot remove Markers from themselves.

## Undercover



**SHIFT/COLLAPSE** - As in Killer vs. Inspector.

**ACCUSE** - As in Killer vs. Inspector.

**DISGUISE** - Look at the top card of the Evidence Deck. If this card is alive, discard your old Role face-up and gain the new one. If not, place the card on the bottom of the deck. Show teammates your new identity, if it changed.

**AUTOPSY** - Choose an adjacent deceased Suspect. Every Mafioso player adjacent to that Suspect must raise their hand.

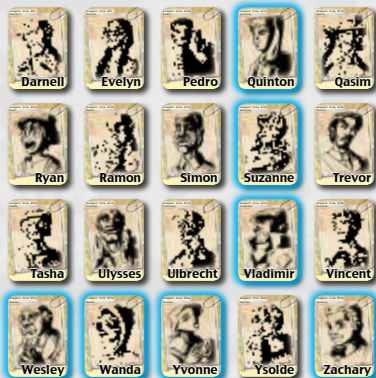
## Detective



**SHIFT/COLLAPSE** - As in Killer vs. Inspector.

**FARACCUSE** - You may accuse any 1 card within 3 spaces vertically or horizontally of your card, but not diagonally. (*See diagram*)

**CANVAS** - Pick up the top 2 cards of the Evidence Deck. Choose one to reveal and one to place back on the bottom. Mark the revealed Suspect as innocent by placing the Evidence Card over it, and each Mafioso **and** FBI Agent who is adjacent to that Suspect must raise their hand.



The Far Accuse action lets you accuse anyone 3 spaces away in a straight line. This diagram shows Ysolde's targets for a Far Accuse.





## Suit

At the start of your turn, place or remove a Protection Marker from a Suspect. You may not have more than 6 in play at a time.



**FAST SHIFT/COLLAPSE** - Move a row or column 1 or 2 spaces in either direction.



**ACCUSE** - As in Killer vs. Inspector.

**PROTECT (Reaction)** - When a Suspect with a Protection Marker would be killed, if you are in the same row or column as that Suspect, you **may** announce that you protect them, and they do not die. Any effects of the action that would have killed them stop (such as bomb blasts). You cannot protect yourself.

## Profiler (8-player only)



Begin the game with 4 Evidence Cards in your hand, drawn from the Evidence Deck after all secret identities have been given out.

**SHIFT/COLLAPSE** - As in Killer vs. Inspector

**ACCUSE** - As in Killer vs. Inspector.

**PROFILE** - Place 1 Evidence Card face-up onto the corresponding live Suspect. Discard Evidence Cards that match deceased Suspects, then draw from the Evidence Deck until you have 4 cards in hand. After this, Canvas the placed Suspect for Mafioso.

## Arresting

When you successfully arrest a Mafioso, place the Evidence card for that Mafioso face-down on top of their Suspect card. The Mafioso can no longer be killed, and counts as a point for you. Capture enough of them and win!

The arrested Mafioso removes all Markers matching his Role from the board (*Bombs for the Bomber or Threats for the Psycho*). He then draws a new Secret Identity Card and continues playing with the new identity.

## Being Killed

When an FBI member is killed, the Mafia keeps his identity as an extra kill (so killing an FBI member counts as 2 kills, one on the board and one in their trophy pile). The killed FBI member draws a Secret Identity Card, and continues playing.

If a Mafioso kills one of their own, it counts as an arrest for the FBI, and the Mafioso removes Markers and draws a new identity as normal.



Use Evidence card backs to mark arrested Mafioso.

# Mafia Team

## Killer

**FAST SHIFT/COLLAPSE** - Move a row or column 1 or 2 spaces in either direction.

**KILL** - As in Killer vs. Inspector, expect you don't canvas innocents.

**DISGUISE** - Look at the top card of the Evidence Deck. If this card is alive, discard your old Role face-up and gain the new one. If not, place the card on the bottom of the deck. Show teammates your new identity, if it changed.



## Psycho

At the start of your turn, *all* Suspects with Threat Markers adjacent to you are killed, then take your action as normal. You must kill all Suspects that meet this criteria. You can kill teammates, so be careful!



**SHIFT/COLLAPSE** - As in Killer vs. Inspector

**SWAP** - Switch any two adjacent Suspects on the board.

After you do your Shift or Swap for the turn, you must mark 1, 2, or 3 Suspects within 3 orthogonal spaces of you with Threat Markers.

The Psycho can Threaten up to 3 Suspects within 3 spaces of her identity. This diagram shows the spaces Vincent could Threaten. Any of these Suspects he threatens will be killed if they are adjacent to him at the start of his next turn.

In this example, Vincent threatened Ysolde and Quinton. There were no shifts, so when his turn begins, Ysolde is killed right away. Quinton keeps his Threat Marker, and is in danger if he is shifted near Vincent later on.



# Bomber

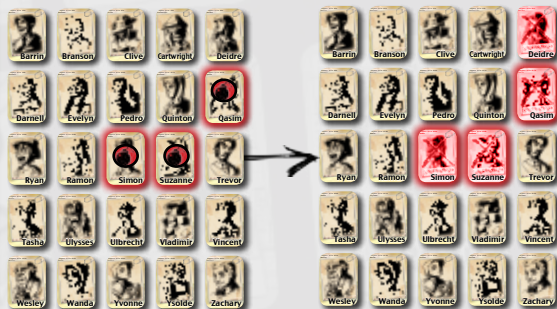


**SHIFT/COLLAPSE** - As in Killer vs. Inspector

**BOMB** - Place a Bomb Marker on yourself or any adjacent Suspect.

**DETONATE** - Kill a Suspect with a Bomb Marker, then kill another Suspect adjacent to that Suspect. If the second Suspect killed had a Bomb Marker, that Suspect also detonates, and so on. By this method, it is possible to create long bomb chains.

*If a Mafioso is accused while he has a Bomb Marker, you may perform a Detonate Action on him after he is accused. The accused Mafioso does not count towards your kill total, but other suspects he kills with the blast will.*



The Detonate action lets bombs chain together. In this example, Simon, Suzanne, and Qasim have bombs. Simon is detonated, which the Bomber chains to Suzanne, then to Qasim, then to Deidre. The Bomber could have broken the chain and chosen a Suspect without a bomb at any point.

# Sniper (8-player only)

**FAST SHIFT/COLLAPSE** - Move a row or column 1 or 2 spaces in either direction.



**SNIPER** - Kill a Suspect up to 3 spaces away from you in a diagonal line.

**SETUP** - Move a Bomb, Protection, or Threat Marker off of a Suspect and onto any adjacent Suspect without a Marker of the same type.

The Snipe action lets you kill anyone 3 spaces away in a diagonal line. This diagram shows Ulysses' targets for a Snipe.



# Game 6: Heist

5-7 Players

30 Minutes or less

Difficulty: Heavy

In this game, a team of 4, 5, or 6 thieves work together against one Chief of Security to rob vaults in a casino. The thieves will need to coordinate together to capture vaults while avoiding exposure.

## Board Setup

Arrange 49 Suspect cards into a 7 by 7 board and a 49-card Evidence Deck. Take the corresponding cards from the Evidence Deck and shuffle them.

Place the vaults in the spaces on the board as shown to the right.

## Player Setup

Choose who will be the Chief of Police and who will be Thieves.

Shuffle the deck of Thief Roles into two piles, Level 1 and Level 2 Thieves. Stack the Level 1 pile on top of the Level 2 pile, and then deal every Thief a Role from the pile. Each Thief should also take a Steal Marker and remember which color of Steal Marker is hers.

Each Thief draws a Secret Identity from the Evidence Deck. **Do not** show your Secret Identity to other Thieves.

The Security Chief draws and marks his 3 Uniformed Officers, and draws one Secret Identity for a plainclothes officer.

## Game Goal

The Thieves win if they can rob all 4 vaults. The Chief of Security wins as soon as he has captured a Thief and she cannot draw a new Role from the Roles Deck.

## Thieves

Each Thief can move, steal, and use a special power of their own. At the start of the game, their Roles are hidden, but once they use this special power or try to steal, they 'expose' and can be seen by security cameras. Thieves can show each other their identities at the game start, but they cannot make plans secretly—any talk must be open.

## Vaults

It takes 3 Steal actions from 3 different Thieves to open a vault. The vaults are accessible on the four corners of the board. Once a vault has three Steal Markers on it, it is captured by the thieves and removed from the board.







This board shows which spaces are able to steal from each of the four vaults. Spaces outside these zones cannot steal.

## Exposure

Thief actions are either **Secret** or **Exposed**. Whenever a Thief takes an **Exposed** action, the Chief of Security gets to take an action immediately after.

## Capturing Thieves

When a Thief is captured, she draws a new Secret Identity and a new Thief Role card as her next turn. Remove her Steal Marker from the board. When all of the Level 1 Thief Roles are exhausted, begin drawing from the Level 2 Thief Roles instead. When a Thief is captured and the Thief Role Deck is empty, the Chief of Security wins.

## Thief Team

Each Thief has one Steal Marker (except the Master Safecracker, who has two). This shows which vault they are attempting to crack open. The Marker begins in their possession and off of the board at the start of the game.

Each Thief can perform these actions.

*At the start of your turn, reclaim your Steal Marker from anywhere on the board.*

**SHIFT (Secret or Exposed)** - Move a row or column 1 space in either direction. Expose if you moved a Uniformed Officer with your Shift.

**STEAL (Exposed)** - Place or move your Steal Marker onto the vault in your quadrant of the board. If it has 3 markers, the vault is opened. Expose after stealing.

## Level 1 Thieves

### Safecracker

*Do not remove your steal marker from the board at the beginning of the turn.*



### Runner

**FAST SHIFT (Exposed)** - Move a row or column 1 or 2 spaces in either direction.



### Cleaner

**DISABLE (Exposed)** - Disable an adjacent Uniformed Officer. Other disabled officers wake up. Disabled officers cannot Accuse or Shift.



### Decoy

**VANISH (Exposed)** - Shuffle your Secret Identity back into the Evidence Deck and draw a new one.



### Insider

**INSIDE JOB (Exposed)** - Swap your position with that of any Uniformed Officer.



## Hacker

**HACK (Exposed)** - Steal from a safe as though you were in an adjacent space, or steal from any safe from the exact center of the board. You cannot use this power if you are standing in a normal stealing zone.



## Level 2 Thieves

### Silencer

**SILENCE (Exposed)** - Kill an adjacent Uniformed Officer. A new officer is randomly drawn from the deck to replace him. Do this no more than 3 times over the course of the game.



### Mimic

**DUPLICATE (Exposed)** - Draw 3 Evidence cards. Choose one as your new Secret Identity, then shuffle your others and your old identity back into the Evidence Deck.



### Infiltrator

**SWAP (Secret)** - Swap places with an adjacent target instead of shifting.



### Sneak

**STEALTHY SHIFT (Secret)** - Move a row or column 1 space without becoming exposed, even if you moved a Uniformed Officer.



### Master Safecracker

**SAFEBREAKING (Exposed)** - Do not remove your Steal Marker this turn. If you already have one Steal Marker out, and are in range of the same Safe, put your second Steal Marker on it. This can break the safe like a normal Steal.



# Security Team

## Chief of Security



Draw 7 cards at the start of the game. Mark 4 of these as Uniformed Officers, and 1 as an Undercover Officer. Shuffle the rest into the deck. *As an optional handicap, give the Chief 1 more or less Uniformed Officer.*

The Chief of Security takes an action after any Thief takes an Exposed action, or after all thieves take sequential Secret actions.

**SHIFT** - Move a row or column 1 space in either direction.

**SWAP** - Swap one of your Uniformed Officers with any adjacent Suspect.

**ACCUSE** - Accuse any Suspect adjacent to one of your Uniformed Officers or your Undercover Officer.

**SURVEILLANCE** - Choose a 4x4 block of the board. All Thieves in that block must indicate that they are in that block.

A block that is under Surveillance is shown. Since Jack is the only Thief in the area, he is the only one to indicate he is there.

Here!



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