



A DENOUEMENT GAME



Noir is a "denouement" game for 3 – 6 Detectives that lasts only a few minutes per round. The "denouement mechanic" is a special type of storytelling game, where the key elements of the stories events are determined by the game, then the players must weave them together in the most inventive of ways.

In Noir there are 18 characters straight out moody 40's thriller. There are also 18 Means, Motives and Opportunities to kill them! This enough for 57,000 unique homicides, but the stories you tell will be 1 in a million.

- Very Simple Rules
- Creates genuinely memorable experiences
- Easily adaptable to other genres (Rom Com and Heist versions are already planned)
- Only 18 cards and a box (very cheap to manufacture)
- Licence for game and art available now



- [See "Movie Trailer"](#)
- [Watch a full play through](#)
- [Read the Rules](#)
- [Download the Print & Play Cards](#)
- [Contact the designer Kedric Winks](#)

