



A DENOUEMENT GAME

Noir is a ‘denouement’ game for 3 – 6 Detectives that lasts a few minutes per round. The game consists of only 18 cards. The ‘denouement mechanic’ is a special type of storytelling game, where the key elements of the story’s events are determined by the game, then the players must weave them together in the most inventive of ways. The game’s Judge sets a Victim and a Killer. Then players must select a Means, Motive and Opportunity from their hand, before using these elements to tell the story of how the killer did the deed in the manner of a Detective in the third act, revealing to the audience and assembled cast just how clever they were to figure it out. The best story of the game wins!

SETUP

Select a player to be this round’s Judge. It does not matter who, each player will get the chance to be the Judge before the game ends. All other players are Detectives for this round.

The Judge shuffles all the cards and deals 3 to each Detective, and 3 to themselves.

GAME PLAY

The Judge selects 2 of the 3 characters, from the backs of the cards in their hand, and places them on the table. The



Judge designates one to be the Killer and one to be the Victim.

The Detectives now take one minute (to be timed by the Judge) to decide

on a rough story of how the Killer committed the crime using one of the Means on their cards, one of the Motives on a different card and the Opportunity from the remaining card.

Then each Detective lays down their 3 cards in front of them in such a way that they read left to right: Means, Motive and Opportunity.



THE DENOUEMENT

One at a time, the order is not important, each Detective now tells the story they have created. The story must reveal how the Killer killed the Victim with the Detective’s chosen Means, Motive and Opportunity, the details beyond this are invented by the Detective telling the story. Ideally the story should be told in the manner of a great Detective who has arrived at their rock solid, and ingenious, solution and is only now revealing it to the other members of the story. You don’t have to wear a trench coat and fedora, but it is certainly encouraged.

CROSS EXAMINATION

At the end of the Detective’s story each player may ask one question about the story and the Detective must give the best answers that they can.

JUDGING

Once each Detective has told their story the Judge must pick the best. This can be based on whatever criteria they choose, for instance most dramatic, imaginative or outrageous. Now return to the SET UP phase, but with a new Judge, until each player has been the Judge once.

FINAL JUDGMENT

Like a good Film Noir movie there are no real winners, just good stories, however once each player has been the Judge, you may have a Final Judgement (if you’re the kind of group that needs winners and losers). In the Final Judgement the players may each cast one vote for their favorite story. They may only vote for those stories which won one of the Rounds and may not vote for their own. The story with the most votes wins the game!