

CHRONICLES  
OF  
**CRIME**

# Noir

## RULEBOOK

You are Sam Spader, a private eye who will find the truth... for whoever is paying your fee. But Los Angeles right after the second World War is not a friendly place. In the bright California sun, the shadows will reveal Hollywood scandals, corrupted cops, merciless gangsters, blackmail and murders. Watch your back, detective!

STÉPHANE ANQUETIL  
DAVID CICUREL

# GAME COMPONENTS



**15** Location Boards

**30** Character Cards

**10** Special Item Cards

**4** Action Cards



**Free Application**



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Download on the  
**App Store**

Chronicles of Crime requires a free app, which you can download from Apple's App Store or Google Play (currently requires Android 4.4 or newer, iOS 8.0 or newer, this may change in the future). You only need to have the app installed on one phone or tablet to play. It's impossible to play without the app. Once downloaded, the app doesn't require any internet connection during gameplay. The language can be changed within the application.



# SETUP

Noir is an expansion of Chronicles of Crime. You will need the base game to play it.

Set up the game like the base game, with the following changes:

- 1 Location boards, Special Items cards, Character cards and Action cards are specific to Noir. You can easily spot the Noir Cards with the hat icon 🎩. You need the Evidence Category cards, Evidence board and some Special Items cards from the base game to play.
- 2 Split the four Action cards equally amongst players.

## ALLIES AND HOME LOCATION

You are going to be playing a private detective. You do not belong to any Police department.

Hopefully, you will have allies or informants who can help you through the cases: a journalist, a coroner or your secretary. Those allies will depend on each scenario.

You can give them a phone call from your detective office location 🏠. But beware, as in the Noir literature and movie genre, allies and friends can disappear, betray you or even get killed.

## SETTINGS AND HISTORY

Noir is happening in the aftermath of World War II in Los Angeles and Hollywood. It was a time when women and men, different races and social groups, did not have equal rights. All efforts have been made to include some diversity among the characters. Under an expert eye, the Noir Character cards will reveal a sample of famous, forgotten stars and actors of that time. But some characters and situations may express an opinion which, of course, is not that of the authors or editor, just to reflect the mentality of the time and the story plot. The ways of the fifties were different from today.

For more information about the context of Noir, please refer to the last page of this rulebook.





# ACTION CARDS NEW MECHANISM

4 new different ways of inquiring are available in the Noir expansion. When you want to use an Action card, scan it. Keep in mind that using Action cards in the wrong situations may have a negative outcome!



**Intimidation:** While interrogating a suspect, you can play it hard and start pressing for information (scan the Intimidation card during the interrogation mode).

**Downside:** Some suspects react very badly to intimidation. They can seek revenge, or even attack you!



**Break in:** Sometimes you don't want to, or can't enter a place by the front door. You can decide to break in illegally (scan the Break in card at location you can not enter).

**Downside:** If you spend time in a location illegally, you can get caught and thrown into jail or even killed.



**Shadowing:** Suspects often lie, but their actions never do! You can spy on a suspect and find out what they are doing when you are not interrogating them. Scan the Shadowing card while you are in the same location as a suspect, you will be asked to confirm who you want to follow.

**Downside:** Shadowing takes time. Lots of time...



**Corruption:** You can corrupt or bribe a character to make them talk or give you some item (scan the Corruption card during the interrogation mode).

**Downside:** Money is rare, and each time you use the Corruption card, you lose 20\$.

The app tracks the amount of money you currently have. When you run out of cash, you can not corrupt anyone anymore until you earn some money.

# THE PASSING OF TIME

In the world of Noir, time is very important. Shops, bars and public places have opening and closing times. Witnesses have their own agendas. Police officers or bad guys can come back to the crime scene and arrest or kill you.

In most scenarios, you have a limited amount of time to solve the case. If you haven't fully unraveled the mystery, it might be a good idea not to solve the case, but to try and play again from the beginning.

## SPECIAL EVENTS

Your in-game actions are not just gimmicks. Your behavior may have consequences.

An evil guy knowing you carry evidence against him. A witness who isn't afraid to speak anymore and collaborates with you. A suspect who becomes an ally because you're offering him the item he wants. Whatever Noir action you do, whatever item or evidence you show (or give) to a character may affect their reactions or change the course of events in the game.

When you lose or give a card to a character, you can keep this card as evidence. For example: if you give an important item to someone, you still can ask another character about this clue.

## ENDING

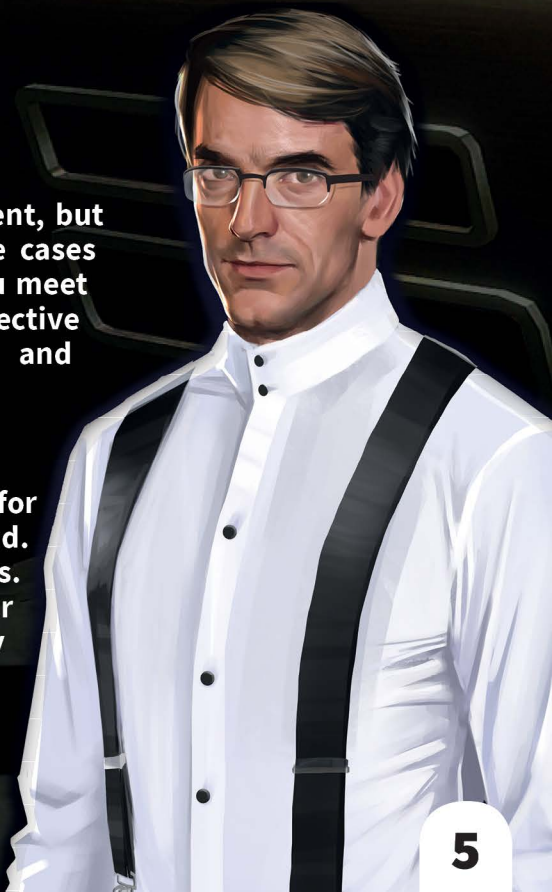
In Noir, you may have a client, but you don't have a boss. The cases are usually closed when you meet with your client in your detective office to close the case and answer some questions.

Press



SOLVE  
THE CASE

Noir stories reward you for all the story plots you find. Making money is a bonus. So if you need one more hour to understand a secondary plot or earn some cash, it might be a good idea not to rush.





# WHAT IS NOIR ?

The term “film noir” is French. Nino Franck, a French critic, invented it in 1946. It defines stylish black and white Hollywood crime drama, with an emphasis on cynical attitudes and hidden motivations.

Visually, Noir has roots in German Expressionism. The genre includes black and white movies from the 1940s to the late 1950s. Famous noir movies are “The Maltese Falcon” by John Huston, “Double Indemnity”, “The Lady of Shanghai” and “Touch of Evil” by Orson Welles.

Some of them were “B-pictures”, with low budgets, and had to comply with the 1934 Motion Picture Production Code, known as the Hays Code, and later, McCarthyism. All these constraints forced writers and directors to be more creative. That’s why this theme fits well with game design, which is always a compromise between creativity and technical specifications.

## LITERARY INFLUENCE

Hardboiled crime fiction writers, such as Dashiell Hammett, James M. Cain, Raymond Chandler and William Irish, inspired or wrote movies in that era.

## NOIR LEGACY

Blade Runner, Dark City, Chinatown movies all follow the rules of Noir. Hollywood came back to that genre with the movies adapted from James Ellroy’s novels (L.A. Confidential, Black Dahlia) or Kiss Kiss Bang Bang.

## A WORD FROM THE AUTHORS

Noir is all about private eye, femme fatale, mafia guys, corrupt police but features a cynical and pessimistic point of view typical of post-WWII America. Everything is not as it seems in Noir. What is success? It could be solving the crime, earning money, defending a just cause or just surviving...

It is never easy to write complex psychological stories with real moral choices for the player. Chronicles of Crime game system makes it possible. We hope you will enjoy this new and thrilling atmosphere for the game.

## CREDITS:

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