

NOIRBURG

"Some call it bootlegging. Some call it racketeering. I call it a business"

Hello and welcome to Noirburg!

Noirburg is a mafia story set in the 1920s United States. The prohibition of alcohol sales in the 1920s led to organized crime syndicates growing at a rate perhaps unprecedented in the world. In Noirburg, players take on the roles of legendary mafia bosses like Al Capone from that era and compete against the clock to become the most powerful figure in the fictional city of Noirburg.

As you read the game rules, keep in mind that each rule is inspired by a mafia movie scene. If your interpretation of a rule reminds you of a mafia movie, you're probably on the right track.

Number of players: 3-6

Age range: 16+ (Although the game rules are simple, it is not recommended for younger players due to the subject of the game.)

Playing time: 30-60 minutes



Box Contents: 90- card deck. (1 QR card and 89 playing cards. Card numbers are given in the relevant sections below.)

25 round coins worth "1" and 11 rectangular coins worth "5".

4 quarter-circle metal countdown stamps.

2 dice.

To win, players try to achieve one of three goals:

1. Removing two players from the game.
2. Having more than half of the money in play at the end of one's round. (This win condition can be disabled for a more competitive game.)
3. If none of the players have achieved these two goals, the goal is to have the largest mafia at the end of the game.

Thanks

NOIR has been released after a long journey since 2020. I'd like to thank Dr. Hale Akdağ, who has been my greatest support since the beginning; my dear friends Onur Bıçakçı and Koray Bilgin, with whom I began this project but who were unable to continue due to their busy schedules; Onur Şencan, Doruk Kıcıkoğlu, and Tunca Zeki Berkurt, who supported me with their opinions and suggestions; the Tower Dwellers Role-Playing and Strategy Games Association; Antalya Bilim University BKFT; and finally, my players, who volunteered their time and shared their invaluable ideas in countless trial games.





I. Setting Up the Game :

The Hideout cards are removed from the deck and the deck is shuffled thoroughly.

Each player takes a Hideout card. The remaining Hideout cards are put back in the box.

In NOIR, just like in a real city, the amount of money that can be earned from selling illegal alcohol is limited. The amount of money used in the game is determined by the number of players as follows:

3 Players: 50, 4 Players: 60, 5 Players: 70, 6 Players: 80.

The specified amount is placed in the middle of the table, and any remaining coins are put into a box. (For example, in a 5-player game, two five-cent coins are put into a box.) Then, each player takes three one-cent coins from the middle.

4 quarter-circle countdown chips are placed on the table to form a complete circle.

The deck of cards is placed face down in the middle of the table.

The player who has drunk the most glasses since 00:01 that day starts the game. If no one has had anything to drink, players roll dice to determine who will start. Play proceeds clockwise.

A trusted player at the table deals six cards to each player, or players take turns picking up the top card of the deck one by one until they each have six cards.

After everyone has received six cards, starting with the first player, players who wish can discard up to two cards face up from their hand and replace them with new cards from the deck to complete their hand to six again.

Players can discard cards again each turn. However, only the two cards drawn during the setup phase are free.



II Gameplay:

Players make their moves in the order shown below. The action order cannot be changed.

- A. Tribute Collection
- B. Move Gangsters
- C. Attack
- D. Deploy
- E. Move the Hideout
- F. Discard
- G. Draw Cards



Reaction cards, detailed below, are not subject to this order. They can be used even on another player's turn. If multiple players want to play a reaction card simultaneously, the first card dropped on the table is resolved first.



In the first round of the game, only the following actions are allowed: Deploy, Discard, and Draw (D, E, F, G). Therefore, we begin our explanation with the Open (D) move. If you'd like to see the card descriptions first, go to page 7.



D. Deploy

In this phase, new cards are deployed to the table by paying money. Each card's value is **one less than the number on the card**.

There is no limit on deploying cards; players can deploy as many cards as they want as long as they can pay the price.

Only one business can be built over the Hideout (see page 10). Businesses cannot be built over or combined with each other.

The placement of the cards on the table is shown in the picture above.

Gangsters can be placed on top of businesses and hideouts. Gangsters whose combined power is equal to or less than the building's income can be placed on top of businesses and hideouts.

Don't forget to set aside money to draw new cards.



E. Moving the Hideout

Players can move the Hideout below a business if they have one. Gangsters that are currently deployed on the Hideout move with it. Always having a building above the Hideout is crucial for your defense.



F. Discard

Players may discard up to four cards from their hand. These discarded cards are placed face-up next to the draw pile.

G. Draw

Players can complete their hand to six cards by drawing cards. The player announces the **number of cards they will draw**. **Players must pay one less than the number of cards they will draw**. If two cards are to be drawn pay 1, three cards: 2. Players who draw one card do not pay. Players draw all cards from the deck simultaneously. They cannot draw again after seeing the cards. Players cannot draw cards if their hand have or would have after the draw more than six cards. Players with six or more cards in their hand cannot draw another card.

When the draw pile is finished, the discard pile is shuffled and placed face down on the table, and the game continues.

ALL ROUNDS FOLLOWING THE FIRST ROUND STARTS WITH A TRIBUTE COLLECTION ACTION.

A. Tribute Collection

Hideout earns 3 money. Additionally, each business brings in money based on its capacity. The tribute cards (Hideout and Business) have money images on them. If there is not enough enough money left on the table, they take all the remaining money and **the countdown** begins, as described below. (See page 11)

B. Moving Gangsters

Gangsters deployed on businesss are moved to other businesss or discarded if there is no place left for them to fit.

Gangsters who are "HIDDEN" due to previous round attacks or the "POLICE" card (see page 10) are placed in their businesss or discarded. Gangsters who run out of places to fit into are forced to be discarded.

In the picture on the right, HIDDEN gangsters are circled in red.



C. Attack

Only gangsters deployed on businesss and the Hideout can be used in attacks. It is possible to attack a business with multiple gangsters. Gangsters can leave from different businesss and attack the same target.

During the attack phase, the player can make as many attacks as he wants.



A business can only be attacked once. Therefore, the player targeting a Hideout must plan their attack effectively to suit this purpose. (See page 10 "Attacking the Hideout")

Attacking and defending gangsters simultaneously deal damage to each other, each equal to their respective strengths. Damage is distributed starting with the weakest defending gangster. After all gangsters in the business are killed, the remaining damage is dealt to the business.

Gangsters who are not killed and businesses that are not destroyed will not be damaged and their health will not be reduced.



In the example above, the defending Gangsters on the right will die, but the shop will not be destroyed because it only takes one damage.

The damage dealt to attackers by gangsters defending their business is calculated in the same way. The damage inflicted by both attack and defense is considered to have occurred simultaneously.

If the attacking gangsters' total damage is equal to or greater than the total power of the gangsters in the business and the business's income, the business is destroyed. **If the business is destroyed, the player will steal money equal to the business's income.** Unlike attacks on a hideout, if the business is destroyed, players who cannot pay the tribute will not be eliminated from the game.



In the example below, the business will be destroyed, and since the damage will be distributed starting with the weakest Gangster, only the attacking Gangster on the left with a strength of 1 will die. The defender must pay the attacker 4 tributes if they have the money, as the business will be destroyed.

Gangsters that participate in an attack become "HIDDEN" after the attack is resolved. They return during the next Gangster Move (C) phase. Hidden Gangsters do not take up space in businesses. Hidden Gangsters can be targeted with the "TURNCOAT" card.

III. Cards:

A. Gangsters:

Gangsters are the firepower of the mafia. Attacks can only be carried out by Gangsters. When attacked while deployed on their business, they are the first to take damage and deal damage to the attacking gangsters.

All Gangsters have the firepower and health equal to the number displayed on the card. Gangsters who are not depleted of health after a fight are considered to have full health as soon as the attack is resolved. This means they will not be left injured.

Every Gangster's cost is one less than the number on it. This way, Gangsters with a power of "1" are free.

Each Gangster in a business requires an income equal to their own power. The total power of the Gangsters in a business cannot exceed the income of the business. For example, two Gangsters with a power of "2", or one Gangster with a power of "3" and one Gangster with a power of "1" can be placed on top of a Casino that generates 4 income.

Gangsters who go on the offensive or are warded off with the POLICE card are hiding in an undisclosed location in the city. Therefore, they remain in the "HIDDEN" state until the player's next Gangster Move action. Hidden Gangsters are turned sideways to indicate this.

Gangsters who are "HIDDEN" are not considered to be taking up any space in the business.

If there are not enough jobs for Gangsters on the table at the end of the Player's (C) Move Gangsters phase, the Gangsters that cannot be placed are discarded.

Gangster Numbers in the Deck

1 power: 14 pieces, 2 power: 10 pieces, 3 power: 8 pieces, 4 power: 4 pieces.





B. Businesses

Businesses provide income to the mafia and also shelter the gangsters.

Businesses have no firepower, so when attacking businesses that do not have Gangsters on them, the attacker will not take any damage.

Each Business provides income and have health equal to the number on the card, and can host as many Gangsters upto its income.

Businesses are deployed for a fee equal to one less than the number written on them. This way, (1) income-generating Moonshine Still is free.

If a Business is destroyed as a result of an attack, the attacking player steals money from the defending player (if the player has money) equal to the Business's income. There are no consequences if the defending player cannot pay.



Number of Businesss in the Deck

1 comes Moonshine Still: 10 pieces, 2 comes Bootlegger: 8 pieces,

3 income Speakeasy: 6 pieces, 4 income Casino: 4 pieces.



C. Reactions



Each player wagers 2 tokens.
Host rolls 2 dice and takes the
highest, other players roll one.
In case of a tie, players roll one
die until resolved.
Highest roller takes it all.
Poker Night cannot be used in
the first round

Reaction cards can be played at any time, even on another player's turn, with one exception noted in the card descriptions below. Reaction cards are gray. After being used, they go to the discard pile.

When a reaction card is used to counter an attack, the reaction card is resolved first. If more than one player plays a reaction card, the first card on the table is resolved first.



1. Poker Night:

3 pieces Each player with two or more coins in their hand places two coins on their Poker Night card. Players with less than two coins are not eligible to participate in the poker game. The player using the card is the host, and therefore, based on their prior "preparations," rolls two dice and uses the higher one. The other players roll one die each. The player who rolls the highest dice takes the pot. If more than one player rolls the highest dice, they roll one die each until the tie is broken.

Not available in the first round of Poker Night.

(Optional rule: After a Poker Night Card is played, it is placed in the discard pile and placed in a box so it cannot be played again.)





2. Police:

4 pieces. Police cards can be used in two different ways:

a) To make a Business vulnerable by kidnapping Gangsters and putting them in a "HIDDEN" state.

b) To block an attack on a Business or Hideout. When used for this purpose, the attacking Gangsters will not deal any damage but will remain in a "HIDDEN" state.



3. Bribe:

4 pieces. Bribe is used to counter and disable the Police card. A Bribe card can be disabled with another Bribe card. No payment is required to use a Bribe card.



4. Drive-by:

5 pieces. Drive-By symbolizes a car full of gangsters spraying a business with bullets as they pass by. Can only be used on a business. The player that uses the card rolls a die.

Each Drive-By card deals damage to a Business equal to the number shown on the die. Damage is distributed starting with the weakest Gangster.

More than one Drive-By card can be used simultaneously by one or more players. The number of Drive-By cards to be used must be determined before the dice are rolled. In this case, the total damage from the dice rolled is dealt simultaneously.

With Drive-By, even if the business is demolished, no money is stolen.



5. Turncoat:

3 pieces. The player using the Turncoat card can take any Gangster deployed on a business or is HIDDEN, with two exceptions.

- i) Gangsters in the Hideout are the mafia boss's most trusted men and will not betray him. Therefore, Gangsters in the Hideout cannot be targeted by the Turncoat card.
- ii) To take a "4" power Gangster, the player playing the Turncoat card must have deployed one Casino card. This is because Gangsters with a power of 4 can only work in the Casino.



D. Hideout

This card symbolizes the mafia boss's study in the basement where he and his safe are located.

The Turncoat card cannot be used on Gangsters placed on the Hideout.

Drive-by is not allowed on the Hideout.

The Police card can only be used to block incoming attacks to a Hideout.

The player must open their first Business above their Hideout. Players can move their Hideout below an existing Business.

Hideout is the only card that provides both income and deals damage.





Attack on the Hideout:

The player performing the attack must declare whether they are attacking the Hideout or just the business above the Hideout.

If only the Business above the Hideout is targeted by the attack this a normal attack and will be resolved as described previously. The Hideout and the Gangsters inside the Hideout will not respond to this attack.

!!!REMEMBER THE ONE ATTACK RULE!!!

A player who attacks the Business above the Hideout cannot attack the Hideout in the same turn.

Add all the numbers above the Hideout and subtract the power of the incoming attack from that number. If the remaining number is 0 or greater, the Hideout's defenses have been breached.

If the defense is passed, the tribute demanded from the opposing player is found by rolling the dice.

If there is a business above the Hideout, this business will also be destroyed, and as a result, more money will be stolen as much as the profit of the destroyed business.

In the picture on the right:

$$11 - 11 = 0 + 3 \text{ (ZAR)} + 3 \text{ (Business)} = 6$$

Hideout : 3

Gangsters above the Hideout : 3

Business (Speakeasy) : 3

Gangsters at Work : 2

TOTAL : 11

If the defending player cannot pay this amount, their Hideout will be destroyed and they will be out of the game.

In the image on the right, an attack with a power of 11 is made. Since the total damage is equal to the defense, the defending player must pay 6 coins, including the number of points on the dice (3) plus the Speakeasy above the Hideout being destroyed (3). If they cannot pay, they are



out of the game. The attacking player will take a total of 8 damage, 3 from the Hideout and 5 from the Gangsters.

The Player that destroys an Hideout takes other players all cards including his Hideout, the card deployed on the table and HIDDEN Gangsters. Players cannot deployed more than one Hideout this card will be used in point calculation at the end of the game. If the eliminated player has already destroyed an Hideout that card will also be handed to the attacker.

IV. Winning the Game :

A. War

The player who removes two opponents from the game by destroying their HIDEOUTS wins the game.

B. Countdown

At the end of the game, the player with the most points wins. In the event of a tie, the total value of the businesses is considered. If the total value of the businesses is also tied, the player with the most money wins.

1. Countdown Begins

In the following three cases, a 4-round countdown will start and the counter will not stop under any circumstances.

1. The first time a player destroys another player's Hideout,
2. The first time a player cannot take all the tribute form the table on the Tribute collection phase,
3. When one player has one-third of the total amount of money. For example, in a four-player game, when one player has $(60/3=20)$ 20 coins. If one-third of the money is not a whole number, it is rounded up.

Starting with the end of their next turn the player who triggered one of the three conditions above takes one of the four countdown tokens at the end of his each turn. If the player who started the countdown is eliminated, the previous player continues the countdown.

When the last countdown token on the table is taken, the game ends and the points are calculated as explained below.

2. Point Calculation:

A Hideout destroyed by a player is worth 10 points.

Each card face up on the table is worth points equal to the number on it, including any gangsters that are HIDDEN.

The money in the player's treasury is also added to the point total.

C. Money *(This is an optional win condition; players must decide at the beginning of the game whether to use this rule or not.)*

The player who has more than half of the money in play at the end of their round wins. If the half of the money is not a whole number, it is rounded up.



Action Order:

- TRIBUTE COLLECTIN
- MOVE THE GANGSTERS
- ATTACK
- DEPLOY
- HIDEOUT/BOSS CARRY
- DISCARD
- DRAW

Designer Contact Information

