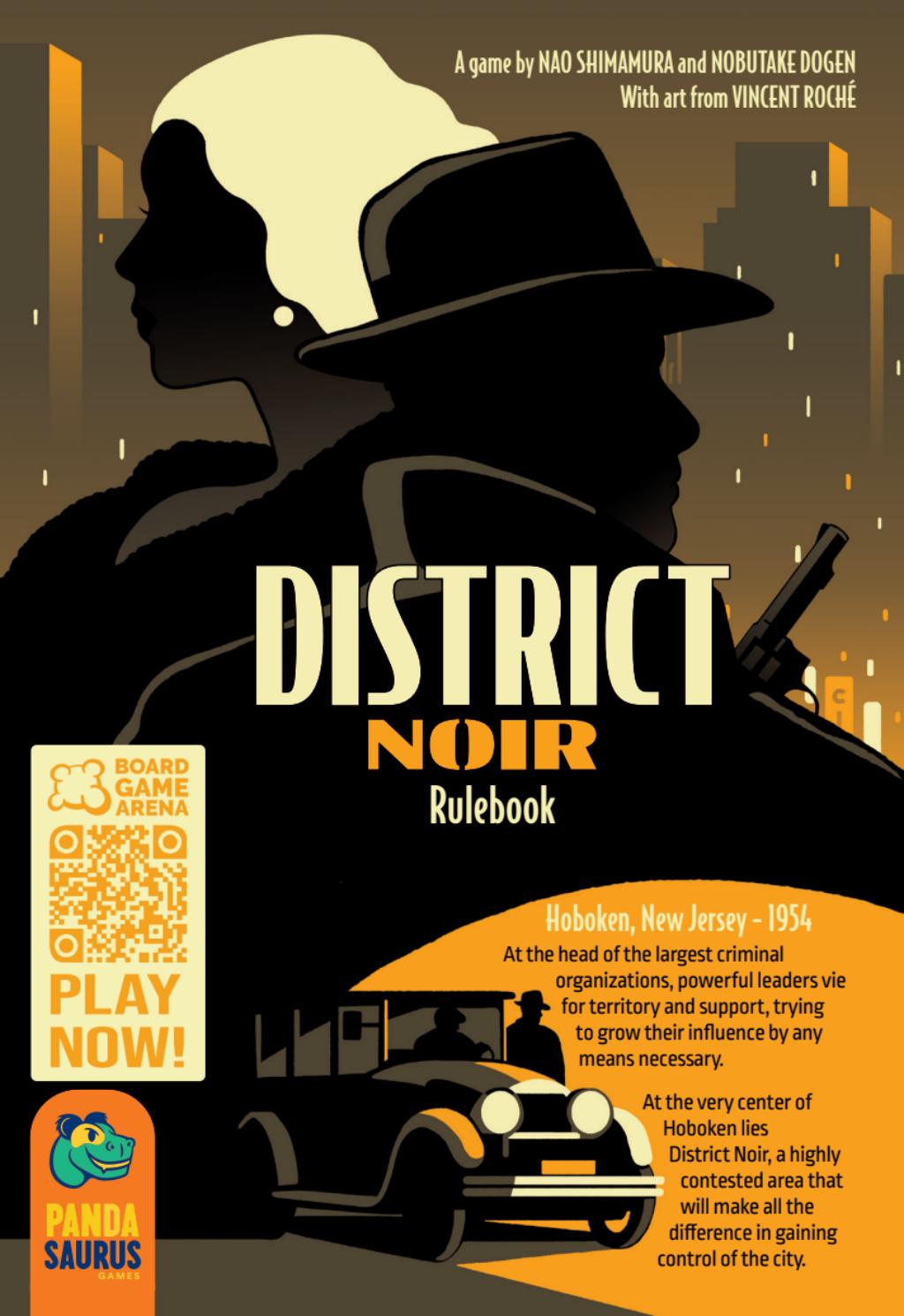


A game by NAO SHIMAMURA and NOBUTAKE DOGEN
With art from VINCENT ROCHE



DISTRICT NOIR

Rulebook

BOARD
GAME
ARENA



PLAY
NOW!



PANDA
SAURUS
GAMES

Hoboken, New Jersey - 1954

At the head of the largest criminal organizations, powerful leaders vie for territory and support, trying to grow their influence by any means necessary.



At the very center of Hoboken lies District Noir, a highly contested area that will make all the difference in gaining control of the city.

GAME OVERVIEW

You are engaged in an all-out battle for the control of District Noir.

There are two ways to victory: win over District Noir's various **SUPPORTS**, or directly control the **CITY**'s three strategic locations.

Clever maneuvers require careful choice of your own actions, while also ensuring you control what actions your opponent can take.

COMPONENTS

47 cards, divided as follows:

- 26 **SUPPORT** cards: 5 of value 5, 6 of value 6, 7 of value 7, 8 of value 8
- 7 **ALLIANCE** cards
- 9 **BETRAYAL** cards
- 3 **CITY** cards
- 2 double-sided **SUMMARY** cards

And 1 double-sided **FACTION** token

GAME ELEMENTS

SUPPORT CARDS

These cards represent the groups of major influence in District Noir. Each group of **SUPPORTERS** has a set number of members, and you will need to get the majority of them to gain their victory points and win the game.



CITY CARDS

These 3 cards represent the 3 key places of the **CITY**: the docks, the police station and the city hall. **If you manage to obtain all three cards, you immediately win the game!**



ALLIANCE AND BETRAYAL CARDS

These cards represent the deals or treacheries that mark your path to control of the District Noir. It's up to you to get the good cards and avoid the bad ones!



DOUBLE-SIDED FACTION TOKEN

This token shows the two **FACTIONS** that can be played. Each player will choose one of the two **FACTIONS** at the beginning of the game and then flip the token to determine who takes the first turn at the beginning of each round.



CREDITS

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SETUP

- 1 Shuffle the 45 cards in the deck. Then **REMOVE THREE CARDS WITHOUT LOOKING AT THEM** and return them to the game box. They will not be used during this game.
- 2 **DEAL FIVE CARDS FACE DOWN** to each player. These cards are your starting hand.
- 3 Place the deck in the center of the table, within reach of both players. Finally, **DRAW TWO CARDS FROM THE DECK AND PLACE THEM FACE UP IN THE CENTER OF THE TABLE**, in a row next to the deck.
- 4 Each player chooses a different side of the **FACTION** token. Toss the token and give it to the player who chose the side that landed face up. They will be the first player of the first round.



FLOW OF THE GAME

One game is played over **four rounds**. Each round, you will take turns to perform one of two possible actions, starting with the first player:

- **Play a card to the end of the row**
- **Take 5 cards starting with the last card in the current row** (only once per round).

Both players will play 6 turns during each round.

PLAY A CARD

Choose a card from your hand and place it **at the end of the row**. If your hand is empty, you can no longer choose this action and **MUST** choose the second action (see below), taking cards from the center of the table.

TAKE FIVE CARDS FROM THE CENTER

Starting with the last card in the current row, take **exactly five cards**, and place them in front of you, sorting them by type (different **SUPPORTERS**, **ALLIANCE**, **BETRAYAL**, and **CITY** cards).

You cannot choose this action if there are no cards available in the center of the table. However, it is possible to perform this action if there are less than five cards available. In this case, take all the cards that are available.

Note: The cards collected and placed in front of each player are kept until the end of the game.

Important! Players may perform the **TAKE FIVE CARDS FROM THE CENTER** action **only once per round**. Once a player has performed this action, they must now perform the **PLAY A CARD** action on their next turns, until the end of the round.

Each round, both players will perform the **PLAY A CARD** action 5 times and the **TAKE FIVE CARDS FROM THE CENTER** action once.

EXAMPLE OF A ROUND



Elodie has just placed a **value 5 SUPPORT** card from her hand at the end of the row [A].

It's now *Lana*'s turn and she decides to take some cards to put them in front of her. She picks up the last 5 cards played in the row [B]. It is now *Elodie*'s turn again.

END OF A ROUND

A round ends when both players have performed **six actions**. Both players' hands will then be empty. **When the round is over, if the deck is empty the game is over**, and each player calculates their score to determine who wins. If there are still cards in the deck, the players draw five cards each to make a new hand and another round begins. Give the **FACTION** token to the second player, who turns it over to show their **FACTION**'s symbol and then becomes this round's first player.

Note: there may still be cards in the row at the end of the round. Leave them in the row for the next round.

Important! During any round, if a player manages to collect all three **CITY** cards, the game ends immediately and that player **wins the game** without calculating scores.

END OF THE GAME

The game ends when the players have played **four rounds** (as the deck is empty). The scores are calculated as follows:

- For each of the different groups of **SUPPORTERS**, the player who has the **majority of those cards** scores victory points equal to the number shown on **that SUPPORT type**.
- If there is a tie for a type of **SUPPORT**, neither player earns those victory points.
- Each set of **four different SUPPORTERS** earns the owner **five additional victory points**.
- Players then add and/or subtract the points on their **ALLIANCE** and **BETRAYAL** cards from their victory point total.

The player with the highest total of victory points wins the game. If there is a tie, the player with the majority of **value 8 SUPPORT cards** wins. If there is still a tie, check who has the majority of **value 7 SUPPORT cards**, and so on.

Note: **CITY cards are not worth any victory points at the end of the game.**

EXAMPLE OF SCORING

ELODIE
SCORES 19
POINTS
2 SETS OF 4 COLORS
 $5+5=10$ POINTS
-3 POINTS
0 POINTS

5 POINTS		0 POINTS
0 POINTS		0 POINTS
7 POINTS		0 POINTS
0 POINTS		8 POINTS

LANA
SCORES 21
POINTS
ONE SET OF 4 COLORS = 5 POINTS
8 POINTS
0 POINTS