

DISTRICT NOIR

by Nobutake Dogen & Nao Shimamura (standard deck port by Vitor Gatti)

10+ | 2 players | 15 min

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.

GAME ELEMENTS

Use a regular deck of cards and sort it this way:

26 Support cards	7 Alliance cards	9 Betrayal cards	3 City cards
Eight ♦ (3 to 10)	four Js (+2)	three Aces (-1)	three Ks
Seven ♠ (3 to 9)	two red Qs (+3)	four 2s (-2)	
Six ♥ (3 to 8)	one Jk (+4)	two black Qs (-3)	
Five ♣ (3 to 7)			

SETUP

- 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.
- Deal five cards face down to each player. These cards are your starting hand.
- 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.
- Players decide who plays first.

GAMEPLAY

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 FIVE 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: 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.

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. Players alternate who plays first between each round.

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 (K), the game ends immediately and that player wins the game without calculating scores.

GAME END

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 one type scores victory points equal to the total of cards of that type (♦=8, ♠=7, ♥=6, ♣=5), 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 5 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 ♦ SUPPORT cards wins. If there is still a tie, check who has the majority of ♠ SUPPORT cards, and so on.

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

Scoring example:

Player 1	Player 2
3♣ 5♣ (+5)	7♣
4♥ 7♥	3♥ 6♥
3♠ 4♠ 7♠ (+7)	5♠ 8♠
5♦ 7♦	3♦ 4♦ 6♦ 8♦ 9♦ (+8)
Two sets of ♣♥♠♦ = 10	One set of ♣♥♠♦ = 5
Q♣(-3) 2♠(-2) J♦(+2) = -3	Jk(+4) Q♦(+3) J♠(+2) A♥(-1) = 8
Total: 19	Total: 21