

It was supposed to be an easy job, investigating this abandoned mansion. Suddenly a shot rings out in the darkness, the bullet shattering the plaster behind you. Turns out someone else is here as well, and only one of you is leaving alive.

COMPONENTS

16 Room Cards
2 Map/Action Reference Cards

SETUP

Separate the Room Cards by their backs into two sets, then give a set to each player.

Each player holds their cards in a stack (not fanned out) with the back facing their opponent.

The front card represents that player's current location and is only visible to that player.

Each player chooses their starting location by moving that card to the front of their stack.

Flip a coin to determine the starting player.

GAMEPLAY

Players take turns, trying to locate and hit their opponent, until one player is hit twice. Each turn, the active player spends up to 2 Action Points

(AP) to take one or more Actions. Actions are announced before being resolved, and may be repeated if the player has enough remaining AP.

ACTIONS

Move (1 AP) - Choose a room in the Move section () of your current location. Bring the chosen room to the front of your stack.

Shoot (2 AP) - Reveal your current location and choose a room in its Shoot section (). If your opponent is in that room, they take 1 hit. Then, you must Move (see above). This forced Move requires no additional AP.

Trap (1 AP) - Choose to either set one trap or detonate one trap.

Set Trap: Rotate your current location 90°. If you have already set two traps, you must first remove an existing trap by rotating that card upright before setting a new one. You may have traps in up to two different rooms.

Detonate Trap: Reveal your trap's location, then place it back in your stack upright to indicate that it is no longer trapped. If your opponent is in that room, they take 1 hit.

Listen (1 AP) - Your opponent must reveal one of the rooms in the Move section () of their current location. Your opponent is not required to reveal new information as long as the information they provide is true.

Trigger Room Effect (varying AP) - Reveal your current location, pay the listed AP cost, and resolve the Effect.

NOTES

Reveal: To reveal a location, simply say its name.

Second Floor: The Bedroom, Hall, Library, and Balcony are on the second floor.

Traps: You will not take a hit from detonating a trap in your current location.

WINNING THE GAME

The first player to hit their opponent twice wins the game!

VARIANTS FOR 3-4 PLAYERS

Two copies of Revolver Noir can be combined to create game modes for 3-4 players

Shooting

When you fire a shot in a game with more than two players, every other player - including any allies - must reveal whether they are in the targeted room. If more than one player answers in the affirmative, you choose who to hit.

Setting off traps

When you set off a Trap in a game with more than 2 players, each other player in the affected room - including any allies - takes a hit.

Special Actions

If a special action targets an opponent, you will choose which opponent.

Game Mode: Bounty Hunter (Players: 3-4)

Player Hit Points: 2 Player Action Points: 2

Gameplay: Play begins with any player and proceeds clockwise.

Goal: Every player is on a mission to eliminate the player on their right. Once a player is eliminated, the person on that player's left wins, regardless of who caused the elimination.

Game Mode: Team Deathmatch (Players: 4)

Player Hit Points: 1 Player Action Points: 2

Gameplay: Players are divided into even-numbered teams. Play alternates between teams until every player has taken a turn.

No shots can be fired until the second round.

When a player takes a hit, they are out of the game until their next turn, where they begin in the room of their choice. Any traps they had set are deactivated

Goal: Be the first team to score 5 hits!

VARIANTS + CHARACTERS EXPANSION

The below variants require both a second copy of the game and 1-2 characters expansions.

Team Deathmatch with Characters

Use the standard rules but before coming back a player may choose a different character.

If a player using the Thief completes the Scarab's Eye victory condition, they score 2 Hits and can enter the game as a new character.

Game Mode: Night of the Ninja (Players 3-4)

Ninja Hit Points: 1

Ninja Action Points: 2

Detective (base game) Hit Points: 5

Detective (base game) Action Points: 3

Gameplay: One player is the Detective. All other players are ninjas. When a Ninja player is defeated, they must start their next turn as far away from the last known location of the Detective as possible.

Goal: If the Detective gets 5 hits, they win! If the ninjas hit the Detective 5 times, they win!

Game Mode: Millenium Heist (4 Players)

Player Hit Points: 1 Player Action Points: 2

Gameplay: Divide players into teams. Each team should have one Thief.

When players are hit, they must start their next turn on the first floor.

Only one Scarab's Eye can be out of the Vault at any given time.

If a Thief is hit while carrying the Scarab's Eye, it is transferred to the player that hit them.

If any player carrying the Scarab's Eye starts their turn in the Foyer, their team scores.

Goal: The first team to successfully steal the Scarab's Eye twice wins!

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Xavier Davidson's REVOLVER NOIR



2 PLAYERS | AGES 10+ | 15 MINUTES