

AN AI MURDER MYSTERY GAME

ST.  
NOIRE



ST. NOIRE  
INSTRUCTION  
MANUAL

○○○○○○○

○○○○○○○

# INSTRUCTIONS

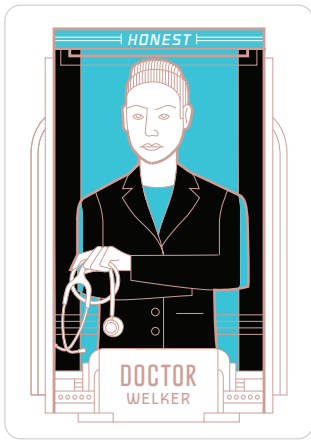
Welcome to St. Noire.  
Tic Toc... the time has come.  
There is a killer loose and now  
it's time to find them and  
bring them to justice.  
Question suspects, collect  
clues, and use your deduction  
skills to find the true killer.

**LAUNCH THE EXPERIENCE:**  
Simply say "Alexa, Open St. Noire"

**GET YOUR FRIENDS:**  
St. Noire is a collaborative puzzle game.  
Work together as a team to identify the  
murderer and solve the case.

**SET UP THE BOARD:**  
Unfold game board on table. Place weapon  
tokens on table and group by weapon type.  
Lay character cards on table spread out so  
each character is visible.





## THE PLAYERS NEED TO FIGURE OUT:

### LOCATIONS OF POSSIBLE MURDER WEAPONS

Each location has one of four types of weapons hidden away (firearms, stabbing weapon, blunted weapon or poison).

Determine which locations have a weapon that matches the description of how the victim was killed.

### SUSPECT'S WHEREABOUTS

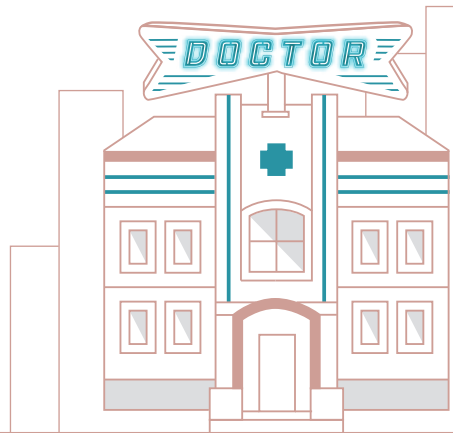
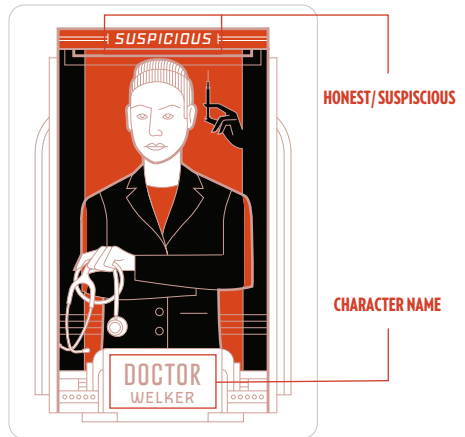
Who was at a location with the same type of weapon used to murder the victim.

### WHO IS LYING

Not everyone will give an honest answer when asked where they were or who they saw the night of the murder. Compare suspect's answers and look for inconsistencies to deduce who is telling the truth and who is a filthy liar.

## GAME STRUCTURE

A murder has occurred in the small town of St. Noire. You have seven nights to solve the case and arrest the murderer before they skip town. On each night, you may perform three actions to collect evidence and build your case.



## EACH NIGHT YOU CAN PERFORM THREE ACTIONS TO BUILD YOUR CASE:

### “INTERROGATE [CHOOSE CHARACTER]?”

Choose a character that you would like to pull into the interrogation room and ask the following questions.

***Does Not Use An Action***

### “WHERE WERE YOU THE NIGHT OF THE MURDER?”

The character you are interrogating will claim to have been at a location in town on the night of the murder. Place their character card on the board at the location they give you. Be careful, the character may be lying so place their card with the ‘SUSPICIOUS’ side face up and their position on the board showing “UNVERIFIED” until you corroborate their alibi.

***Uses One Action***

### “WHO WAS AT [CHOOSE LOCATION]?”

The character you are interrogating will have information about who was at the location across the street and to the left / right of where they claim to have been. Be careful because they may be lying so place the character card of the person they saw with the ‘SUSPICIOUS’ side face up and position at the location “UNVERIFIED” until you corroborate the story.

***Uses One Action***



### “NO FURTHER QUESTIONS.”

This ends your current interrogation session, allowing you to select another character for questioning or examine a location for weapons.

***Does Not Use An Action***

### “EXAMINE [CHOOSE LOCATION]”

You can choose a location that you would like the detective to examine. This action reveals the weapon that is hidden at your chosen location. Place the corresponding weapon token on the weapon slot at that location.

***Uses One Action***

### “I ACCUSE [CHOOSE CHARACTER] OF MURDER!”

Once you feel confident you have enough evidence, you can choose to accuse a character of murder. A correct accusation solves the case and wins the game.

***Uses One Action. If you accuse the wrong character you lose all remaining actions for the day.***

***If you accuse the wrong character TWICE, you lose the game.***

### IF YOU WANT TO FIND OUT HOW THE VICTIM WAS KILLED, SAY

#### “ALEXA, HOW WAS THE VICTIM KILLED?”

This will repeat the type of murder weapon used to kill the victim.

***Does Not Use An Action***

#### “IF YOU WANT TO FIND OUT WHAT TURN IT IS, SAY “ALEXA, WHAT NIGHT IS IT?”

This will repeat which night you are currently on and the number of remaining actions.

***Does Not Use An Action***

## WINNING THE GAME:

If you identify and accuse the correct suspect before the end of the seventh day you will have saved the town and won the game.

**BUT** if you make two incorrect accusations or run out of time, you will be pulled from the case, the real killer will skip town and you'll lose the game. Choose carefully.

### TAKING NOTES:

Use the **NOTEPAD** in the next page to track who said what in the game. A true detective always takes notes!



## NOTEPAD:

\_\_\_\_\_ said \_\_\_\_\_

\_\_\_\_\_ said \_\_\_\_\_

\_\_\_\_\_ said \_\_\_\_\_

\_\_\_\_\_ said \_\_\_\_\_

\_\_\_\_\_ said \_\_\_\_\_

\_\_\_\_\_ said \_\_\_\_\_

\_\_\_\_\_ said \_\_\_\_\_

\_\_\_\_\_ said \_\_\_\_\_

\_\_\_\_\_ said \_\_\_\_\_

\_\_\_\_\_ said \_\_\_\_\_

\_\_\_\_\_ said \_\_\_\_\_

\_\_\_\_\_ said \_\_\_\_\_

\_\_\_\_\_ said \_\_\_\_\_

\_\_\_\_\_ said \_\_\_\_\_

\_\_\_\_\_ said \_\_\_\_\_

\_\_\_\_\_ said \_\_\_\_\_

\_\_\_\_\_ said \_\_\_\_\_

\_\_\_\_\_ said \_\_\_\_\_

\_\_\_\_\_ said \_\_\_\_\_

\_\_\_\_\_ said \_\_\_\_\_

was at \_\_\_\_\_

was at \_\_\_\_\_

was at \_\_\_\_\_

was at \_\_\_\_\_

was at \_\_\_\_\_

was at \_\_\_\_\_

was at \_\_\_\_\_

was at \_\_\_\_\_

was at \_\_\_\_\_

was at \_\_\_\_\_

was at \_\_\_\_\_

was at \_\_\_\_\_

was at \_\_\_\_\_

was at \_\_\_\_\_

was at \_\_\_\_\_

was at \_\_\_\_\_

was at \_\_\_\_\_

was at \_\_\_\_\_

was at \_\_\_\_\_

was at \_\_\_\_\_

## NOTEPAD:

\_\_\_\_\_ said \_\_\_\_\_

\_\_\_\_\_ said \_\_\_\_\_

\_\_\_\_\_ said \_\_\_\_\_

\_\_\_\_\_ said \_\_\_\_\_

\_\_\_\_\_ said \_\_\_\_\_

\_\_\_\_\_ said \_\_\_\_\_

\_\_\_\_\_ said \_\_\_\_\_

\_\_\_\_\_ said \_\_\_\_\_

\_\_\_\_\_ said \_\_\_\_\_

\_\_\_\_\_ said \_\_\_\_\_

\_\_\_\_\_ said \_\_\_\_\_

\_\_\_\_\_ said \_\_\_\_\_

\_\_\_\_\_ said \_\_\_\_\_

\_\_\_\_\_ said \_\_\_\_\_

\_\_\_\_\_ said \_\_\_\_\_

\_\_\_\_\_ said \_\_\_\_\_

\_\_\_\_\_ said \_\_\_\_\_

\_\_\_\_\_ said \_\_\_\_\_

\_\_\_\_\_ said \_\_\_\_\_

\_\_\_\_\_ said \_\_\_\_\_

was at \_\_\_\_\_

was at \_\_\_\_\_

was at \_\_\_\_\_

was at \_\_\_\_\_

was at \_\_\_\_\_

was at \_\_\_\_\_

was at \_\_\_\_\_

was at \_\_\_\_\_

was at \_\_\_\_\_

was at \_\_\_\_\_

was at \_\_\_\_\_

was at \_\_\_\_\_

was at \_\_\_\_\_

was at \_\_\_\_\_

was at \_\_\_\_\_

was at \_\_\_\_\_

was at \_\_\_\_\_

was at \_\_\_\_\_

was at \_\_\_\_\_

was at \_\_\_\_\_

DESIGNED BY



FEATURING



ILLUSTRATION AND  
TYPOGRAPHY BY





