

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!

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ART: JONATHAN FISHER
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Xavier Davidson's

REVOLVER NOIR



2 PLAYERS | AGES 10+ | 15 MINUTES

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

Flip a coin to determine the starting player.
Each player chooses their starting location by moving that card to the front of their stack.
The front card represents that player's current location and is only visible to that player.
Each player holds their cards in a stack (not fanned out) with the back facing their opponent.
sets, then give a set to each player.

SETUP
Separate the Room Cards by their backs into two
2 Map/Action Reference Cards
16 Room Cards

COMPONENTS
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.

(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.

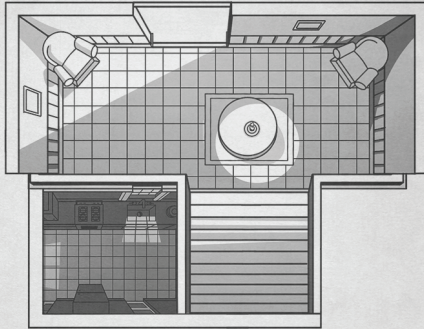
Shoot (2 AP) - Reveal your current location and choose a room in its Shoot section (🔦). If your opponent is in that room, they take 1 hit. Then, you must Move (see above). This forced Move requires no additional AP.

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.

BALCONY



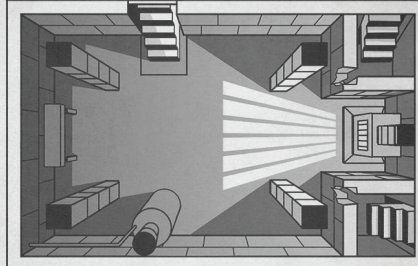
Hall, Foyer



Balcony, Hall, Foyer, Kitchen, Dining Room

Jump The Railing (0 AP): Move directly to the Kitchen.

BASEMENT



Foyer, Dining Room, Library



Basement, Foyer, Dining Room

Control Panel (1 AP): Place a trap in any other room. It cannot be activated manually, but activates automatically at the beginning of your next turn without costing any additional AP.

BEDROOM



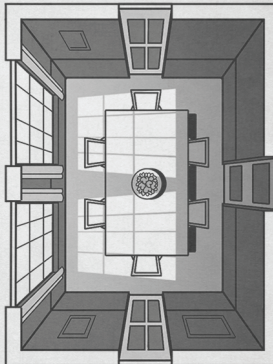
Hall, Kitchen



Bedroom, Hall, Balcony

Flood Lever (1 AP): Flood the Basement. A player in the Basement takes 1 hit and must immediately move. The Basement is inaccessible until your next turn.

DINING ROOM

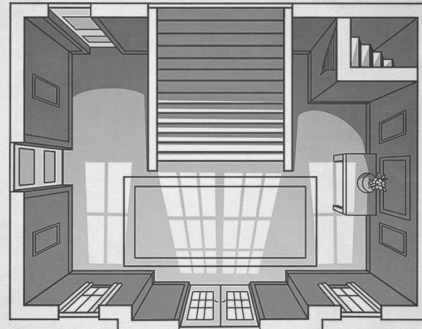


Foyer, Kitchen, Basement



Dining Room, Foyer, Kitchen

FOYER



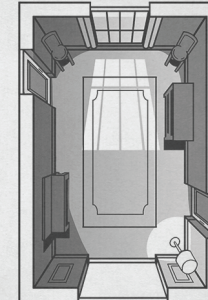
Balcony, Basement, Kitchen, Dining Room



Foyer, Dining Room, Kitchen

Echoes (0 AP): Listen for 0 AP. If your opponent is on the second floor, they must reveal their exact location.

HALL



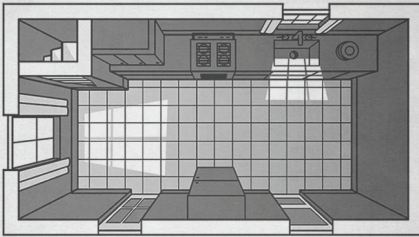
Balcony, Bedroom, Library



Hall, Balcony, Bedroom, Library



KITCHEN



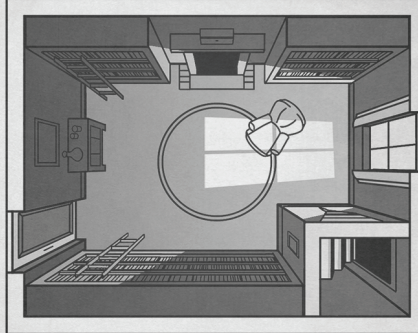
Bedroom, Dining Room,
Foyer



Kitchen, Dining Room,
Foyer

Energized (0 AP): If you start your turn in the Kitchen, you have 3 AP this turn.

LIBRARY

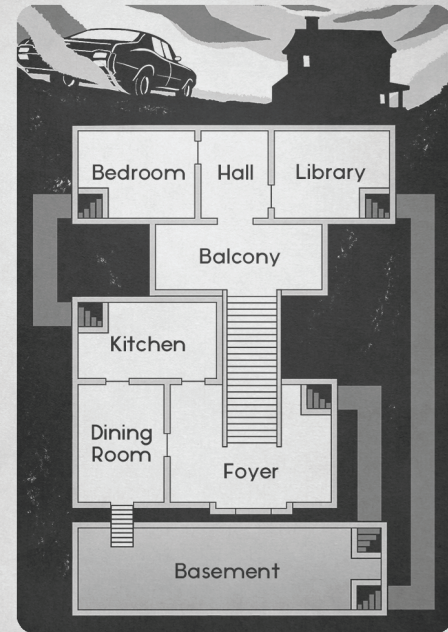


Hall, Basement

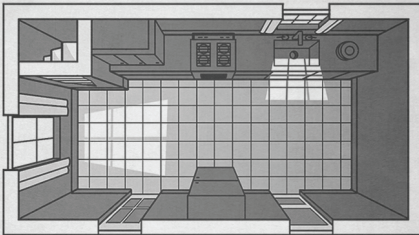


Library, Hall, Balcony

Trap Door Switch (1 AP): A player in the Kitchen move immediately to the Basement. If the Basement is flooded, they take 1 hit and move again.



KITCHEN



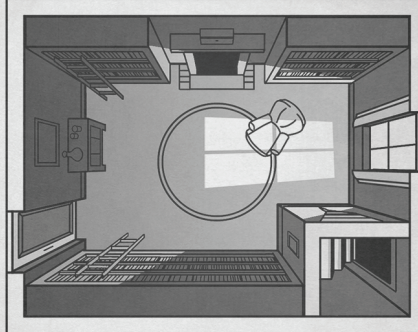
Bedroom, Dining Room,
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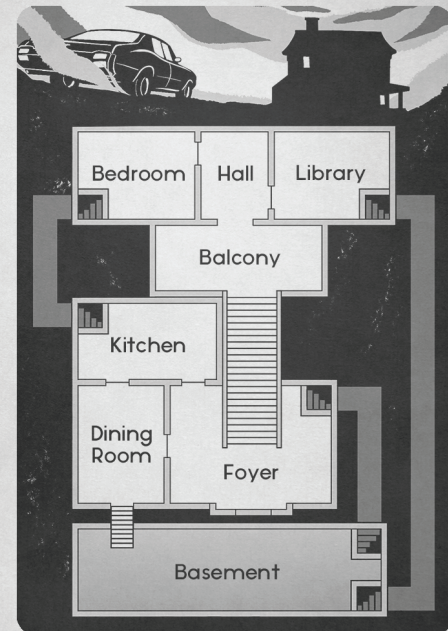


Hall, Basement



Library, Hall, Balcony

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REFERENCE

Players may spend 2 AP per turn.

Move (1 AP): Move to an adjacent room.

Shoot (2 AP): Reveal your location to fire a shot. You must immediately move to an adjacent room.

Listen (1 AP): Your opponent must reveal one room which they could Move to next turn.

Trap (1 AP): Turn your location card 90 degrees to set a trap in that room. Limit of 2 traps per player.

-OR-

If you have already placed a trap, detonate it.

Trigger Room Effect: Trigger the effect of your current location.



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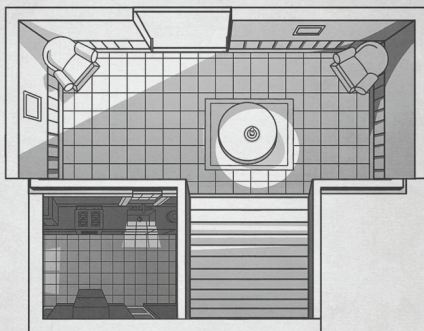
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BALCONY



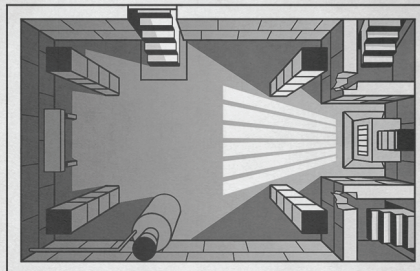
Hall, Foyer



Balcony, Hall, Foyer, Kitchen, Dining Room

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BASEMENT



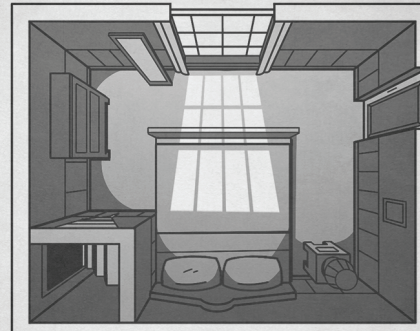
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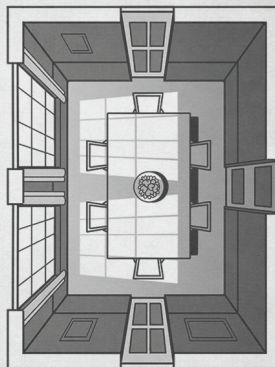
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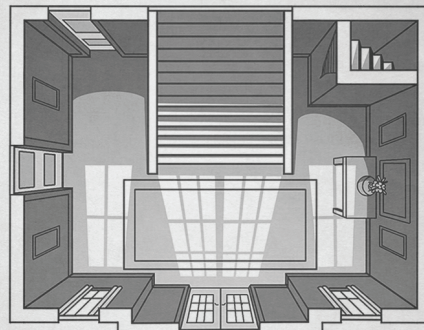


Foyer, Kitchen, Basement



Dining Room, Foyer, Kitchen

FOYER



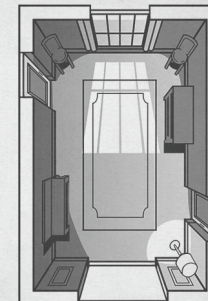
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