

NOBI NOBI SWORD

RULEBOOK



Arclight
Games

TAKASHI KONNO



NOBI NOBI SWORD

Big adventures in small boxes!

Dragons, spirits, paladins, temples to explore and noblemen to protect...

Welcome to a world of fantasy and combat!

In this fast-paced and fluid tabletop role-playing game, your quest will grow card by card, as the many clues and plot twists unfold.

Roll the dice, play your cards, and build your story with your friends. Everything you need is in this box – just add a pinch of imagination!

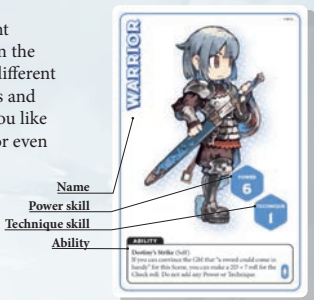
Simple and easy to learn, Nobi Nobi will cast a spell on new and experienced role-players alike!

CONTENTS

8 CHARACTER CARDS

Each card features a different character on the front and in the back. Each character has a different profession, different abilities and skills. Select the character you like best, based on their ability or even just on the illustration.

CHARACTER CARD



20 LIGHT CARDS

You gain one of these cards when you successfully complete a Scene. Light cards add Skill bonuses and interesting Abilities to the characters.

20 DARKNESS CARDS

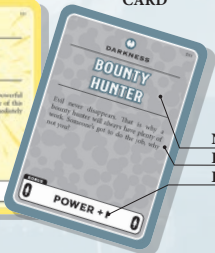
You obtain one of these cards when you fail a Scene Test. Darkness cards add unexpected characteristics to the characters and make them more interesting.

LIGHT CARD



Effect:
This can be a bonus to a Skill or a new Ability.

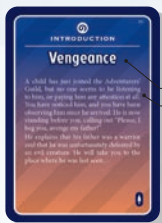
DARKNESS CARD



Name
Description
Effect

8 INTRODUCTION CARDS

These cards provide an introduction to the story. They should be used as a reference during the first few game.



Name
Description

40 SCENE CARDS

The contents of these cards are very varied, from epic battles to everyday situations. Connecting these Scenes with one another will allow you to build your own story.



Name
Description
Effect

8 EPILOGUE CARDS

One of these cards is drawn randomly at the end of the game. It provides the conclusion to the story and a final Test to face.



Name
Description
Effect

6 SIX-SIDED DICE

These dice are used to play out the story and move it along. They are placed in the center of the table so all players can easily reach them.



GM CARD

This card designates the current GM (Game Master). It is passed clockwise from one player to the next at the end of each Scene.



MAIN CHARACTER CARD

This card indicates the Main Character of the current Scene. It is passed clockwise from one player to the next at the end of each Scene.



REFERENCE CARD

A summary of Nobi Nobi's rules on a single card. Keep it close by during the first few games.



RULES

Just read through and start playing.

2 SPECIAL TABLE CARDS

The two double-sided cards, Objects 1 and 2 and Opponents 1 and 2, can be used to randomly create objects and opponents with a roll of the dice, whenever you need some help playing out a Scene and you're all out of ideast.



SETTING UP THE GAME

CHOOSE A CHARACTER CARD

There are 8 double-sided Character cards, making a total of 16 characters. The cards have different characters with different looks and abilities on front and back. Each player can freely choose their preferred character.

PREPARE THE TABLE

Shuffle each of the packs of cards separately, then place the Scene, Light and Darkness cards face down in the center of the table along with the dice. Shuffle the Introduction and Epilogue decks separately and set them to one side, as they will only be used once per game.

CHOOSE THE FIRST GM AND THE FIRST MAIN CHARACTER

Select the first GM using the method of your choice (play rock, paper, scissors for it, etc.). Anyone who has some experience of role-playing games (RPGs) would be a good choice for this role. The chosen player receives the GM card, and the player to their left becomes the first Main Character and receives the relevant card.

INTRODUCTION

One of the players draws an Introduction card and reads it out loud. Once everyone has had a moment to imagine the situation, you are ready: it's time to head off on your adventure!





Everything is ready,
the introduction is done,
time to play!

You can also choose to change
the introduction and adapt it
to the type of adventure
that you want to enjoy!

PLAYING THE GAME

- The GM draws a Scene card and reads it out loud.
- The Main Character tries to resolve the Scene with a Skill check (=> page 11) or by a Role-play challenge (=> page 13).
- The Main Character gains a Light card if they successfully complete the Scene, and a Darkness card if they don't.
- The GM and Main Character cards are passed to the next players clockwise: the Main Character becomes the GM and the next player to the left becomes the Main Character.

Continue the game by repeating these steps.

CONNECTING THE SCENES

Sometimes, the Scene card that has just been drawn will seem to have very little to do with the previous one. The GM's task is to weave the scenes together into a story. It doesn't matter if the connection seems far-fetched or forced; the most important is to make it creative. Don't worry about the result; strange and unexpected connections sometimes make the most interesting stories!

DARKNESS AND LIGHT CARDS

When a player gains a Light or Darkness card, they should place it face up on the table in front of them.





The GM sets up the Scene,
the Main Character plays it out.

MAIN CHARACTER

Scenes can be
connected freely.

Dragon's
lair

School

Ship in
a storm

Elevator

Even if you think that there
can't be anything in common
between the Scenes, don't panic,
just find a way to force them
together. The result will be
even more fun!



SKILL CHECK

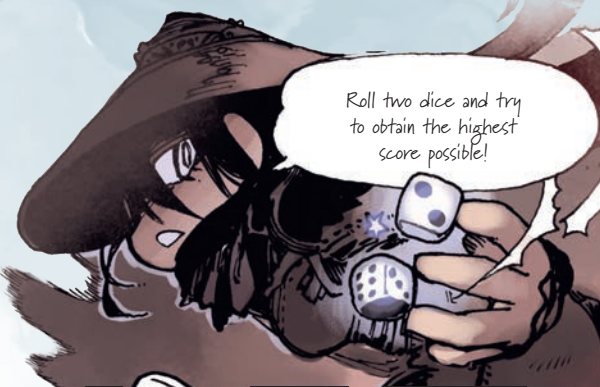
- The Main Character rolls 2D (2 six-sided dice) and adds their score to the Skill designated for the Check: Power or Technique.
- If the resulting total is higher than or equal to that required by the check (for example “Technique: 11”), the check is a success. If the total is lower, then the check has failed.
- Some cards may give you additional or different instructions to follow in order to resolve a check.

ABILITIES

Each character has an Ability that can help you during your adventures. More abilities may be obtained from the Light and Darkness cards that you gain during the game.

- The descriptions for the Abilities explain how and when you can use them. For example, “Solo” means that you can only use the Ability during your own Tests; “Assist” means that you can use it to help another character during their Tests; “Permanent” designates an Ability that is always active.
- If you wish to use an Ability on a Skill check, you must announce it BEFORE rolling the dice.
- Unless indicated otherwise, each character may only use one Ability per Scene.

Note: the current GM’s character and cards are not used during the Scene.



Roll two dice and try
to obtain the highest
score possible!

2 DICE



POWER/TECHNIQUE

+4

SKILL CHECK DIFFICULTY

≥ 13

If the score is higher or
equal, it's a **SUCCESS!**

DIFFICULTY

20

Oh no!

It's too
tough!

If you think you'll fail the
Check, you can suggest a
few ideas to the GM to
convince them to reduce the
Difficulty...

or you can simply accept the
fact that you're not going to
make it, and that it's not a
big deal!



ROLE-PLAY CHALLENGE

Follow the instructions on the Scene card and simply state what your character would do, “as the character”.

This is where you actually get to play a role.

But don't get stage fright, there's no need for any improv' skills, acting techniques or anything like that!

You can simply express yourself normally, for example, saying “I did this” or “I'm going to do that”.

The most important is to have fun together and try to involve the other players.

SUCCESS OR FAILURE

During Role-play Scenes, the GM does not intervene, but they alone decide if the Scene is a success or a failure.

They could say “I like your idea, it's a success!” or “You played that out really well, but I'm afraid you've failed.”

The GM can decide freely, and whatever the decision, it's not a big deal.



Some players feel a little self-conscious
when it comes to acting
like their character.

I do
too...

In that
case...

You can simply say what you want
the character to do, for example
"I'm going to ruffle the cat's fur".
You don't need to speak or act
like your character,
just simply state what they intend to do.
Everyone has their own way of playing!

EPILOGUE

Once each of the players have been the GM 3 times, the story reaches its end. The players need to face one last challenge!

PLAYING OUT THE EPILOGUE

- There is no GM during the Epilogue.
The players manage the Scene collectively.
- Only Abilities with the indication “All” or “Permanent” can be used.
- NPCs (Non-Player Characters, secondary characters) can join in this Scene if they come from Light or Darkness cards.

DEFEAT THE FINAL BOSS

A player draws an Epilogue card and reads it out loud. Not all Epilogues are as simple as a final combat against a more powerful opponent. If you prefer to end the story with an epic battle, you can simply continue drawing new cards from the deck until you get one that suits you.

WRAPPING UP THE ADVENTURE

Even if you fail the final Test, that doesn't mean that the game itself is over.

Whether you head off in search of new adventures or seeking revenge, you can always play another game. After all, having a good time with your friends is the game's true reward! Once your adventure is over, if you still have time, you can start another one, and maybe you can pick a different character this time.

Failure or success doesn't
make much of a difference.

Your adventure will lead you through
situations and interactions to
the inevitable Epilogue... Just trust
the dice, and your companions!



TWO-PLAYER GAMES

The recommended number of players for this game is 3 to 5 (referred to as “regular play” below), but it can be played by 2 people by making the following changes to the rules:

- Each player picks 2 Character cards, a main one and a second as a support character.
- The two players play the Main Character and the GM in turn, Scene after Scene as they do in regular play.
- The GM can use their own characters to help the Main Character.
- Once both players have each been GM 3 times, they move on to the Epilogue, just as they would in regular play.

SOLO PLAY

Using the following modifications, you can even play on your own!

- Select a character.
- Draw a Scene card and play it out as you would in regular play. You are both the GM and the Main Character for every turn. Reduce Skill check difficulties by 4. For Role-play challenges, imagine how they could play out and be resolved.
- Instead of speaking out loud, write down what your character says and does during the Scenes. You can do it on paper, on your computer or even post it to social media!
- After 5 Scenes, draw an Epilogue card.
- Ignore the Epilogue’s Test. Instead, try to imagine the most interesting outcome and write it down.
- Write out the story’s Epilogue, then give it a read through and make any necessary corrections. It’s ready to be shared!

OTHER RULES

USING THE OPPONENT/OBJECTS CARDS

In some cases, you may be stuck for ideas on how to connect the Scenes or describe their conclusion. When that happens, you can use these cards by rolling the dice to select the elements randomly.

It's best to use this tool sparingly, don't let your imagination rest for too long!



GLOSSARY

2D

Two dice (D for dice).

Ability

This is something special about your PC that lets you break the rules in interesting ways. Each Ability has its own instructions for use, specified on the Character card.

Darkness card

Darkness cards add some unexpected characteristics to the characters and make them more interesting.

GM

Game Master: The narrator and the referee of an RPG. A role that may seem difficult, but that is particularly fun and something that doesn't exist in other types of games. In NOBI NOBI, players take turns acting as GM.

Light card

Light cards add interesting additional abilities to the characters.

PC

Player-Character, the player's alter ego. In other RPGs, you can create your own characters, which is also very (very, very!) fun to do.

Power

The PC's strength and determination.

RPG

Role-Playing Game: A game played around a table using conversations and dice. Since the invention of RPGs, an untold number of rules and adventure styles have been created. NOBI NOBI is one of the most compact versions ever.

Technique

The character's concentration and efficiency level.



The icon at the bottom of the card indicates that it belongs to NOBI NOBI – SWORD. This comes in handy when you need to sort cards after playing with multiple versions of NOBI NOBI.

RULES

SETTING UP THE GAME > PAGE 6

- Choose a Character card
- Choose the first GM
- Choose the first Main Character (player to the left of the GM).
- Draw an Introduction card

PLAYING THE GAME > PAGE 8

- The GM draws a Scene card and reads it out loud.
- The card defines if it is a Check or a Role-play Scene.
- The Main Character gets a Light card if the Scene is a success, or a Darkness card if it ends in failure.
- The roles of GM and Main Character (and the relevant cards) are passed to the players on the left.

SKILL CHECK > PAGE 10

- Most cards indicates which skill to check: Power or Technique. To carry out a Check, roll two dice, and add their score to that of the Main Character's tested skill.
- Compare the resulting total with the Check difficulty: if it is higher than or equal to the difficulty, it's a success! If not, they fail.

ROLE-PLAY CHALLENGE > PAGE 12

- The resolution of the Scene is played out loud.
- The GM can freely decide if the Scene is a success or a failure, also taking into account the reactions of the other players.

Abilities should be used before rolling the dice.
Each player may only use one Ability per Scene.

EPILOGUE > PAGE 14

- Once each player has been GM three times, begin the Epilogue.
- Draw an Epilogue card.
- Carry out the final Check and play out the end of the adventure.

NOBI NOBI



Can be combined with all
NOBI NOBI
boxes



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**Arclight
Games**



1-5



10+



30-60
min.