

NOBI NOBI THRILLER

RULEBOOK



Arclight
Games

TAKASHI KONNO



NOBI NOBI THRILLER

Big adventures in small boxes!

This is a tale of tension and mystery.
An unsolved mystery leaves you no rest.
Slow, heavy footsteps sound from the
other side of the wall. Indecipherable
documents hidden.
Collect the clues, solve the case and...
bring peace to the city!

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

6 CHARACTER CARDS

Each represents a character with various professions and abilities. The front and back are different. You have a Light side and a Darkness side which are distinguished by their edges. Choose the character whose Ability or simply the illustration you like the most.

CHARACTER CARD

Name
Power skill
Technique skill
Ability



16 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.

16 DARKNESS CARDS

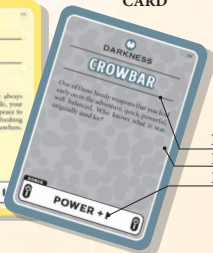
You obtain one of these cards when you fail a Scene Test. Darkness cards add unexpected characteristics to the characters and make them more interesting.

LIGHT CARD



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

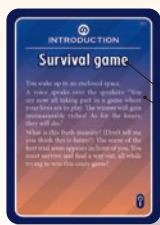
DARKNESS CARD



Name
Description
Effect

6 INTRODUCTION CARDS

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



Name
Description

32 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

The 6 Character cards have a Light side and a Darkness side. Choose yours freely and turn its card over to the Light side (the one without black edges).

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!

Just read the Introduction. Then you can rely on the story and the dice.

ONCE THE TABLE SET UP

INTRODUCTION Survival game

You wake up in an enclosed space.
A voice speaks over the speakers: "You are now all taking part in a game where your lives are in play. The winner will gain immeasurable riches! As for the losers, they will die."
What is this fresh insanity? (Don't tell me you think this is funny!) The scene of the first trial soon appears in front of you. You must survive and find a way out, trying to win this crazy game!

You don't need to know everything to start playing and having fun. Get started without wasting time!

Really, nothing more to do!

You can also close this booklet!

FIN

But... Actually... It would be better to read it a little more...

Once you understand how it works,

you can also do without the Introduction,

or take inspiration from famous films or games

or imagine your own story from the beginning!

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 10) or by a Role-play challenge (=> page 12).
- The Main Character gains a Light card if they successfully complete the Scene, and a Darkness card if they don't.
- If a player has more Darkness cards than Light cards, he must turn his Character card over to the Darkness side. It will return to the Light side when it returns to an equal or greater number of Light cards.
- 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!

GM

MAIN
CHARACTER



Suddenly changing the
Scene perhaps changes
the story too much...

No problemo!

GM

Classroom

Beach

PREVIOUS
SCENE

Take inspiration from
the previous Scene
and use it
to transition
into the new one!

Classroom

Rich

Beach

LINK

ONE OF THE RICH STUDENTS
HAD A HUGE SWIMMING
POOL BUILT AT SCHOOL!

What?

That doesn't really
feel like horror
anymore...

Doesn't matter!

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.

2D
means two dice.

Try to obtain the
highest score
possible!

Add your Power
or Technique score
to reach the Skill
Check Difficulty!

2D5=13

Don't forget
the Abilities!

Help your
companions
during their
own Checks!

Use them often
and have fun!

Check Difficulty is too
tough, I won't make it!

Don't panic

Ask the
Gamemaster, maybe
they'll accept to
lower it...

Don't fear
Darkness!!

Or
embrace failure,
that's not
a problem.

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.





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.

The Epilogue represents the climax of the game.



Involve all events, items and NPCs encountered!

目標値
20

But it's impossible to succeed this Check!

Failure is a possibility!

Success
or
Failure
don't matter!

The end goal is to share a story and have fun doing it.

There is not just one path to achieve this. Find the outcome that suits you best!

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 – HORROR. 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.