



# NOOBS

## Rulebook

This game is different from other games. You will learn how to play it step by step in the tutorial level. During the game, you must complete various tasks. In your cards, you will have some, but probably not all, of the information required to complete a task. Because you cannot show your cards to other players, you will need to read your individual cards out loud carefully and describe the information they contain: Communication is key!

**Start the game by turning to and reading pages 2 and 3 of this rulebook.**

## How did you get here?

*In the year 2928 of the Zordon calendar, the science fiction of the past has become the reality of today: interstellar travel. Space is no longer the final frontier – its infinite vastness has come into reach.*

*To be precise, visiting other planetary systems has become quite a trivial undertaking. It is also a thing of the past that the fleet academy was only open to the elite. Today, almost everyone who wants to can pass the training program and launch into space – even you!*

*Until now you haven't exactly excelled in zeal, enthusiasm, or remarkable achievements, nor did you distinguish yourselves in your exams. True to the motto: "D is passing, and passing is good. B is also good, and that's not far from A!"*

*So, even if you didn't achieve perfection, you are still here, at your final exam.*



## How to play the game



**Noobs in Space** sends you on a mission that spans **eight levels**. You can play all levels in one sitting, or you can take breaks as you like.

Your goal is to complete various tasks in each level. All the information you need and even the tasks themselves can be found on the cards. But these are randomly distributed amongst you, and you cannot show your cards to each other. You must communicate well in order to succeed!

Each level will be timed and you will receive a certain number of stars according to your achievements. In order to calculate your overall success, be sure to record how many stars you earn at the end of each level.

The rest of this rulebook contains solutions for each level. **Only turn the page after you have completed your current level!**

Before you really start the game, you will have to pass the aforementioned final exam. It is a tutorial, which will teach you everything you need to know.



After all, you are the “Noobs” the title refers to – newbies, or clueless beginners.

Now, find the **six cards with green backs** and put them in the middle of the table. For now, set the other cards aside in a single stack. Turn over the card with the white triangle and read it out loud.

Good luck!

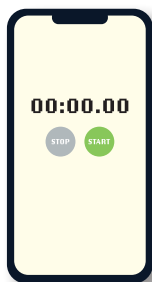
**STOP!**  
Do not turn the  
page until you have  
completed the tutorial!!

## TUTORIAL

**Your table should  
now look like this:**



or



or



A timer is ready.



The card with 22  
is displayed!



There is a small  
stack of cards in  
front of each of you!

If you are unsure of what you did wrong with any task, you can simply turn all the cards face up on the table and review that task together.

## And this is how you did:

OK, exam passed! It wasn't even that hard, right? Even if it was, you can't go back now. While you were clowning around in the simulator, we received an interstellar distress call.

We need you to deliver supplies to Hangar 3 at the KSS-9 space station, as quickly as possible. The rocket that will be taking you there is a slightly obsolete model, but the Space Chief has assured us that it will get you to your destination without any difficulty.

But, some preparation is still necessary: switch on the monitors, check the batteries, activate a few levers ... you know, the usual. It should be pretty easy.

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Now that you know all the rules, you are ready for level 1. You will no longer need the tutorial cards (the ones with the green backs), so return them to the box.

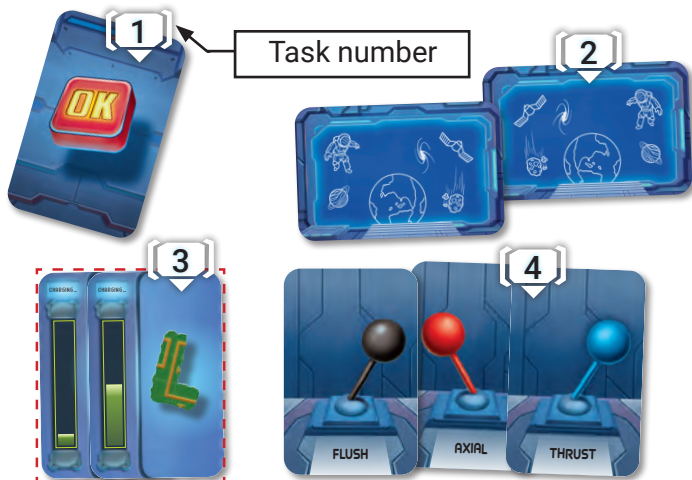
To begin level 1, start the timer, pick up your cards, and start with the lowest-numbered task. Once you believe you have completed the task, proceed to the next task. Work your way through all of the tasks in ascending numerical order.

For a summary of the rules, see page 24.

**Do not turn the page until you have completed level 1.**

## LEVEL 1

Your table should now look like this:



The frame drawn with red dashes indicates that the order of the cards is important for this task. If your cards are arranged incorrectly on the table, the task has been solved incorrectly – even if you have the correct cards!

If your cards look the same as they do on this solution page, you have successfully completed your tasks! For each incorrectly solved task, you must add +3 minutes to your time calculation, regardless of how many errors you made in that task. Note that playing too many cards also counts as an error, and that it is normal to have some unplayed cards left over at the end of a level.

## And this is how you did:

**Under 8 minutes: ★★★★★**

You mastered the preparations so brilliantly that the rocket was able to take off earlier than planned. We look forward to seeing how you accomplish your next adventure!

**Under 12 minutes: ★★★**

“Intense,” you think. You didn’t realize your work routine would be so hard, but okay, at least now you can get started.

**More than 12 minutes: ★★**

“Abort! Abort!” Oh boy, the Space Chief is already having his doubts about putting you in a rocket. For the tenth time, he explains the preparations for liftoff. But in the end, you manage to do it.

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3 ... 2 ... 1... The rocket lifts off into space, and you experience weightlessness after only a few minutes. You look around nervously – what were the tasks needed to make sure the rest of the flight goes well, again? For some reason the batteries haven’t been charged, and you’re not sure that the reactor and solar panel are properly connected. It would probably be best to take a look.

Follow the summary on page 24 to begin **level 2**. The solution for level 2 is on the following page – **do not turn the page until you have completed the level!**

## LEVEL 2

Your table should now look like this:



Each incorrectly solved task costs you +3 minutes!



## And this is how you did:

**Under 10 minutes: ★★★★★**

You hear a warm and cozy hum from the generator.  
“Status update: energy efficiency at 108%”

**Under 13 minutes: ★★★**

The control lights suffuse the room with a pleasant green glow. “Status update: energy efficiency at 92%”

**Under 16 minutes: ★★**

The console makes a loud buzzing sound, and you see an occasional flickering light. All in all, you are pleased with your effort. The Space Chief, on the other hand, sounds a little less than pleased.

**More than 16 minutes: ★**

Your ears are still ringing from the alarm when you hear an announcement from the on-board computer, Plotty: “The batteries were installed incorrectly,” it says, “but I can simply reverse the internal circuits. Planned arrival time delayed by a few minutes.”

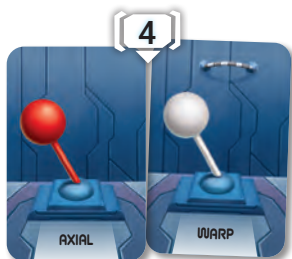
---

The ongoing flight is secured, and you can take a moment to relax. You encounter three other Fleet Academy rockets, and are asked to help them take some measurements. Don't forget to reduce your thrust in order to avoid a collision course.

Follow the summary on page 24 to start **level 3**.

## LEVEL 3

Your table should now look like this:



Each incorrectly solved task costs you +3 minutes!

## And this is how you did:

**Under 10 minutes: ★★★★★**

Your professional demeanor makes a strong impression and wins you an approving nod.

**Under 13 minutes: ★★★**

“Dear logbook: We nearly forgot our own ship number today! Everything ended up OK, and we only lost a little time. On to KSS-9 – they must be getting impatient!”

**Under 16 minutes: ★★**

You suffered a few little mishaps, but nothing the Space Chief needs to know about!

**More than 16 minutes: ★**

You are somehow clumsy enough to ram two of the other rockets. Your own rocket is brought under control only when a new crew is beamed over to assume command. They leave shaking their heads, but also offer a few words of advice.

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Surprisingly, you have actually become a well-functioning team. You check your next tasks, and among them you find a mission note to “drop off Arthur.” As you look at one another, you suddenly remember that you are supposed to drop someone off at a space station. But ... what did he look like again?

Follow the summary on page 24 to start **level 4**.

## LEVEL 4

Your table should now look like this:



Each incorrectly solved task costs you +3 minutes!

## And this is how you did:

**Under 10 minutes: ★★★★★**

Everything went well. Arthur thanks you for taking him along, and all systems are go. Great work!

**Under 13 minutes: ★★★**

You are pretty proud of yourselves and your strong teamwork. The search for Arthur took a little while, but the slight delay won't be a problem. Time to get going again!

**Under 16 minutes: ★★**

A few small problems caused you to fly right past the space station. On your second pass you apologize to Arthur, deliver him to his destination, and quickly continue on your way.

**More than 16 minutes: ★**

Arthur is unhappy about having to wait another day. You would have preferred to spare him and yourselves the extra bother, but there's nothing you can do about it now.

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You are at the halfway point of your voyage. As you take inventory of your equipment and check the messages in your inbox, your everyday tasks are interrupted by a distress call. Another rocket is in trouble, and they need your help!

Follow the summary on page 24 to start **level 5**.

## LEVEL 5

Your table should now look like this:



Each incorrectly solved task costs you +3 minutes!

## And this is how you did:

**Under 10 minutes: ★★★★★**

You will probably send a complaint letter to the President. It was irresponsible of the Space Chief to endanger you just for an April Fool's joke!

**Under 13 minutes: ★★★**

"Oh no, that's condensed milk!" A little mishap is the proverbial sand in your otherwise well-oiled machine. So, things will take a little longer today.

**Under 16 minutes: ★★**

"Dear logbook: The malfunction with the space toilet was the least of our problems today. The control unit was also defective, and the messages from the Space Chief weren't exactly helpful."

**More than 16 Minutes: ★**

Plotty, the on-board computer, takes control of the rocket and resolves all of the problems that cropped up. "All fine again everything is. Real noobs you are." It seems that his speech control system suffered a little from the mix-up with the wires.

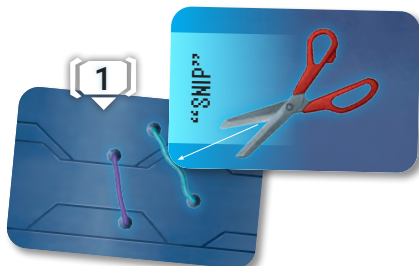
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After the rescue mission, you resume your course toward KSS-9. You check the radar to avoid asteroids and other problems. Once you've found a clear path, there's time for a little relaxing music.

Follow the summary on page 24 to start **level 6**.

## LEVEL 6

Your table should now look like this:



Each incorrectly solved task costs you +3 minutes!



## And this is how you did:

**Under 10 minutes: ★★★★★**

In no time at all, you found the defective part and got rid of it! Everything is going according to plan, and there is even some good music playing in the background.

**Under 13 minutes: ★★★**

Your teamwork is a bit turbulent, but despite your lack of complete agreement on the music selection you are pleased with your performance as a space team.

**Under 16 minutes: ★★**

What a day! It's been one catastrophe after another. You collapse exhausted into your bunks at the end of the day, but you are kept awake by the sneaking feeling that you may have forgotten something ...

**More than 16 minutes: ★**

Once again, you are rescued by the emergency programming of the on-board computer, Plotty, who takes control of the ship. You are embarrassed to realize that he has even vacuumed the bridge.

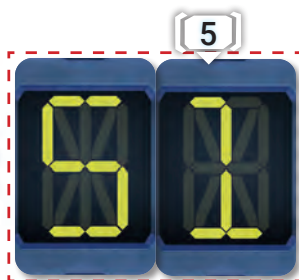
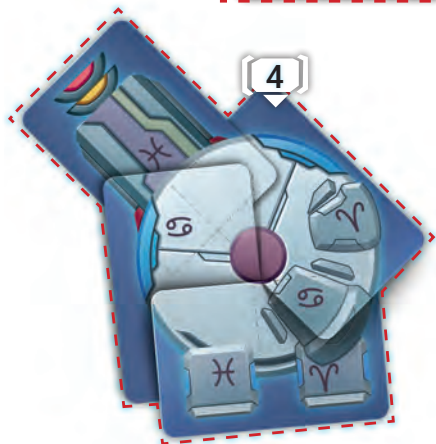
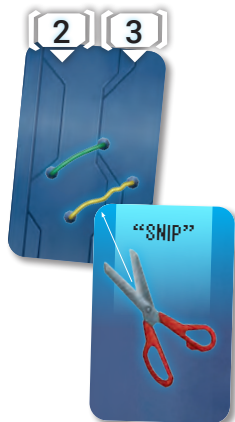
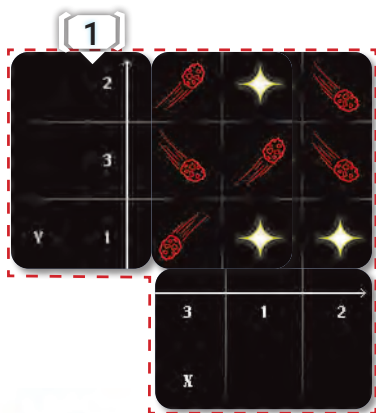
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Hold on, what was the PIN code for the departure lock again? No matter how hard you try, you can't remember. There should be a note with the code lying around here, somewhere. Suddenly, you receive an important incoming message: asteroids are approaching! Now, where on earth is that notepad?

Follow the summary on page 24 to start **level 7**.

## LEVEL 7

Your table should now look like this:



The horizontal and vertical lines on the task card refer to the setup of the digital numbers. The number 5 consists of 6 horizontal lines and 2 vertical lines.

Each incorrectly solved task costs you +3 minutes!

## And this is how you did:

**Under 10 minutes: ★★★★★**

The radar is set, the Murx compensator is assembled, and the lock is lifted. Piece of cake!

**Under 13 minutes: ★★★**

Today's work didn't exactly go without a hitch. You finally managed to assemble the Murx compensator, but with an air of innocence you pushed a few extra screws under the bridge carpet.

**Under 16 minutes: ★★**

The Murx compensator is making an odd gurgling noise. Is it supposed to sound that way? The radio keeps jumping to the station with Frobular battle music, and that's definitely not right.

**More than 16 minutes: ★**

These shared experiences are definitely quite fulfilling, and will look good on your résumé should you care to switch to a less life-threatening job. In agreement with the Space Chief, you acknowledge that you still have a lot to learn.

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You are in the home stretch. Now, nothing can really happen to you as long as you avoid straying into the asteroid belt. You wait for the Space Chief's permission to dock, but it doesn't come. Do you think the antenna might have been damaged?

Follow the summary on page 24 to start **level 8**.

## Credits



**Johannes Krenner**, born in 1985, lives in Vienna, where he makes a living as a graphic designer and pursues the Sisyphean work of a game designer. He suffers from the compulsion to constantly develop new games, and he is always happy to have super-smart colleagues like Markus by his side as he does so.

OK, I have to confess that I'm writing this profile myself, so let me send my personal thanks to my favorite game tester Dani, my agent Anita, and the Kosmos team!



**Markus Slawitscheck**, born in 1992, works in Vienna as a mathematics teacher.

In his free time, Markus loves designing board games and testing them during weekly meet-ups with Johannes and other wonderful people. He particularly likes creating games that evoke strong emotions. "Noobs" is his sixth published work, and he takes special pleasure in the fact that the game is being published by Kosmos!

The designers, the White Castle Games Agency, and Kosmos thank all the noobs and pros who invested so much time and effort in the creation of the game! Special thanks to the Fiore GmbH team for their tireless efforts!

**Designers:** Johannes Krenner, Markus Slawitscheck

**Graphic design and illustrations:** Fiore GmbH

**Editing:** Kilian Vosse, Ralph Querfurth

**Technical product development:** Carsten Engel

**English text editing:** Michael Schemaille, Hannah Mintz, Ted McGuire

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## LEVEL 8

Contact has been reestablished! The Space Chief thanks you for your ... professionalism. He also asks you for a photo, "For the press, you understand. And just so you don't make fools of yourselves, the media department sent me precise information about how the photo has to look. I'm sending it to you now."

Grab some kind of camera and take a photo of yourselves. Follow the instructions below, but don't put away the cards from level 8 yet!

1. The player holding the card with the two golden arrows or chevrons is the Captain.
2. The Captain must hold the card with the arrows against their shoulder, with the arrows pointing up. They must also wear something on their head – it doesn't matter what.
3. The youngest crew member who is not the Captain should stand next to the Captain, and hold the thrust and axial lever cards so they are visible in the picture. The knobs of the levers must point toward each other.
4. Of the remaining crew members, the first one to shout "*Hmm, very interesting!*" is your Science Officer. They should stand on the other side of the Captain, and must pose while examining the strangest nearby object – use whatever is available.
5. If there was any discussion about the appointment of Science Officer, the youngest crew member should hold the levers so that the knobs point away from each other.
6. All other crew members should stand to the side and strike poses that represent their contribution(s) to the team.

**STOP!**  
Do not turn the page  
until you have taken  
the photo!

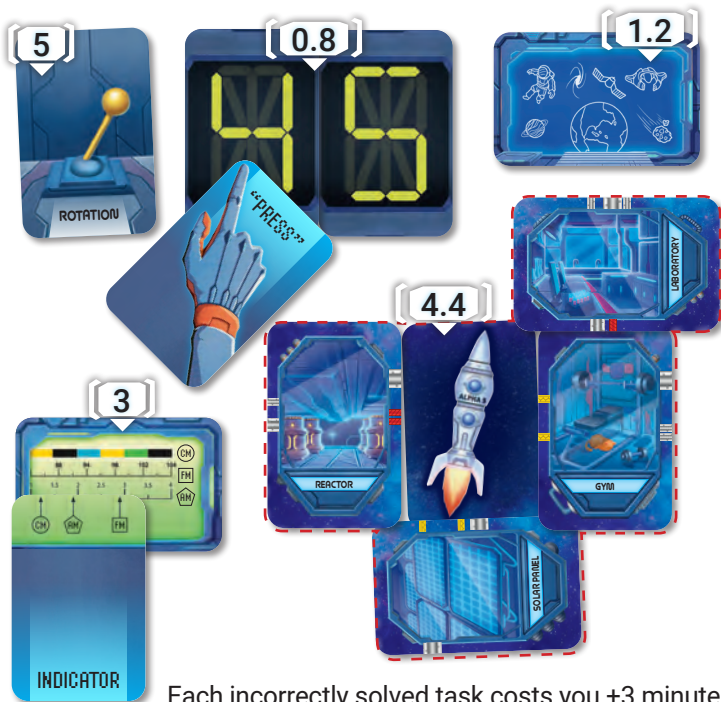
## LEVEL 8

### This is how your photo might look:

If you would like to  
share your experience  
with other noobs:  
#NoobsTheGame



### Your table should now look like this:



Each incorrectly solved task costs you +3 minutes!

## And this is how you did:

**Under 13 minutes: ★★★★★**

You mastered this final task brilliantly! This is history in the making, and the veterans are green with envy.

**Under 16 minutes: ★★★**

Your arrival at the station is eagerly awaited; there is a little celebration in your honor when you finally arrive.

**Under 19 minutes: ★★**

After mastering all sorts of deadly dangers thanks to a few hours of overtime work, you collapse exhausted into your bunks. The next morning you are a little late delivering the goods, but you deliver them nevertheless.

**More than 19 minutes: ★**


Oh boy, one catastrophe after another. Ultimately, the residents of the KSS-9 station have to rescue you from the asteroid belt! At least they now have their goods.









## Overall assessment

**Congratulations on completing your mission!** What did (or didn't) happen in the process is actually irrelevant – **what matters is that you achieved your goal!** Still, you count up your stars and ask the Space Chief for an evaluation – he just gazes at you in surprise and asks, “What for?” Smiles cross your faces as you realize that the true stars are the friends who accompanied you on your journey. And now, the Space Chief is smiling too!

## OVERVIEW

### Preparing for a level:

1. Clear away all cards played in the previous level.
2. Check the numbers on the backs of the cards to find the ones belonging to the current level. Return the other cards to the box.
3. Count the cards you selected and check the quantity against the table to the right. If the numbers don't match, check the backs of the cards again.
4. Deal the cards face down and as evenly as possible to all crew members. If you have trouble recognizing certain colors and you have a card whose back shows this  symbol, swap that card with one held by another player. Don't look at your cards yet!
5. Prepare a timer.

Level 1	22x	
Level 2	27x	
Level 3	30x	
Level 4	31x	
Level 5	36x	
Level 6	31x	
Level 7	30x	
Level 8	37x	

### Playing a level:

1. Start the timer.
2. Pick up your cards and look at them.
3. Then work together to complete the level's tasks in order, starting with the lowest-numbered task and proceeding upwards.
4. Once you have completed all tasks, stop the timer.
5. Turn the rulebook to the page corresponding to the level you just played, and check your result. Each incorrectly solved task will increase your time by three minutes!

### Basic rules:

- You may **never** show the cards in your hand, but you **are** allowed to talk about them, describe them, and even read them out loud!
- Only play a card when you have been specifically prompted to do so.
- Cards that have been played may be relevant to later tasks in the level.
- Once a card has been played, it can **never** be taken back!
- To solve a level, you will not always need to play every card that was dealt.