

NOAR Station

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Players: 2 - 4 Play time: 60-90 Minutes

Cooperative Goal: Remove Radioactive Waste from the station.

Dr. Millicent Bar had only been on NOAR Station, humanities latest attempt at a multination, multicorporation research space station, 5 months. She was 95% done with her experiment, which was sure to land her a Nobel.

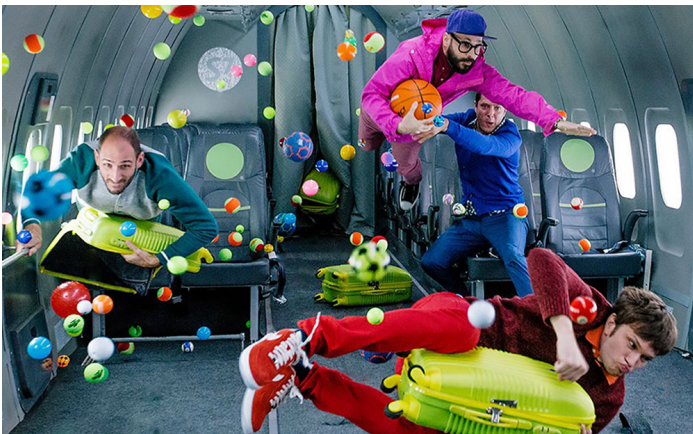
Competitive Goal: Collect a secret set before other players collect theirs.

Today she was on a spacewalk, outside of the space station. What did this have to do with her research? Nothing; some idiot had released Radioactive Waste in to the cabin of the space station. All of the researchers and crew are safe outside of the space station, and a rescue transport will be there in short order. They just have to float around patiently.



Millie is neither patient nor resigned. She realizes the trapped air pressure in her lab can be used as a kinetic force in the zero gravity environment of NOAR station. She just has to control where and how pressure gets distributed through out the cabin, in order to clear out the Radioactive Waste via the Airlocks, and float her Experiment Components in to her lab. Via her remote console in her space suit, she can control doors, air pumps, mechanical arms, and Airlocks. The only problem is, so can her fellow scientists...

Near corner extends along side, circling back to grab Blutonium and Greeon. Right most corner gathers two Radioactive Wastes at an Airlock. Far corner in starting position.

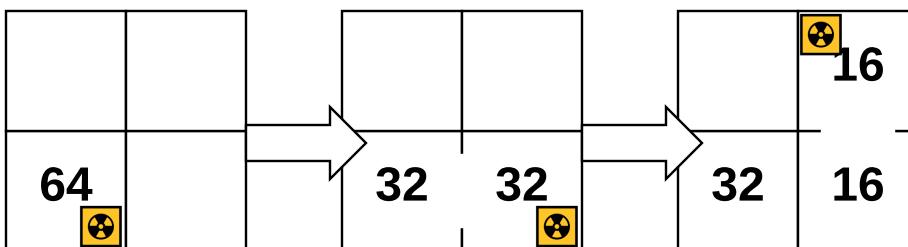


Courtesy: OK Go/Paracadute

WHY YOU ARE PICKING THIS GAME UP:

Genres: Cooperative aspect but with hidden agendas, resource management, logic/strategy.

- Duality of cooperative and competitive goal offers interesting strategy and player interaction.
- 0 or 1 winners is not often done.
- System of movement by pressure is interesting and unique.
- Game is not "on rails" nor is completely dominated by strategy. Play as you enjoy.
- Game components are not cost prohibitive, but also offer lots of room for unique aesthetic.
- NOAR Station is complete, but offers lots of opportunity for expansion.



Equalize pressure to move items



Play test form