

OH NO, WE CRASHED!



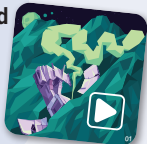
Rules

A fast-paced space adventure
By Gilli Levy and Kundra Magnus
Illustrated by Anton Firsik

You've teamed up to acquire a beautiful used spaceship. The being on Beta1 who sold you this magnificent specimen seemed quite sincere and honest. However, after a few hours traveling in space, you begin to have doubts.... There are a lot of unplugged cables and components floating about that were only held in place by some dried out adhesive tape and what looks like chewing gum. What's more, there's an insistent red warning light that just won't stop flashing.... Just to be safe, you return to the cockpit and look out the window and discover you're rapidly approaching a planetary surface! You do your best to maneuver the spaceship and ultimately manage a very rough landing: "Oh no, we crashed!"

This Tutorial will go over the core rules of play. Additional rules for each Planet can be found in the Hitchhikers Handbook.
Attention – The cards are presorted! If they get mixed up due to turbulence during the flight, there's a number on the edge to put them back in the right order.

For this tutorial, only take the deck with the topmost Start card. Use all the cards between the **Start card** and **Divider card 01.1** (cards 02-49). You won't need the remaining cards (50-55) or the second deck (56-110) for the time being.



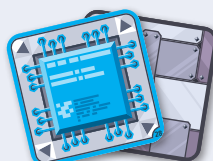
Start card

Learn
the game
here

COMPONENTS FOR THE TUTORIAL



8 System cards
(02-09)



40 Component
cards (10-49)



1 Spaceship



1 Rules

You will find the
Tutorial here.

COMPONENTS FOR THE NEXT PLANETS



1 Hitchhiker's
Handbook

After the Tutorial, continue
your adventures here.



62 cards.
50-110 and
Start card 01

GOAL OF THE GAME

In "Oh no, we crashed" you've crashed on an alien planet and are running out of oxygen. Work together to find the right components to repair your spaceship before your time runs out!

GAME SETUP

For this tutorial, you only need cards **02 to 49**.

1. Place the **Spaceship** in the middle of the table.
2. Shuffle the **System cards** and place 8 of them faceup in a circle around the spaceship.
3. Shuffle the **Component cards** and place them facedown on the table. You don't have to keep them in order.
4. Set a **Timer** on your smartphone for the following

3 Players		1:30 min
4 Players		1:20 min
5 Players		1:15 min
6 Players		1:10 min

5. Read the rules on the back. Then everyone shouts: "Oh no, we crashed!" and you immediately start the timer.



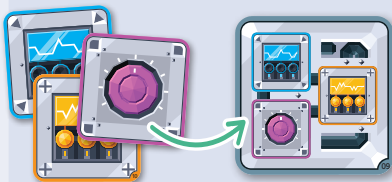
GAME PLAY

In “Oh no, we crashed!” there are no turns or rounds.

You wouldn't bother with such things if you've crashed your spaceship on an alien planet.

You must find the necessary components to repair all the systems as quickly as possible.

Each System card requires **3 Component** cards in order to be repaired. In this example, you'll need the following 3 Components:

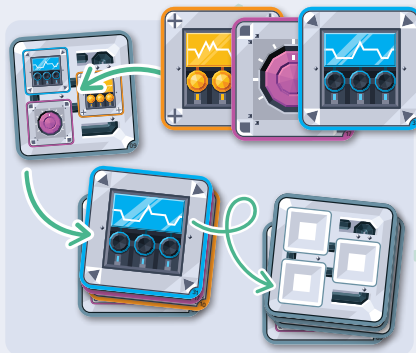


To find a suitable Component, take 1 of the Component cards lying facedown on the table and look at it. You may **only hold 1 card in each hand**. If you don't need the Component you've found, simply put it **faceup** back on the table (making your hand free to take another card). Place the Component cards back in their approximate positions. You are not allowed to sort them.

Unlike the four-armed creatures from Gamma7, you can only hold 2 cards at a time — 1 in each hand. If you have 2 Component cards in your hands, you can't look for any more cards until you've returned 1 of your cards to the table or used it to repair the System.

REPAIR SYSTEMS

As soon as the team has the 3 necessary Component cards for 1 System in their hands, they can repair the System by simultaneously placing the 3 Component cards on the System card. Then turn the entire stack over (with the Component cards underneath). This allows you to easily see which Systems you've already repaired.



As you can see, repairing a System always requires the efforts of at least 2 players.

END OF THE GAME

The game ends immediately as soon as you have repaired all the Systems, or the Timer has expired. Now check whether you've repaired all the Systems correctly: Turn the System stacks over and check the Components on them.

You have lost:

- if the Timer runs out before you have repaired all the Systems.
- if you've made a mistake repairing the Systems.

Feel free to try again straight away. Simply place the Systems faceup around the spaceship and randomly spread all the Component cards facedown on the table and restart the Timer again.

You have won:

- if you were able to repair all Systems within the time limit and didn't make any mistakes.

Excellent! Your spaceship is patched up and ready for you to set off for the next planet.

After you have won the Tutorial, open the Hitchhiker's Handbook and find out what challenges await you on the next planet. Now you know all the rules and can start the tutorial. Shout „Oh no, we crashed“ and start the timer!

CREDITS

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We would like to thank everyone who tested this game with us. Without you, this game would not have been possible.

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