



Noah's ark



The Flood is coming... You've been working on your ark for a long time and it's finally ready to shelter the animals. You must hurry! The first raindrops are starting to fall and the animals are getting nervous.

You have to get going! Travelers talk about other arks built in distant lands... Will you be able to make your ark the best?

Components



2 Rulebooks



24 Animal Cards



10 Advanced
Animal Cards



10 Objective Cards



6 FLICE Cards



1 Ark token



1 Ark Card



16 Custom dice

Game Overview

Each round, you will reveal an Animal card and compete to be the fastest to get the same values on your dice as the ones shown on the Animal card.

The goal of the game is to be the player with the most victory points at the end of the game. You will gain them by obtaining Animal cards and winning Objective cards.

Setup

You may play the normal or advanced mode. We recommend you to start playing the normal mode and, after a few games, switch to the advanced mode by adding the Advanced Animal cards and the FLICE cards (see pages from 8 to 11).

Normal mode

Separate the Animal cards, the Objective cards, and the Ark card.

Create a deck with the 24 Animal cards that do not have water drawn at the bottom. Leave the Advanced Animal cards in the box (those with water drawn at the bottom). FLICE cards add variability to the game and they are optional. At the moment, you won't need them. Return them to the box.

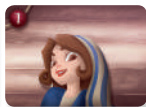
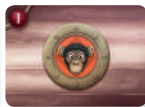


- 1 Shuffle the Objective cards and reveal 3 randomly, placing them face up where all players can see them. Read aloud the requirements of each card, following its instructions (if there is any doubt, go to page 7).
- 2 Shuffle the Animal cards, separate the last 10 cards from the deck, and shuffle the Ark card between them. Place these 11 cards at the bottom of the Animal deck and do not reshuffle it.
- 3 Place the Ark token in the middle of the table, within reach of all players.
- 4 Give each player 3 dice.

For shorter games, remove some Animal cards during the setup.

Everything is now ready to start the game!

1



Objective Cards



Dice

3



Ark token



Dice

2



Animal Cards



Dice



Dice

How to play

Whoever has walked in the rain most recently will be the starting player and will be in charge of revealing the first Animal card of the deck, which will show 2 or 3 animals.

Next, each player takes **as many dice as animals on that card**.



At the voice of “NOW!”, roll your dice only once, looking to get the same animals as those shown on the Animal card.

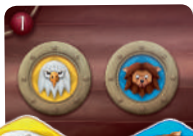
Getting the right results on the first try is unlikely, but don't worry, you may modify the result of each die using the **FLICE**, mechanism. In fact, you should do it as fast as you can!

On those dice where you **didn't** get the result you were looking for, you **must** change the die face by only using your index finger!

Roll the dice over themselves until the top faces show the same animals as the revealed card.

When rolling the dice, if you are lucky enough to get a result that matches an animal on the card, you don't have to use the **FLICE** mechanism to change that die, it will be already valid.





When the top of your dice show the same animals as those on the card, you have to put your hand on the Ark token as fast as you can! Whoever does it first gets the Animal card.



The other players will check that the combination between the dice and the Animal card is correct. If it is not, the rest of the players restart the round by rolling their dice again to win the card.



The winner of the round places the card in their area and reveals a new Animal card.

Continue playing rounds in this way until the Ark card is revealed by drawing an Animal card, which indicates the end of the game. Now determine who is the winner of each Objective card (see page 7).

Animal Cards

Animal cards represent the creatures that board your ark: lions, elephants, giraffes, eagles, snakes, and monkeys. Most of these cards have victory points on their top left corner.

You need to win Animal cards in order to meet the requirements of the Objective cards and to get the most victory points at the end of the game.



Victory points



Goal of the roll result in this turn

Objective Cards

Each Objective card tells you how it is scored. During the setup, read aloud the meaning of each card. At the end of the game, the player with the most animals (on their Animal cards) matching the Objective card wins the card and its corresponding victory points.



Types of objective cards:



Be the player with the most lions.



Be the player with the most elephants.



Be the player with the most giraffes.



Be the player with the most monkeys.



Be the player with the most eagles.



Being the player with the most snakes.



Be the player with the most Noa cards.



Be the player with the most Animal cards.



Be the player with the most Objective cards.

If you reveal this card, place 6 Objective cards.

Be the player with the most animals in total, regardless of their type.





I am not on the dice, but you will win more victory points if you get my card, and the chance to gain points with my Objective card.

Tie-breakers:

If there is a tie between 2 players, they have to break it. If there are 3 or more tied players, no one wins the Objective card.

To break a tie, place the Ark token between the two tied players. Each one of them takes 6 dice. At the call of "NOW!", both players roll the dice **once** and, using the FLICE mechanism, try to get the 6 different animals on their dice: lion, elephant, giraffe, eagle, snake, and monkey. The first player to succeed must place their hand on the Ark token and so they win the Objective card.

Final scoring:

Add the points on your Animal and Objective cards together. Whoever has the most points is the winner.

Advanced Mode

If you want to add variety to your games, add as many Advanced cards as you wish to the deck of Animal cards. You can distinguish them because they have water at the bottom.

Set up the game normally by adding as many Advanced Animal cards as you want, except for the card "Replace Animal" (see below).



Advanced Animal cards:

These cards have single-use effects that will help you during the game. When you get them, keep them face up. Once played, flip them over to remind yourself that they are depleted. This means you can't play them again, but they will still add points to the final score.



Double Pairs: Only played in 2, 3, or 4-player games. If you are going to use it, each player starts the game with 4 dice instead of 3. It has no special effect, but it grants you 3 victory points and 4 animal icons.



Wild Card: At the end of the game, during the animal count to get Objective cards, choose the type of animal it represents. (Note: it is an extra animal. It does not change the ones represented on the card).



Pick a card: Play it to steal an Animal card from another player that shows at most 1 victory point.



Discard a card: Play it to discard any other player's Animal card that shows at most 1 victory point. The discarded card will no longer count towards scoring points at the end of the game (if any), nor will it count towards earning Objective cards.



Replace an Objective card: Play it to discard one of the Objective cards on the table and replace it with another card of your choice.





Replace Animal: At the end of the game, you may play it to replace one animal with another (in this case you could replace all your snakes with elephants or all your elephants with snakes). The change affects all your Animal cards, but you must choose only one of the two ways. Play it wisely!

There are 3 different cards, but you can only include one of them in your deck.

Note: Unless it is a two-player game, you cannot discard and take a card from the same player.

FLICE Cards

FLICE cards change the way you rotate the dice to find the face you need, adding variability to the game.

Add 2 FLICE cards randomly during step 2 of the game setup. When you separate the Animal cards to add the Ark card, take the rest of the cards and shuffle the FLICE cards between them. Then put the 11 cards, including the Ark card, under this deck and do not shuffle again.



Start the game using the basic FLICE and continue like this until a FLICE card is revealed. At that point, leave it in the middle of the table, in clear view of everyone, to indicate the FLICE mechanic is in effect. A new Animal card is then revealed.



Rotate the die with your index finger (basic FLICE).



Close your hand and rotate the die with the bottom of your fist.



With your hand closed, rotate using only the knuckles.



Rotate the die using only your little finger (rest of your hand closed).



Rotate the die using only your thumb (rest of your hand closed).



Rotate the die with your non-dominant hand.

CREDITS

Author: Andrés Saldeño - **Design:** Lorena Gestido

Proofreading: 221B Studio

Aliens Games: All rights reserved

SPECIAL THANKS TO:

My three princesses: Diana, Noa, and Nira. My family and friends, for being my personal fan club.

My testers in all the events I've attended who have contributed with their feedback and ideas.

Mark Muñoz (juegorrinos)

Dedicated to my daughter Noa: My angel

