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| Noah | Jebediah |
| Gideon | Isaac |
| Yezah | Rebekah |
| Sarah | Ziha |

1 Introduction

Noah wasn't God's only chosen prophet to save his creations from his wrath. In fact - in other worlds - Noah didn't succeed at all.

It is up to each of you players to take a Prophet from a raving nobody to a biblical figure renowned and celebrated for eternity.

God has given each prophet a goal. Can you meet it before the Heavens open and your last lifeline is washed away?

2 Game Pieces

The following pieces are needed to play this game:

- 1x Animal Deck
- 1x Prophet Deck
- 1x Prophet Card

2.1 Animal Deck

The Animal Deck consists of the following 60 cards:

- 12x** Weasel
- 12x** Rabbit
- 8x** Antelope
- 8x** Cheetah
- 6x** Cow
- 6x** Wolf
- 4x** Lion
- 4x** Elephant

2.2 Prophet Deck

3 Rules

3.1 Setup

The Prophet Deck is shuffled, and each player is dealt a Prophet. Be sure to keep these face down; hidden from other players.

For games where there are less than four players, we recommend removing the Jebediah and Gideon cards from the Prophet Deck.

The Animal Deck is shuffled and placed in the center of the table.

Once everyone has their prophets, every player writes down the name of another player on a piece of paper and keeps it face down. (For prophets who pick another player, this is your chosen player). Make sure to hide these from other players.

3.2 Picking Who Goes First

Do not fret, the number of rounds ensures that all players get an equal opportunity to go first.

The following are suggestions for picking who goes first:

- The player with the closest birthday to today.
- Each player roll a dice, highest dice goes first (repeat between players if a draw occurs)
- Each draw a card face down from the Animal deck, call out your animal and flip, whoever guesses correctly goes first (Repeat as needed)
- Spin the bottle.

Give the starting player the Prophet Token.

3.3 Rounds

The number of rounds is as follows:

- 2 players** 12 rounds
- 3 players** 12 rounds
- 4 players** 12 rounds
- 5 players** 15 rounds
- 6 players** 12 rounds

At the start of the Round, the prophet takes cards from the Animal deck equal to the number of players plus one, and places them face up in the center of the table.

Starting from the Prophet going clock-wise, each player can choose to take a card and place it face up in front of them.

Once every player has had their turn, the remaining cards get put in the discard pile.

When drawing cards, if there are no more cards in the pile, shuffle the discard pile; place these back in play.

Each player can have a maximum of 8 cards, if they wish to draw a card but have no room, they must first discard a card from their collection by placing it in the discard pile.

On a player's turn they can choose instead to steal, trade with other players or pass instead of drawing from the pool.

To sabotage another players collection, a player must put two of their own cards into the discard pile, they may pick a player to steal a card from and take one card. Once a player has been stolen from, they are considered on guard, and can't be stolen from again that round.

To trade with another player. On a player's turn they can make an offer to another player who has not had their turn yet, i.e. cards for cards. if the other player agrees, players complete the trade and their turns are considered complete. If the trade is refused, the player may take a card from the pool, steal or pass.

At the end of the round, the prophet token is moved counter-clockwise to the next player.

We recommend nominating a player to keep a tally of rounds.

3.4 The Last Round

If you have a complete 8 cards after your final turn, you are considered guarded. Other players may not steal from you.

3.5 End of Game

Going clock-wise from the Prophet, players with less than 8 cards now draw from the draw pile, until they have 8 cards.

Players can now write down their guesses for the other player's Prophets. Once everyone has their guesses in, reveal your prophets. You get an additional point for each correct guess.

Once all prophets are revealed:

- If a player reaches their goal, then tally their points and add it to their point totals.
- If no player reaches their goal, then the player with the highest points adds it to their points total.

In the case the players with Jebediah and Gideon have chosen each other, the successful prophet is determined by the player with the most points that round before bonuses.

We recommend playing a few games and keeping track of point totals and once a total exceeds a score end the session and compare. Some guides for game length:

Short (20-30 minutes): 100 points

Long (45-90 minutes): 250 points

3.6 Scoring

Each animal card has a point value, and each prophet card has conditions in which they can score bonus points.

Each animals points increase depending on the number you have in your ark, to a maximum of four of each type.

For example, on the weasel card, you gain:

1 point for 1,

2 points for 2,

5 points for 3,

and 9 points for 4

A pair of weasels nets you 2 points, whereas having four gives you 9 points.

3.7 Prophets

The following is a more detailed summary of the prophets and their goals and bonuses.

Noah

Goal: Fill your Ark with pairs of animals

Bonus: +10 points for each pair of Lions or Elephants

Jebediah

Goal: "Help" your chosen Player meet their goal

Bonus: If you score Higher, add half their point total to yours (rounding up)

Gideon

Goal: "Hinder" your chosen Player so they fail to meet their goal

Bonus: +25 If the player has fewer than 2 pairs

Isaac

Goal: Have six herbivores

Bonus: +25 have exactly 2 Herbivore triads (*not using the rabbit*)

Yezah

Goal: Have 6 unique animals in your ark

Bonus: +5 for each animal paired with their counterpart

Rebekah

Goal: Have 6 carnivores

Bonus: +25 have exactly 2 Carnivore triads (*not using the weasel*)

Sarah

Goal: Correctly guess 50% of other players prophets (*if even, number of players rounds up*)

Bonus: +20 for an even number of Herbivores and Carnivores

Ziha

Goal: Have other players incorrectly guess your prophet

Bonus: +(30/players) points for each incorrect guess made against you