

# H'ark Thee

## Components

60 Animal Cards, 8 Prophet Cards, 6 info cards, prophet token, Rule sheet and notepad

## Objective

H'ark Thee is played in games until one player reaches the threshold in points to win.

To win points, you must fill your ark according to your prophets goal, while hindering or helping other players to score the most points. (See Winning)

## Setup

Each game, on a piece of note paper, each player writes the name of another player; keep this concealed until the end of a game.

Shuffle the prophet cards and deal one to each player — face down. When players have written and hidden their choice of player, they may look at their card.

Shuffle the animal cards and place in the center of the table.

## Who Goes First

The player with the closest birthday to today, may go first. In subsequent rounds, the player to the left of the winning player goes first.

## Rounds

Each round, players take turns doing actions, clock-wise, starting from the player with the prophet token. Once every player has taken an action, the prophet card moves clock-wise. This is repeated 12 times per Game. We advise assigning a player to keep track of this each game.

At the beginning of each round, draw animal cards equal to the number of players +1, and place face-up in the centre of the table.

If there are not enough cards left, shuffle the discard pile and place back into play. For example, if there are 3 players, 4 animal cards are drawn.

On a player's turn, they may choose to do any action provided they meet the criteria.

## Take an animal from the table Skip a turn

## Trade with another player

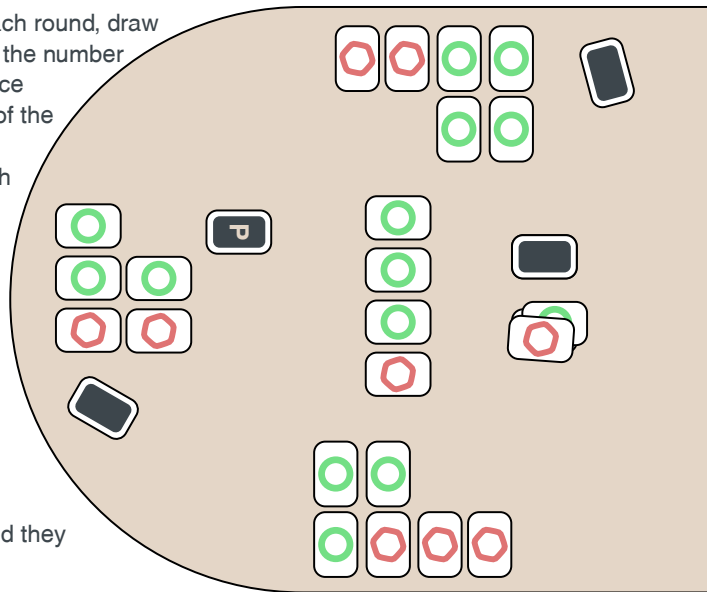
The player can make an offer to another player who has not had their turn yet. If the other player agrees, players complete the trade and their turns are considered complete.

If the trade is refused, the player may complete any other action.

## Steal a card from another player

To steal a card from another player, they must place two of their own cards into the discard pile, and then they may take one card from another player.

Once a player has been stolen from, they are considered on guard, and can't be stolen from again that round.



## Final Round

When the final round occurs, if you have 8 animal cards by the end of your turn, you are considered guarded; other players cannot steal from you.

When the final round is complete, go clock-wise from the player with the prophet token, players with less than 8 cards draw from the animal deck until they have 8 cards.

## End of Game

Players write down their guesses for the other player's prophets. Once everyone has their guesses in, reveal your prophets; you get two additional points for each correct guess you make.

Once all prophets are revealed:

- If a player reaches their goal, tally up their animal score + their prophet bonuses (if any) and add it to their point totals.
- If no player reaches their goal, then the player with the highest animal score adds that to their point total.

In the case the players with Jebediah and Gideon have chosen each other, they are both considered to have met their goal.

## Prophet Score

Each prophet has a goal and a bonus. Reaching your goal unlocks your bonus, achieve both to get the maximum score.



Goal  
Bonus

## Winning

A player wins when their total score exceeds a set point total.

We recommend the following depending on your desired game length:

**Short:** 100 points (20-30 minutes)

**Long:** 250 points (45-90 minutes)

## Animal Score

Each animal card has a point value, and each prophet has a condition for scoring bonus points.

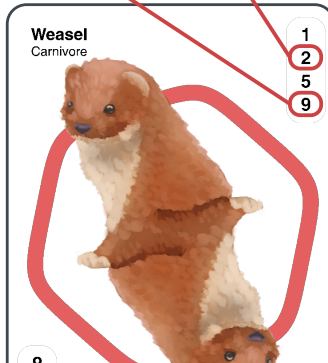
Your animal score is determined by the number of similar animals in your ark.

For the example ark on the right, the animal score is as follows:

- 7 points for three cheetahs
- 6 points for two wolves
- 1 point for a rabbit
- 10 points for two elephants

Giving a total Animal score of 24 points

value for 4 weasels      value for 2 weasels



## Credits

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