



ENGLISH TRANSLATION:  
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# ARK & NOAH

## CONTENT

26 FEMALE  
ANIMAL TILES  
(PINK BACKGROUND)



26 MALE  
ANIMAL TILES  
(BLUE BACKGROUND)



4 CHARACTER TILES



60 FOOD TILES



12 BONUS TILES



1 ACTIONS BOARD  
FRONT AND BACK



THESE RULES



36 PITCH CUBES



108 WOODEN BOARDS  
IN 4 COLORS

1 ARK BOARD IN 4 PARTS

ANIMAL  
TILES BACK



MAKE THEE AN ARK  
OF GOPHER WOOD;  
ROOMS SHALT THOU MAKE  
IN THE ARK, AND SHALT  
PITCH IT WITHIN  
AND WITHOUT WITH PITCH  
"Gen 6,14"

4 WOODEN MARKERS  
IN 4 COLORS



8 WOODEN WORKERS, IN 4 COLORS



1 WOODEN GAME ROUND  
MARKER

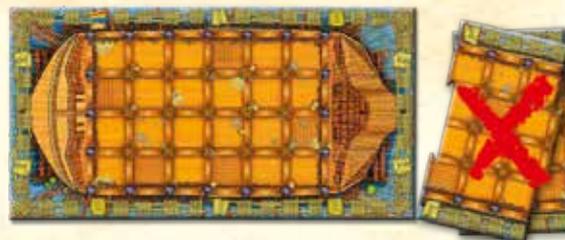


2 BAGS



## SETTING UP THE GAME

First, you must assemble the Ark board. Use one board part for each player. Always use the "bow" and "stern" parts (that's all you need in a 2-player game), and add 1 or 2 middle parts if you need them.



THE BOARD  
FOR TWO PLAYERS

## YOUR GOAL

In this game, you will act as Noah and his sons—Sem, Cam, and Jafet—who have been given the task of building the Ark and loading it with pairs of animals before the Flood begins! To win the game, you must have the most points at the end of the game. You can score points by building fences on the Ark and loading pairs of animals.

**Please Note:** If this is your first game, or if you are playing with children, you may wish to play using the Quick Game Rules at the end of this rulebook.

Place the Action Board with the normal side up (see the picture). This board shows 7 Actions your Workers can take. At the top of each Action is a **Completed Action** space and a **Current Action** space.

Put all of the Male Animal tiles in the black bag, and all the Female Animal tiles in the white bag and mix them up.



**BE CAREFUL!** If you are playing a 2- or 3-player game, you have to remove some of the animals before you put them in the bag. Look at the tiles to see which ones are used and which ones must be returned to the box.

Each player chooses a Character tile, a Worker pawn (choose 2 if playing a 2-player game) and 3 Boards of the same color, along with 2 Pitch cubes, 2 Food tiles, and 1 Male and 1 Female animal drawn randomly from the bag. If you draw 2 animals of the same type, you must return 1 to the bag and draw a different one (2 different players can have animals of the same type: that's okay!).

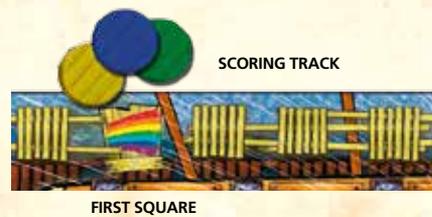
Place the rest of the wooden Boards, Pitch cubes, and Food tiles nearby in easy reach of all the players.

The last player who felt rain on his head will be the first player. He places his Worker on the first Completed Action space (the one at the very left) of the Action Board. The other players place their Workers on the Completed Action spaces in order, going clockwise (to the left). If this is a 2-player game, the first player places his Workers on the first and fourth spaces, and the other player places his on the second and third.

CURRENT ACTION SPACE COMPLETE ACTION SPACE



Put all the Scoring Markers on the first square of the Scoring Track, and place the black marker on the starting square of the Game Rounds Track. Now you are ready to build the Ark!



## PLAYING THE GAME

The game is played over at least 10 "Rounds". Each Round is split into 2 "Phases":

- Choose Actions
- Resolve Actions

### PHASE 1: CHOOSE ACTIONS

During this phase, you will choose which action you want to take this round. Starting with the player whose Worker is in the **first Completed Action space**, each player will move his Worker to one of the **Current Action spaces** of his choice.

Players take turns in the order of their Workers on the Action Board. You **may** place your Worker on the same Action it was on before, if you want.

**IMPORTANT:** Each Current Action space can only hold 1 Worker at a time. If you place your Worker on a Current Action space, nobody else will be able to choose that action during this round!



**Bonus Tiles:** If there are any Bonus tiles in the Current Action space you choose, you immediately score the points shown on that Bonus tile (move your Scoring Marker on the Scoring Track). Then remove the Bonus token from the Action Board.

*Note: There are no Bonus tiles on the Action Board during the first Round of play.* After all players have chosen their action (and placed their Workers), add a +1 Bonus tile to each Current Action space that does not have a Worker on it. If a space already has a Bonus tile, replace it with one that is 1 point higher (they're double sided). The maximum value of a Bonus tile is +4.

### PHASE 2: RESOLVE ACTIONS

During this phase, each Action on the Action Board is resolved, from left to right, but only if there is a Worker in the matching Current Action space.

Start with the first action (if there is a Worker), and follow the steps shown on the Action Board. All actions except Exchange involve **all** the players. The player whose Worker is on the matching Current Action space takes his action first, followed by the other players in the order of their Workers on the Action Board.

When everyone has finished the current action, you must move your Worker to the Completed Action space above that action.

Example: Noah placed his Worker on Action 2. Sem put his on Action 4, Cam's is on Action 6, and Jafet's Worker is on Action 7. Bonus tiles are added to Actions 1, 3, and 5. The first action will be Action 2, because there is no Worker on Action 1:

Noah goes first, followed by Sem, then Cam, and finally Jafet. Since there is no Worker on Action 3, it is skipped and the next action is Action 4. Since that action is Exchange, only Sem gets to take a turn.



Action 5 has no Worker, so it is skipped, too. Then Action 6 is next. This time Cam goes first, followed by Noah, then Sem, and finally Jafet. Finally, Action 7 is resolved, with Jafet going first, followed by Noah, Sem, and Cam.

THE PLAYER WHO  
PLACED A WORKER  
HERE TAKES THIS  
ACTION



ALL THE OTHER  
PLAYERS, IN TURN  
ORDER, TAKE THIS  
ACTION

## THE ACTIONS

Each action you can take is different:

### ACTION 1: MAKE PITCH

This action allows **all the players** to take Pitch cubes from the supply. Pitch is used to build the Ark.

If your Worker is on the Make Pitch space, you **must** take **3 Pitch cubes** from the supply.

Each of the other players, in turn order, **must** take **1 Pitch cube** from the supply. If there are not enough cubes in the supply, some players will take nothing.



### ACTION 2: COLLECT ANIMALS

This action allows **all the players** to gain 1 animal tile. Animals are the main way that you can score points. If your Worker is on the Collect Animals space, you first draw animal tiles from the two bags, depending on the number of players:

- In a 2-player game: 1 Male and 1 Female
- In a 3-player game: 1 Male, 1 Female, and 1 Male or 1 Female of your choice
- In a 4-player game: 2 Male and 2 Female

Then, you **must** choose **1 of the animals** you just drew and add it to your collection.

Finally, each of the other players, in turn order, **must** take 1 of the animals you drew.

**IMPORTANT:** All Animal tiles are two-sided. Keep the "single" side (blue or pink) face up for the Animals whose mate has not been drawn yet. Flip all the "coupled" Animals to the other side. An Animal is coupled if its mate was already drawn from the bag, even if it belongs to another player.



Example: Noah draws 2 males (Dog and Giraffe) and 2 females (Dog and Dove). He keeps the male Dog, Sem chooses the female Dog, Cam takes the Dove, and Jafet gets the Giraffe. The two Dogs, the Dove just drawn, and the other Dove that was already in play must be flipped to the coupled side. The Giraffe stays on the single side.

### ACTION 3: GATHER FOOD

This action allows **all the players** to take Food tiles from the supply. Food is used to feed the animals on the Ark.

If your Worker is on the Gather Food space, you **must** take **3 Food tiles** from the supply. Each of the other players, in turn order, **must** take **1 Food tile** from the supply. If there are not enough tiles in the supply, some players will take nothing.



### ACTION 4: EXCHANGE

This action allows **only one player** to either exchange 1 animal tile, or swap 2 Boards on the Ark. If your Worker is on the Exchange space, you get to choose one of these awards:

- 1 Victory Point (on the Scoring Track);
- 1 Food tile;
- 1 wooden Board; or
- 1 Pitch cube

Then, you **must** make one of the following exchanges:

- 1 Swap any 2 wooden Boards on the Ark. The Boards must be different colors.
- 2 Draw 3 animal tiles from your choice of bags (they can all be the same or different, your choice). You may trade only one of these 3 tiles for 1 of the animals you already have. Then, the tiles you are not keeping go back to the bags. You may exchange animals of different gender (male or female).

**IMPORTANT:** You cannot exchange an animal if its matching "mate" is already in play, even if it belongs to another player! A mate is an animal of the same type, but opposite gender (1 male and 1 female). If all of your animals already have a matching mate, you cannot choose to make this exchange (you would have to swap wooden Boards instead, if possible).

When you take this action, nothing happens to the other players.

SEM DRAWS 3 ANIMALS FROM THE BAGS (HIS CHOICE). HE CAN EXCHANGE 1 OF THEM FOR HIS FEMALE CROW OR HIS MALE TIGER.

HE CAN'T EXCHANGE HIS DOG OR ELEPHANT, BECAUSE THEIR MATES ARE ALREADY IN PLAY.

HE TAKES THE MALE CROW, AND RETURNS BOTH TIGERS AND THE RHINOCEROS TO THE BAGS.



### ACTION 5: CUT WOOD

This action allows all the players to take wooden Boards from the supply. Boards are used to build the Ark.

If your Worker is on the Cut Wood space, you **must** take **4 wooden Boards** of your color from the supply.

Each of the other players **must** take **2 wooden Boards** of his color from the supply.

If there are no more Boards of your color in the supply, you don't take anything.



### ACTION 6: BUILD THE ARK

This action allows **all the players** to add Boards and Pitch to the Ark. You earn Victory Points when you add parts to the Ark. Completing **Corrals** inside the Ark makes it possible for players to load animals.

If your Worker is on the Build the Ark space, you **may** add up to **8 Boards and/or Pitch** to the Ark.

After you have placed your Boards and Pitch on the Ark, each of the other players, in turn, **may** add up to **5 Boards and/or Pitch** to the Ark.

You score **1 Victory Point (on the Scoring Track)** for each wooden Board or Pitch cube you add to the Ark.



## ADDING BOARDS

The Ark Board is divided into a number of squares (from 24 to 48, depending on the number of players). You may place Boards on any **empty** edge of a square. This includes the edges of the squares that run along the outside of the Ark. Your goal when placing Boards is to create Corrals.

**IMPORTANT:** You can only add Boards you currently hold to the Ark. You cannot take Boards of your color from the supply at this time (that requires the Cut Wood or Exchange action).

## CORRALS

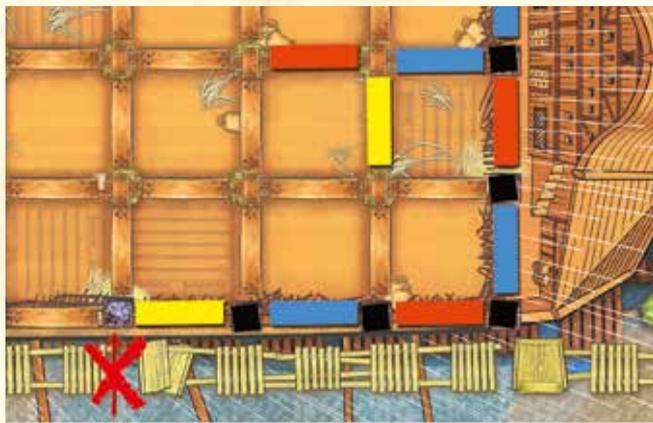
A Corral is a group of 4 or fewer squares that are completely surrounded by Boards. Animals can only be loaded into complete Corrals. The Boards that create a Corral do not have to be the same color: players can work together to finish Corrals!

**IMPORTANT:** You can never place a Board inside a completed Corral.

## ADDING PITCH

Along the outside edge of the Ark there are a number of small square spaces. You can place Pitch cubes in these spaces to score points. You can only place a Pitch cube on a space if both of the square edges next to that space have Boards on them. These Boards can be of any color.

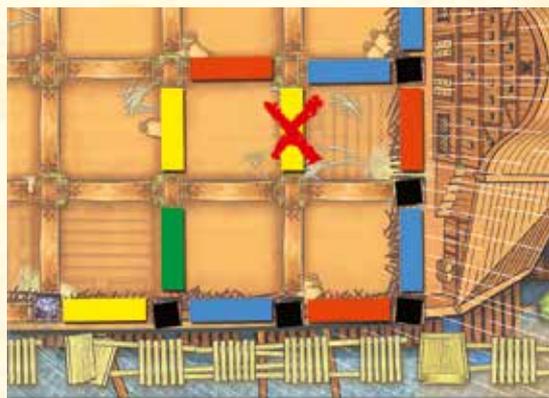
**EXAMPLE:** Cam placed his Worker on the Build the Ark space, so he can add up to 8 pieces to the Ark. He decides to add 6 wooden Boards and 2 Pitch cubes, so he scores 8 Victory Points. Noah is next in turn order. He places 5 Boards and scores 5 points. Then Sem has a turn. He has 2 Boards and 1 Pitch. He decides to place only his Pitch and save his Boards for later. He only gets 1 Victory Point. Finally Jafet gets a turn. He adds 5 Pitch cubes to the Ark and scores 5 points.



YOU CAN ONLY PLACE A PITCH CUBE ON A SPACE IF THERE ARE BOARDS ON BOTH ADJACENT SPACES (EVEN THE CORNER SPACES)

IF A BOARD IS INSIDE A COMPLETED CORRAL, IT MUST BE REMOVED AND RETURNED TO THE SUPPLY

CORRALS MADE OF 3 OR 4 SQUARES CAN HAVE ANY SHAPE



## ACTION 7: LOAD THE ARK

This action allows **all the players** to load food and paired animals on the Ark. This is your main way to score Victory Points.

If your Worker is on the Load the Ark space, you **may** spend up to 8 Loading Points to add food and animals to the Ark.

After you spend your Loading Points, each of the other players, in turn order, **may** spend up to 5 Loading Points to add food and animals to the Ark.

## LOADING POINTS

Loading Points can be spent 2 ways:

- 1 You can load 1 Food tile for 1 Loading Point. You can only load Food into a completed Corral, and only if at least one of the Boards that surround that Corral is your color. Place the Food tile in any empty square inside the Corral. Each square of the Ark can only hold 1 Food tile. Once a Food tile has been loaded on the Ark, it cannot be moved or removed. **You score 1 Victory Point (on the Scoring Track) for each Food tile you load on the Ark.**
- 2 You can load a mated pair of animals by spending Loading Points. In order to load a pair of animals, you must meet these requirements:
  - The mated pair (1 male and 1 female) must already be in play. You must have at least 1 of the animals in the pair (the other may belong to another player).
  - There must be a completed Corral that is exactly the right size to hold the animals. Each animal tile shows the right size of Corral for that animal pair. You cannot load a pair of animals into a Corral that is too big or too small.

**EXCEPTION:** You can load Small Animals (the ones whose size is "0") into any size Corral.

**Example:** A pair of Dogs needs a Corral that is exactly 1 square in size. A pair of Elephants needs one that is exactly 4 squares.

- The Corral must be full of food: There must be 1 Food tile in every square inside the Corral.
- The Corral must not be occupied by any other animals, except for 1 **matched pair of Small Animals**.
- If any part of the Corral touches the outside edge of the Ark, all the Pitch spaces next to those Boards must be filled with Pitch.
- At least 1 of the Boards that makes up the Corral must be your color.

If you meet the requirements, you can load the animals (place their markers into the Corral). You must pay Loading Points for each of your animals that you load, equal to the size of the animals (so an Elephant costs 4 Loading Points, and 2 Elephants costs 8). If you own both animals in a pair, you must pay to load each of them. But, if you only own one of the animals in a pair (and its mate belongs to an opponent), you only pay to load your own animal. The other animal is loaded for free.

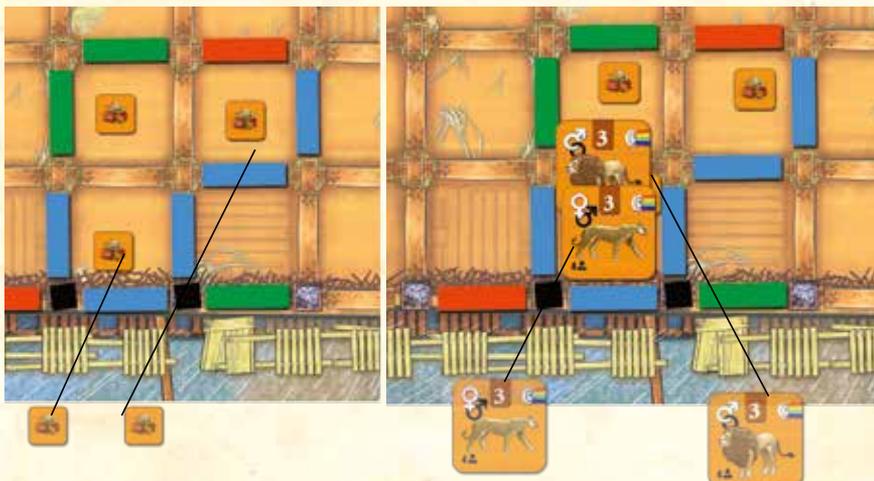
**Small Animals cost no Loading Points to load onto the Ark. A Corral can contain no more than 1 pair of Small Animals and 1 pair of Big Animals (those whose size is from 1 to 4).**

**When you load animals you earn Victory Points:**

- Each animal tile awards **Victory Points to the player who held it** when it was loaded. The number of points awarded is shown in the upper-right corner of the tile. (Note: Small Animals do not award any Victory Points).



- Each player scores **1 Victory Point** for each Board of his color that was used to build the Corral.
- The player who loaded the animals scores **1 Victory Point** for each Pitch cube that was used to build the Corral.



Example: Jafet placed his Worker on the Load the Ark space, so he can spend 8 Loading Points. He spends 2 points to load 2 Food tiles into a Corral. He scores 2 Victory Points for the Food.

Then he spends 6 Loading Points to load a pair of Lions into the Corral (3 + 3 = 6). He held both Lion tiles, so he gets points for both of them: 6 points each. The owners of the Boards that made up the Corral also score points: the 5 blue Boards belong to Jafet, so he gets 5 more points. The 2 green Boards belong to Noah, so he gets 2 points. The red Board belongs to Cam, so he gets 1 point. Lastly, there are 2 Pitch cubes used in that Corral, so Jafet scores 2 more points. Jafet has spent all 8 of his Loading Points, but he can still load a pair of Small Animals (they cost 0 Loading Points to load). He places his male Crow in the same Corral as the Lions, and takes Sem's female Crow and adds it also. The Crows don't award any points for themselves, but they still award points for the Boards and Pitch used to build the Corral!

So, Jafet scores a total of 2 (Food) + 6 (male Lion) + 6 (female Lion) + 0 (male Crow) + 0 (female Crow) + 5 (his Boards when loading Lions) + 5 (his Boards when loading Crows) + 2 (Pitch when loading Lions) + 2 (Pitch when loading Crows) = 28 points!

Noah scores 2 (his Boards when loading Lions) + 2 (his Boards when loading Crows) = 4 points.

Cam scores 1 (his Board when loading Lions) + 1 (his Board when loading Crows) = 2 points.

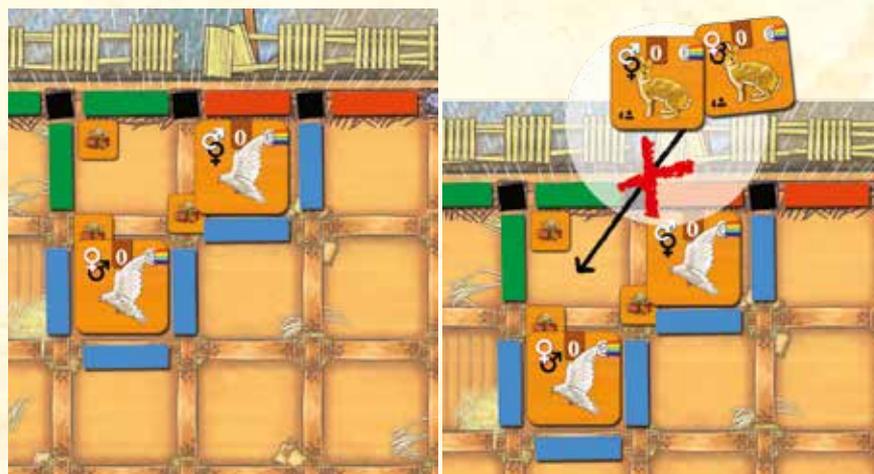
Sem doesn't score any points, even though Jafet used his female Crow!

Jafet is done with his turn, so now Noah gets to spend 5 Loading Points. He starts by spending 1 Loading Point to add 1 Food tile. Then he spends 4 points to load his female Elephant. Sem has a male Elephant, which he must also load into the same Corral. Noah does not have to pay any Loading Points to load Sem's Elephant.

Noah scores 1 point for the food, 8 for his Elephant, 5 for his Boards in the Corral, and 3 for the Pitch. That's a total of 17 points.

Sem also scores 8 points for his Elephant, plus 5 points for his Boards in the Corral for a total of 13 points.

In this case, both players worked together to build the Corral for their Elephants. During Phase 1, Noah chose an action that allowed him to load the animals before Sem, so that he would get the points for the Pitch. Very well done!



A CORRAL CAN HOLD 1 PAIR OF SMALL ANIMALS AND 1 PAIR OF BIG ANIMALS (SIZES 1 TO 4), BUT NO MORE! YOU CANNOT LOAD A SECOND PAIR OF SMALL ANIMALS INTO A CORRAL THAT ALREADY HAS ONE.

## THE END OF A ROUND

When all of the actions have been taken by all the players, the Round ends. Move the Game Round marker 1 space to the right on the track. Then, check to see if the game ends (see below). If not, a new Round begins with Phase 1: Choose Actions.

## THE END OF THE GAME

The game ends at the end of a Round if both of these conditions have been met:

- At least **10 full Rounds** have been played (the Game Round marker has reached the last square);
- There are wooden Boards on **all of the outside edges** of the Ark (it doesn't matter if there are some empty Pitch spaces).

At this point, the rain intensifies and the Flood begins! The players have a last chance to load as much stuff onto the Ark as they can.

Starting with the player who has the least Victory Points, and toward the one who has the most, each player can load any Food tiles he still has into the empty spaces of any Corrals, without spending any Loading Points. You may even load food into Corrals that are made with Boards that are not your color.

Then, in the same order, each player may load any matched pairs of animals onto the Ark, following the normal rules, without spending any Loading Points. You may load animals into Corrals made of Boards that are not your color.

**IMPORTANT: You do not score any Victory Points for this last-minute loading!**

After everyone has loaded what food and animals they can, it's time for the Final Scoring.

## FINAL SCORING

At the end of the game, you can score bonus points and penalties:

- If you are the player (or the players if you are tied) who has the **most Boards** on the **outside edges** of the Ark, you score 5 bonus Victory Points.
- You **lose 1 Victory Point** for each wooden Board, Food tile, and Pitch cube you hold at the end of the game.
- You **lose Victory Points** equal to the **size** of each animal you hold at the end of the game (for example, an Elephant would be -4 Victory Points). There is no penalty for any Small Animals you still hold.
- The player with the most Victory Points wins the game!  
In case of tie, the tied players share the victory.

# QUICK GAME RULES

The Quick Game uses an easier set of rules for faster play. It's also a great way to learn the game, and is easy enough for children and families to play! **Food tiles and Pitch cubes are not used.** You can return them to the box. Place the Action board with the Easy side up. **Small Animals are not used.** You can return them to the box. All the rest of setup is exactly the same as in the normal rules.



## A ROUND OF PLAY

Unlike the normal rules, the order of play is not determined by the order of the Workers on the Action Board. Instead, choose a starting player, and take turns going clockwise. After all players have had a turn, move the Game Round marker up 1 space on the track.

On your turn, you get to do the following:

### First, Choose an Action

You can pick any action you want. It doesn't matter if another player used the same action earlier in the round.

### Then, Resolve your Action:

What you do depends on the action you have chosen:

## ACTION 1: ANIMALS

First, draw animal tiles from the two bags, depending on the number of players:

- In a 2-player game: 1 Male and 1 Female
- In a 3-player game: 1 Male, 1 Female, and 1 Male or 1 Female of your choice
- In a 4-player game: 2 Male and 2 Female

Then, choose 1 of the animals you just drew and add it to your collection.

Finally, each of the other players, in turn order, takes 1 of the animals you drew.

## ACTION 2: EXCHANGE

First, you score 1 Victory Point when you choose this action.

Then, draw 3 animal tiles from your choice of bags (they can all be the same or different, your choice). You **may** trade 1 of these 3 tiles for 1 of the animals you already have. Then, the tiles you are not keeping go back to the bags. You may exchange animals of different gender (male or female).

When you take this action, nothing happens to the other players.

**IMPORTANT:** Unlike the normal rules, you **can** exchange a coupled Animal.

## ACTION 3: WOOD

You take **4 wooden Boards** of your color from the supply.

Each of the other players takes **2 wooden Boards** of his color from the supply.

## ACTION 4: BUILD

You get to add up to **8 wooden Boards** of your color to the Ark. In turn order, each of the other players then get to add up to **5 wooden Boards** of their color to the Ark. The Ark Board is divided into a number of squares (from 24 to 48, depending on the number of players). You may place Boards on any empty edge of a square. This includes the edges of the squares that run along the outside of the Ark. Your goal when placing Boards is to create Corrals.

**IMPORTANT:** You can only add Boards you currently hold to the Ark. You cannot take Boards of your color to from the supply at this time (that requires the Wood action).

## CORRALS

A Corral is a group of 4 or fewer squares that are completely surrounded by Boards. Animals can only be loaded into complete Corrals. The Boards that create a Corral do not have to be the same color: players can work together to finish Corrals!

**IMPORTANT:** You can never place a Board inside a completed Corral.

**IMPORTANT:** Please Note: Unlike the normal game, you do not score any points when you add Boards to the Ark.

## ACTION 5: LOAD

First, you may load up to **2 matched pairs of Animals** on the Ark.

Then, each of the other players, in turn order, may load **1 matched pair of Animals** on the Ark.

## RULES FOR LOADING

In order to load animals, you must:

- Find a matching pair of animals (1 male and 1 female). You must have at least 1 of the animals in the pair (the other may belong to another player).
- There must be a completed Corral that is **exactly** the right size to hold the animals. Each animal tile shows the right size of Corral for that animal pair. You cannot load a pair of animals into a Corral that is too big or too small.

Example: A pair of Dogs needs a Corral that is exactly 1 square in size. A pair of Elephants needs one that is exactly 4 squares.

- The Corral must not have any other animals in it.
- At least 1 of the Boards that makes up the Corral must be your color. If you meet the requirements, you can load the animals.

### When you load animals you earn Victory Points:

- Each animal tile awards **Victory Points to the player who owned it** when it was loaded. The number of points awarded is shown in the upper-right corner of the tile.
- Each player scores **1 Victory Point** for each Board of his color that was used to build the Corral.

## THE END OF THE GAME

The game ends at the **end of a Round** if **both of these conditions** have been met:

- At least **8 full Rounds** have been played (the Game Round marker has reached the last square).
- There are wooden Boards on **all of the outside edges** of the Ark.

## FINAL SCORING

If you are the player (or players, if you tied) who has the **most Boards** on the **outside edges** of the Ark, you score **5 bonus Victory Points**.

The player with the most Victory Points wins the game!