God told Noah He would cause a great flood to cleanse the Earth of evil and violence. He told Noah to build an ark for his family and to bring a pair of every living creature with him into the ark. When the ark was ready, Noah did as God commanded.

It rained for forty days and forty nights and the flood destroyed everything on Earth. The ark was safe, however. Finally the waters went down and the ark came to rest on the top of a high mountain. When parts of the Earth became dry God told Noah to take his family and the animals out of the ark to begin a new life.

God promised that He would never again flood the earth. As a symbol of this promise, God set a rainbow over the clouds, and He told Noah that whenever a rainbow appears in the clouds it would be a reminder of the covenant between God and Noah and every living creature on earth.

**HOW TO PLAY**

The first player to get all their animals inside the ark wins. Set up the ark to begin play.

Divide the animals among the players in pairs:

- For 2 players — each player gets 12 pairs of animals. (24 total)
- For 3 players — each player gets 8 pairs of animals. (16 total)
- For 4 players — each player gets 6 pairs of animals. (12 total)

1. The first player (usually the youngest is first) spins the spinner. The spinner has all the animals pictured in two circles — an inner circle and an outer circle. There is also a Skip A Turn space. The player can use either the inner or the outer circle for his move. For example: If the spinner stops in the section showing the Zebra in the outer circle and the Lion in the inner circle, the player can put either animal in the ark if he/she has them. If the spinner stops in the blank space, the player does not put any animal in the ark and their turn is over.

2. Players continue in turn, placing ONE of the animals indicated by the spinner in the ark.

3. Each player has one spin per turn. After each spin, the spinner card is passed to the next player.

4. If a player spins and does not have either of the animals pictured in the inner circle or the outer circle, he has no move and must pass the spinner to the next player.