

Number of the Beast

Materials: Normal Deck of Playing Cards. 4 Six-Sided Dice.

Goal: Gather all Twelve Apostles (face cards) into your Quorum before finding three 6 cards.

Rules:

1. Remove Jokers and shuffle your deck of cards.
2. Roll three d6. Draw the corresponding three cards from the top your deck. (eg. If you roll 5, rotate the top four card to the bottom of the deck, keeping them face down, and draw the fifth card).
3. If you draw a face card, place it in your Quorum and use the corresponding ability (listed on page 2).
4. If you draw a 6, place it with the beast. Three sixes means you lose.
5. If you draw a 3, you've received temporary protection from the Holy Trinity. Place the 3 with the Beast. If a 6 is drawn while a 3 is with the beast, return the 6 to the bottom of your deck and discard the 3. (The beast can only hold three cards. If a 3 is drawn while the beast is full, place it at the bottom of the deck). (If a six and a 3 are drawn in the same turn. Return the 6 to your deck and discard the 3)
6. If any of the cards (other than apostles, 3's, or 6's) you draw add or subtract to 6, place them in the discard pile (Ace counts as 1). If no cards add or subtract to 6, return them to the bottom of your deck.
7. Repeat steps 2-6 until you've either found all 12 Apostles or three 6's.
8. If confusion arises with Apostle's being drawn in the same turn, use abilities in order of which Apostle was drawn first. OR Do whatever you feel makes the most sense. It is your journey after all.
9. In the event where you draw both the final apostle (regardless of ability), and the third 6 in the same hand (even if the beast holds a 3), roll 1D6 until a 3 or 6 is rolled. If you roll a 3, you win, if you roll a 6 you lose.

IF YOU ROLL TRIPLE SIXES ON ANY TURN. THE BEAST HAS COME. YOU HAVE LOST.

IF YOU ROLL TRIPLE THREES REMOVE ALL SIX CARDS FROM THE BEAST.

Card Abilities

King of Hearts (James) – Son of Thunder. Draw cards from your deck until an apostle, a 3, or a 6 has been found. If an Apostle comes first, add him to your quorum. If a 6 comes first, add it to the beast. If a 3 comes first, add it to the beast. Reshuffle your deck.

King of Diamonds – (Judas) – The Betrayer. Draw a 6 from your deck. Reshuffle. (If Judas is drawn with a 3, do not draw a 6 and place Judas in your quorum and place the 3 in the discard pile). (In the event that Judas is the last apostle missing from your quorum and there are two 6's with the beast, follow the same protocol outlined in Rule #9)

King of Spades (Peter) – The Rock. If the beast has a 6, shuffle it back into your deck.

King of Clubs (Andrew) – Brother of Peter. If the beast has a 6, shuffle it back into your deck.

Queen of Hearts (Phillip) – The Evangelist. On your next draw, if a 6 is found, shuffle it back into your deck.

Queen of Diamonds (Bartholomew) – The Unknown. On your next turn, draw your cards face down. Pick one and discard it unless it is a 6 or an apostle (discard a 3 if picked). If a 6 is picked, add to the beast. If an apostle is picked, add to the quorum. Return the other cards to the bottom of your deck. (If drawn with another apostle, place in quorum without activating ability).

Queen of Spades (Matthew) – The Tax Collector – Discard the next cards drawn unless there is an apostle or a 6. If an apostle is drawn, place him in your quorum. If a six is drawn, do not place it with the beast. Return it to the bottom of the deck. If a three is drawn, discard it.

Queen of Clubs (Thomas) – The Doubter – If the beast has no 6's, draw one from your deck. Reshuffle.

Jack of Hearts (John) – The Beloved. Draw two additional cards from the top of your deck. Choose one to place in the discard pile. Even if it is a 6. If an apostle (or apostles) is drawn, add it to the quorum.

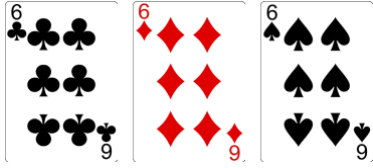
Jack of Diamonds (James) – Son of Alphaeus. On your next turn, roll 4 dice instead of 3.

Jack of Spades (Jude) – Brother of Christ. Add a remaining apostle to your quorum from your deck and activate their ability. Reshuffle.

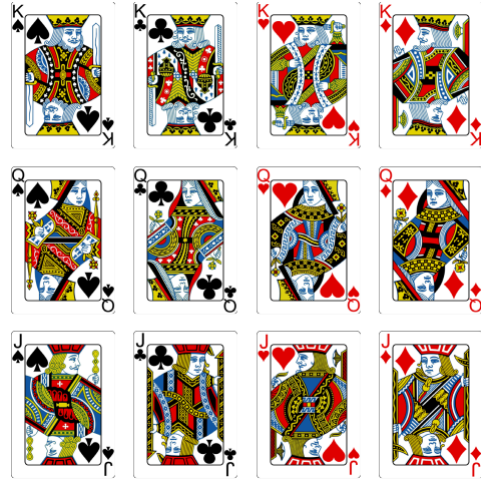
Jack of Clubs (Simon) – The Zealot. Reshuffle your discard pile back into your deck.

Example Layout

THE BEAST



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Discard Pile

