



Here is wisdom. Let him that hath understanding count the (current) number of the beast: for it is the number of a man; and his (current) number is Six hundred threescore and six.

— Revelations 13:16 (Mostly...)

Newly discovered ancient texts go on to add: “Of course, there is also, the Neighbor of the Beast. His number is Six hundred threescore and five.”

“Let us not forget the Child of the Beast. For she hath a number as well. Verily, she is Three hundred and thirty three...”

— The Book of Twilight Creations 6:66

The Current Number of the Beast is a fun, fast-paced dice manipulation game. Players must use a combination of cunning and skill to be the first to get their dice to match the number on the current “Beast” card in play.

The game, for two to six players, features innovative game play, engaging mechanics and stunning artwork. The game require 30 to 60 minutes to play and is for ages 13 and older.

The Current Number of the Beast features 66 beautifully illustrated cards, 21 dice and complete rules.

CONTENTS:

66 cards

21 dice

These rules

OBJECTIVE:

Be the first player to match the numbers shown on their dice with the Current Number of the Beast.

SETUP:

1. Take the “666 — The Beast” card out of the deck and place it in the middle of the table. (See illustration on page three.)
2. Shuffle the remaining cards and deal three cards to each player. Place the remaining cards in easy reach of all players to be used as a draw deck.
3. Each player takes three dice. Roll the dice and put them in any order. (For game purposes it is easier to play if you leave an inch or two between each die).

From this point forward, dice are only rolled during the game by card effect.

4. One player takes another three dice, rolls them and places them in the middle of the table, in any order.

PLAYER TURN:

1. Draw a card.
2. Play one card (either an event card or a beast card).
3. If you do not play a card this turn, you must discard a card.
4. Discard a freeze card from play. (Discard from the table.)
5. Play proceeds to the next player to the left.

GAME PLAY:

- The most evil player (or the youngest) goes first.
- After discarding a freeze card if desired, play continues to the next clockwise player.
- Cards are played during a player's turn only.
- When more than one die is rolled by a card effect, they may be placed back in any order (but only ones that were rolled). Example: If a player has a 1, 6, 3 and plays "Sabotage", they pick up the "1" and "3", rolls them both at the same time. The results are a "4" and a "6". The dice may be placed so that they read 4, 6, 6 or 6, 6, 4. They may not be placed so that they read 6, 4, 6. The middle die (6) must stay in the original position.
- When a player plays a card that targets another player's die or dice, the player playing the card gets to choose which die or dice are affected.
- A player may choose to play a new beast card as the card to play for their turn. This card replaces the previous beast card. The previous beast card is placed in the discard pile.

CARD CLARIFICATIONS:

- A player may target themselves when using a card that says "target player."
- **"Beast" cards** are the black bordered cards. At the beginning of the game, all players are trying to get 6, 6, 6 ("666 — The Beast"). When the current beast card is replaced by another beast card the number also changes. At that point, a player wins the game when their dice equals the current number on the beast on the card currently in play (the numbers must be in the correct order).
- **Freeze** — Place this card in front of one of **your** dice. You may not change any dice that have a freeze card played on them, in any way (swapping, position or number).
- **Flight of the Icarus** — A six cannot be changed to a one.
- **Into The Pit** — A one cannot be changed to a six.
- **Devil's Advocate** — It does not matter which dice are chosen from the middle to replace one of yours. It may be any one of the three no matter the position.

- **You Got Another Thing Comin'** — The position of either die does not matter. Example: You may take another player's third die and place it in your first position.

- **Show No Mercy, Matter of Time, The New Order, Back In Black, Sabotage and Forward To Death** — May not play these cards if you do not have enough unfrozen dice (dice with no Freeze cards played on them).

- **Madhouse** — This is any four dice on the table. You may not roll the same die more than once with this card.

WINNING THE GAME:

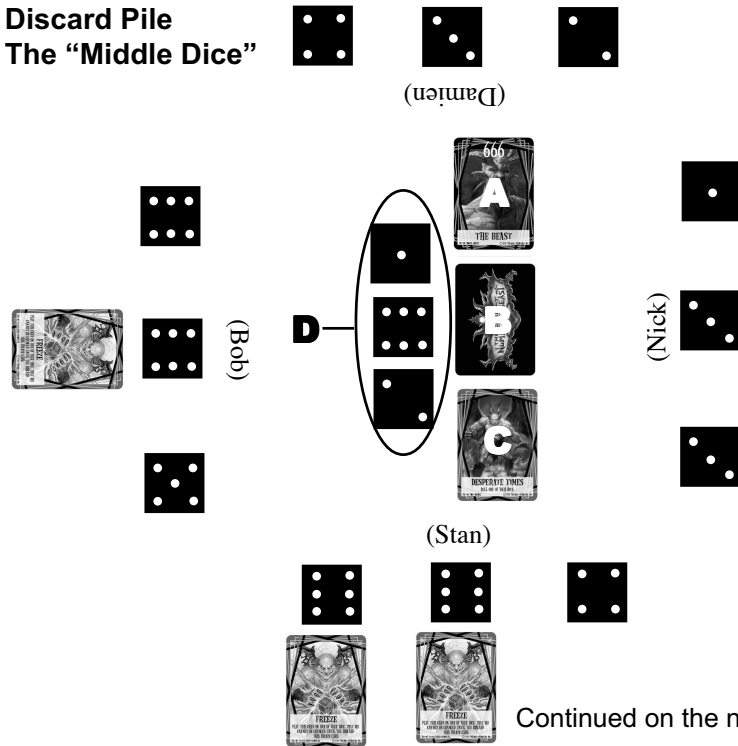
A player wins the game when the dice in front of them show the same number as noted on the **current** beast card (dice must also be in the correct order).

There are two exceptions: **1)** If a player just played a new beast card, they do not win the game until the beginning of their next turn. (Unless the beast card or the player's dice have changed.) **2)** If a player just played "Back In Black" and have rolled the current number of the beast, they do not win the game until the beginning of their next turn. And then, only if their dice still display the current number of the beast.

Sample Turn

Damien, Nick, Stan and Bob are playing. This is how the table looks during their game (Of course, this isn't to scale):

- A — The Current Number of the Beast
- B — Draw Deck
- C — Discard Pile
- D — The "Middle Dice"



Continued on the next page.

Bob and Stan currently have Freeze cards played on their dice. These dice can not be changed in any way without first discarding the Freeze cards.

Damien begins his turn by drawing one card from the draw deck. This gives him Desperate Times, Angel of Death, The New Order and Sympathy for the Devil in his hand. He chooses to play the “Desperate Times” card and places it in the discard pile. The card allows him to roll one of his dice and he chooses to roll his die showing the number “2.” Damien rolls the die and it comes up with the number “6.” His new numbers are “6 - 3 - 4.” Damien’s turn is done and it is now Nick’s turn.

Nick draws a card. He draws an Into the Pit card. He adds this to the cards already in his hand: Angel of Death, Matter of Time and a Freeze card. Nick plays the Angel of Death to the discard pile and changes his “1” die to a “2.” (He is really hoping that he gets the Child of the Beast card in the future.) His turn is now complete.

Drawing a Sabotage card, Stan begins his turn. He now has two Sabotage cards to go with his Flight of the Icarus, and Push Comes to Shove cards. Stan plays his Flight of the Icarus card and raises his “4” die to the number “5.” Nick is close to winning!

Bob starts his turn by drawing a Freeze card to go with his You Got Another Thing Comin’, Sabotage and 665 — Neighbor of the Beast cards. Of course, Bob changes the “Current Number of the Beast” by replacing the 666 — The Beast card with his 665 — Neighbor of the Beast card. (He places the 666 — The Beast card in the discard pile.) Since the “Current Number of the Beast” is now 665, Bob will win the game on his next turn unless he is forced to change one of his dice or the “Current Number of the Beast” is changed by one of the other players.

Game Concept and Design: Kerry Breitenstein and Todd A. Breitenstein
Art: Paul Abrams, Victor Perez Corbella, Fabien Jaques, Allen White
Additional Development: Jonathan Breitenstein
Layout and Design: Todd Breitenstein
Playtesters: Alex, Jonathan and Marissa Breitenstein, Austin (Mose) Mosely, Megan Barrow and The Usual Cast of Living Impaired...

Twilight Creations, Inc. Cold Spring, KY 41076
© 2012 Twilight Creations, Inc. All Rights Reserved
Twilight Creations, Inc., The Twilight Creations, Inc. logo and “Where Fun Comes To Life” The Current Number of the Beast and “The Current Number of the Beast” logo are trademarks or registered trademarks of Twilight Creations, Inc.
All Rights Reserved