

Zark City

Version 2.0

Designed by
Andrew Looney

Along with 3 Rainbow Stashes, you will need:



2-5 players



playing cards

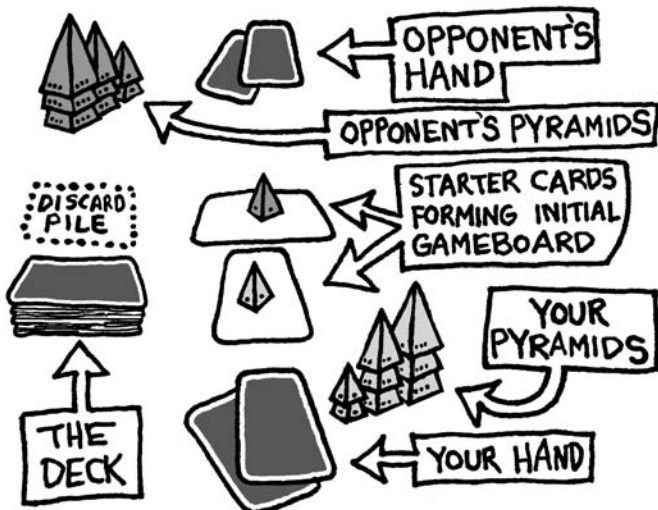
The ever-expanding gameboard for Zark City is made up of playing cards and is created during the game by the players. Looney Pyramids are used to indicate who's in control of which cards. The goal is to completely control a connected trio of three cards which are either Three-of-a-Kind or three consecutive numbers of the same suit.



SETUP

Each player gets 3 Trios of pyramids of a single color.

Shuffle the deck and deal three cards to each player. If any player's hand contains nothing but aces and/or face cards, all players draw an extra card, repeating until all players hold number cards. (If you have no numbers, you must reveal your hand of cards to prove it.)



TERMINOLOGY

Gameboard: The numbered cards on the table collectively form the gameboard. (Aces and face cards do not get added to the board; you get special actions when you use them.)

Adjacent: Two cards on the board are adjacent to each other if their sides are touching.

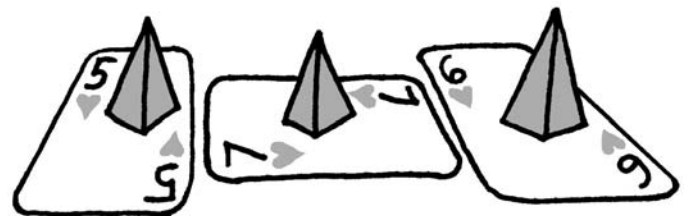
Diagonally Connected: When two cards are connected only at their corners, they are said to be diagonally connected.

Occupy vs. Control: You *occupy* a card if one or more of your pyramids is on it; you *control* a card if you are the only player occupying it.

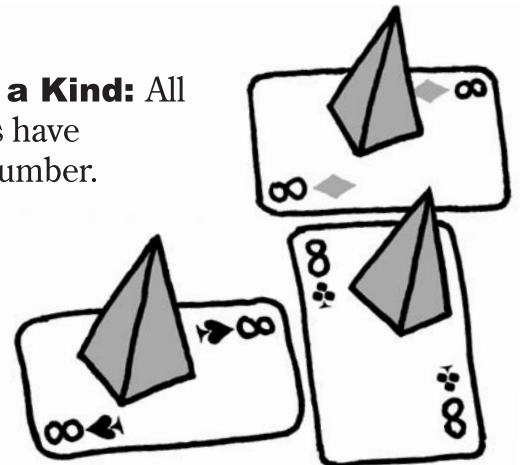
Block: Any set of three cards that are adjacent to each other (in either a straight line or an L-shape) is known as a Block.

Power Block: A Block is called a Power Block if the three cards it contains are either a Suited Run or Three of a Kind.

Suited Run: All three cards are of the same suit and together they form a consecutive sequence of numbers. (It is NOT required that they be arranged in numerical order.)



Three of a Kind: All three cards have the same number.

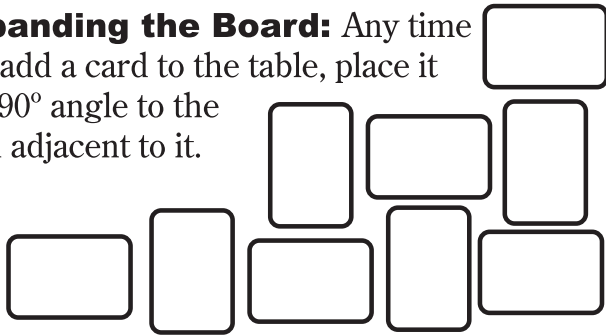


GOAL

You win if you Control all 3 cards in a Power Block.

HOW TO PLAY

Expanding the Board: Any time you add a card to the table, place it at a 90° angle to the card adjacent to it.



Turn Options: On your turn, draw 1 card, add it to your hand, then take one of the following 8 Actions. Afterwards, discard cards as needed to meet the Hand Limit of six.

First Round: Everyone chooses a number card (2-10) from their hand and plays it face down. Once all players have selected a card, everyone reveals. The player with the highest number goes first. In the event of a tie, the tying player who first selected their starter card goes first. The first player sets their chosen card in the center of the table, and places a small pyramid on that card. In turn order, the other players then add their starter cards to the board, placing their cards adjacent to any card in play. Each also puts a small pyramid on their card.

Re-shuffling: If the deck runs out, shuffle the discard pile and keep playing.

DRAW

Draw three additional cards, for a total of four this turn.

GROW

Replace one of your pieces with the next larger size.

SPAWN

Add a small pyramid to a card you occupy.

BUILD

Add a number card from your hand to the board, placing it adjacent to a card you occupy.

FLY

Discarding an Ace allows you to move a card, like a flying carpet, from one spot on the board to another. You must occupy the card you wish to move (but need not control it). The pieces on the card ride along with it to the new location. You can move the card anywhere as long as you place it adjacent to another card, and provided your move does not leave one section of cards completely detached from another. A diagonal connection IS adequate to prevent isolation.

MOVE

Slide one of your pyramids onto an adjacent card.

ATTACK

The piece you target for attack must be on a card adjacent to (or the same as) a card you occupy. You must discard one or more face cards, as many as needed to equal or exceed the value of the piece. Kings are worth 3 pips, and Queens are worth 2 pips. Jacks are worth 1 pip, as are the Jokers. You can either convert the piece to your color by exchanging it with one of the same size or smaller from your stash, or you may simply remove the target piece from the board. If you spend more attack points than required, draw 1 or 2 extra cards, depending on the number of leftover points. (For example, if you discard 2 Queens to attack a Large, draw one card.) But you may not discard entirely redundant Face cards to get extra draws.

HATCH

If you have no pyramids on the board, you may Build a new card anywhere, then place a small pyramid onto it.

Size Matters: You cannot Grow or Spawn if you don't have the right sized pyramid available in your stash. For example, you can't Spawn if all three of your smalls are already on the board.

Hand Limit: When it's not your turn, you can only hold a maximum number of 6 cards in your hand. You can exceed this limit during your turn, but you must discard to 6 when your turn ends.

CREDITS

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