

Fool Play 2 Random Cards

Draw a card from the deck and play it as if playing from your hand. You must perform the action if any of your minions can use it at all. Then discard the card. Then repeat the process a second time: draw, play if possible, and discard. Royalty cards may not be played wild; they must use the power of their suit.

Magician Play as Any Suit

This card is used as if it had any of the four suit powers.

High Priestess Draw 2 Cards & Go Again

Draw up to two cards, and then take another turn (any of the eight turn options). You may not re-use the same card you used to invoke this power.

Empress Grow or Clone, Ignoring Limits

This minion may either grow or clone, just as in the power of Cups. You may ignore the population limit. Also, this card may be used by a minion in the wasteland.

Emperor Attack & Demand Cards

This minion attacks, just as in the power of Swords. However, if you attack an enemy minion, you may (at your option) demand up to 3 cards from the enemy player's hand. The other player chooses which cards to give you.

Hierophant Attack & Convert Minion

This minion attacks, just as in the power of Swords. However, instead of being destroyed or reduced, the target minion is replaced by a minion from your stash. The replacement minion must be of the same size as the target or smaller, and it is oriented standing. This card may not be used to destroy territory.

Lovers Create Minion in Wasteland

Place one minion of any size from your stash into any empty wasteland space. (You must choose a wasteland space which is adjacent to at least one card.)

Chariot Move Twice

This minion moves, just as in the power of Rods, either once or twice. The moves may be in any directions, regardless of the minion's starting orientation.

Strength Grow or Clone Twice

This minion grows or clones, just as in the power of Cups, either once or twice. (You need not choose the same option both times.)

Hermit Move Ignoring Limits

This minion moves, just as in the power of Wands. The move may be in any direction, regardless of the minion's starting orientation, and you may ignore the population limit.

Death Attack Twice

This minion attacks, just as in the power of Swords, either once or twice.

Wheel of Fortune Build Hidden Territory

This minion builds new territory, just as in the power of Discs. However, you draw the card, look at it secretly, and place it face-down. No player (including you) may look at it thereafter. Minions on a face-down card may not use the power of that card. When the game is over, turn the card face-up to reveal its scoring value.

Justice Trade Hands

Trade hands with any other player.

Hanged Man Destroy This Territory

All minions in this space, including this minion, are destroyed. The top card in the space is also removed and discarded.

Temperance Build Territory Ignoring Limits

This minion builds new territory, just as in the power of Discs. However, this card may be used by a minion in the wasteland, and it may be used even if the target space contains enemy minions. All minions in the target space are unaffected, and the new card goes underneath them.

Devil Reorient Nearby Minions

You may reorient any or all minions in this space and the four adjacent spaces, regardless of whose minions they are.

Tower Destroy Occupied Territory

This minion attacks, just as in the power of Swords. However, instead of attacking a minion, you may choose to destroy the top card in the target space, even if there are minions in the space.

Star Draw Four Cards

Draw four cards, ignoring the hand limit.

Moon Transport Territory

Pick up the top card in this space, and all minions in this space, and place them on top of any empty wasteland space or empty territory card. (If you choose a wasteland space, it must be adjacent to at least one card.) All transported minions arrive standing up.

Sun Build Territory From Hand

This minion builds new territory, just as in the power of Discs. However, you choose the new territory card from your hand, instead of drawing it from the deck. The Sun is discarded immediately when it is played from your hand; it cannot be used to place itself on the board.

Judgement Resurrect Three Cards

Draw up to three cards from the top of the discard pile. If this card is played from your hand, it does not count against your hand limit, nor as one of the top three cards on the discard pile.

World Play as any Face-Up Trump

This card is used as if it had the power of any trump card which is face-up on the board.

Doppelganger Mimic Last Discard

This card is used as if it had the power of whichever card is on top of the discard pile. At the end of the game, the score for this card is the value of the top card on the discard pile. If the discard pile is empty, this card has no power and zero value.

Gateway Teleport

This minion moves to any other territory on the board which is of the same suit as this territory. Reorient this minion standing. (For the purposes of this card, trumps count as a fifth "suit".)

For best results with this reference card, print this page again on a full sheet of sticker paper (Avery 5165)

Icon Definitions

This card may only be used by a minion which is standing up.



This card may only be used by a minion on a card, not in the wasteland.



This card may only be used by a minion which is lying down.



The hand limit of 6 cards must be obeyed while using this card.



The population limit of 3 minions per space must be obeyed when using this.



The active minion must be placed standing up when the turn stops.



This is a wildcard; its requirements match those of the suit being copied.



Look at the next card for additional restrictions.

Card Types / Suit Powers

Cups: Grow / Clone



Discs: Build Territory



Swords: Attack



Royalty: Wild (from hand)



Rods: Move



Trumps: Do what it says

Game Over

- After someone declares the end of the game, all players get a final turn. Scores are then counted.
- You get points for each card on the board that is occupied by your minions and no one else's.
- High score wins!

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