Zarcana Rules Summary

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http://www.wunderland.com/WTS/Ginohn/games/Arcana/rules.htm

The Eight Turn Options

- Place a small minion on any card territory. (Only if you have no minions in play.)
- A minion uses the power of a card you play from your hand.
- A minion uses the power of the card it occupies.
- Reorient any or all of your minions.
- Draw up to three cards.
- Discard your entire hand.
- Pass.
- Declare the final round of the game. (Only if the deck has been used up and reshuffled.)

Icon Definitions

This card can only be used by a minion which is horizontal.

This card can only be used by a minion which is vertical.

This card can be used by minions of any orientation.

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

This card may be used by a minion in the wasteland or on a card territory.

The population limit of three minions per space must be obeyed while using this card.

The population limit may be ignored while using this card.

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

The hand limit may be ignored while using this card.

This card does not need to be used by any particular minion. It may be played by any minion, or played straight from your hand if you have no minions on the board.

The requirements of this card vary; they are the requirements of whichever power is being copied.

Notes

Scoring (at the end of the game): For each card that is occupied by your minions and no one else's, you score that card's value.

The trumps are shown here in a commonly-used order. However, some Tarot decks use a different trump order. When scoring, always use the values shown on the cards you are playing with.

Cups

Grow or Clone

This minion may either grow or clone. To grow, replace this minion with a minion one size larger. To clone, place another minion of the same size or smaller in this space.

Wands

Move

Move this minion into the target space, and orient it standing.

Swords

Attack Minion or Destroy Territory

This minion attacks any minion in the target space. (A minion may not attack itself, but it may attack other minions of the same color.) If this minion is smaller than the target, the target is reduced one size. If this minion is the same size or larger, the target is destroyed. If there are no minions in the target space, the top card in the space is removed and discarded.

Discs

Build Territory

This minion builds new territory in the target space. Draw a card from the deck and place it on the target space. If any other player has minions in the target space, you may not use this card. However, if the target space contains only your minions, they are unaffected and the new card goes underneath them.

All Royalty

11 - face cards **Play as Any Suit**

If this card is played from your hand, it may be played as if it had any of the four suit powers. On the board, this card has only its own suit power, as described above.

Fool

0 - O **Play Two 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 legally play it at all. Then discard the card. Then repeat the process a second time: draw, play if possible, and discard. (Court cards may not be played wild; they must use the power of their suit.)

Magician

1 - I **Play as Any Suit**

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

High Priestess

2 - II **Draw Two Cards and 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

3 - III **Grow or Clone Ignoring Pop Limit**

This minion may either grow or clone, just as in the power of Cups. You may ignore the population limit.

Emperor

4 - IV **Attack and Demand Cards**

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

Hierophant

5 - V **Attack and 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

6 - VI **Create Minion in Wasteland**

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

Chariot

7 - VII **Move Twice**

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

Strength

8 - VIII **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

9 - IX **Move Ignoring Pop Limit**

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.

Wheel of Fortune

10 - X **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 it as a territorial power. When the game is over, turn the card face-up to reveal what its scoring value is.

Justice

11 - XI **Trade Hands**

Trade hands with any other player.

Hanged Man

12 - XII **Destroy This Territory**

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

Death

13 - XIII **Attack Twice**

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

Temperance

14 - XIV **Build Territory Under Enemies**

This minion builds new territory, just as in the power of Discs. However, this card may be used from 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

15 - XV **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

16 - XVI **Destroy Under Minions**

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

17 - XVII **Draw Four Cards**

Draw four cards, ignoring the hand limit.

Moon

18 - XVIII **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 are reoriented standing.

Sun

19 - XIX **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. If this card is played from your hand, you may not choose it as the new territory card.

Judgement

20 - XX **Resurrect Three Cards**

Draw up to three cards from the top of the discard pile. (Not counting this one.)

World

21 - XXI **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

? - instructions **Use Last Discarded Power**

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 scoring value of 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

0 - title card **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".)