

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.



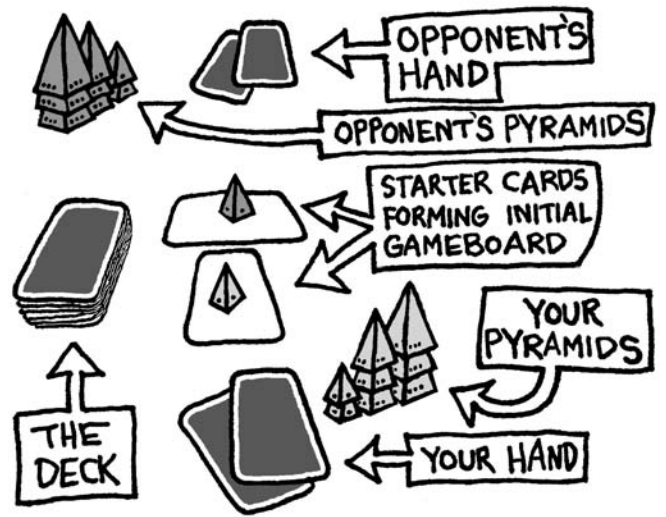
SETUP

Each player gets 3
Trios of one 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.)

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. The other players then add their starter cards to the board, in turn order, also with small pyramids on top.

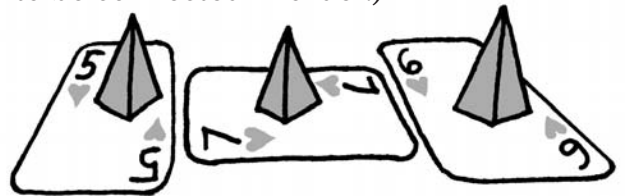


POWER BLOCKS

Special trios of connected cards are called Power Blocks. They are of two types, the Suited Run and the 3 of a Kind.

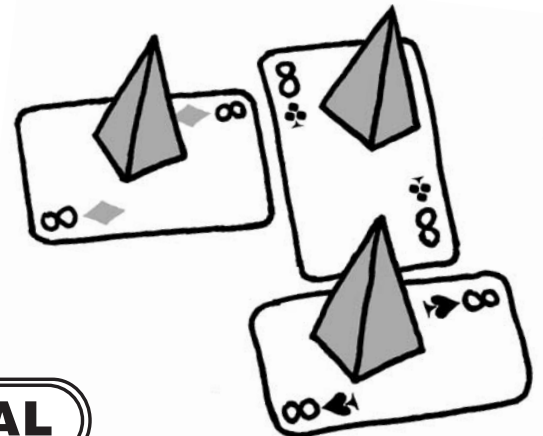
SUITED RUN

All three cards are of the same suit and together they form a consecutive sequence of numbers. (They don't have to be connected in order.)



3 OF A KIND

All three cards have the same number.



GOAL

You win if all of the pyramids on the three cards of a Power Block are pyramids of your color.

TURN OPTIONS

On your turn, draw 1 card, add it to your hand, then take one of the following 8 Actions:

DRAW

Draw three more cards, then discard until you have no more than six cards in your hand.

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 an empty spot on the board next to a card you occupy.

FLY

Aces allow you to move a card, like a flying carpet, from one location to another. You must have a piece on the card you wish to move (but you don't have to control it). Discard the Ace then move the card to any spot on the board. The pieces on the card ride with it to its new location. You cannot fly a card if it would completely detach one section of cards from another; that said, a single corner-to-corner 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, Queens 2 pips, and Jacks 1 pip. 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, you get to 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 1 card.)

HATCH

If you have zero pyramids on the board, you may build a new card anywhere and then place a small pyramid onto it.

NOTES

Jokers are Jacks.

Be sure to include them.

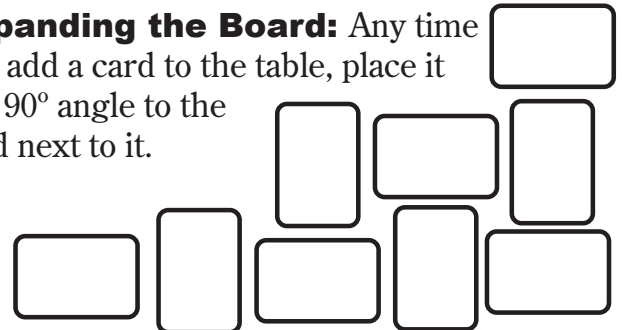
Size Matters: You cannot Grow or Spawn if you don't have the right sized pyramid available in your stash. For example, you can't Spawn if all three of your smalls are already on the board.

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

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.

Aces & Faces: Only number cards (2-10) can be added to the board. Aces and Face cards are only used for their special powers.

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



(The ideal deck for this game has square cards.)

CREDITS

Designer: Andrew Looney

Playtesters: Kristin Looney, Shel West, Josh Drobina, Davy Kramer-Smyth

Inspiration: *Zarcana* by John Cooper

