

1 **Ace of Disks** 1

LIMITS: 

2 **Two of Disks** 2

LIMITS: 

3 **Three of Disks** 3

LIMITS: 

4 **Four of Disks** 4

LIMITS: 

5 **Five of Disks** 5

LIMITS: 

6 **Six of Disks** 6

LIMITS: 

7 **Seven of Disks** 7

LIMITS: 

8 **Eight of Disks** 8

LIMITS: 

9 **Nine of Disks** 9

LIMITS: 

10 **Ten of Disks** 10

LIMITS: 

 **King of Disks** 11

LIMITS: 

 **Queen of Disks** 11

LIMITS: 

 **Knight of Disks** 11

LIMITS: 

 **Page of Disks** 11

LIMITS: 

 **Build Territory:** Draw a card from the deck and place it on the target space. You can't use this card if another player has minions in the target space; however, if the target space contains only your minions, they are not affected and the new card goes underneath.

**Disks**

 **Build Territory:** Draw a card from the deck and place it on the target space. You can't use this card if another player has minions in the target space; however, if the target space contains only your minions, they are not affected and the new card goes underneath.

**Disks**

 **Build Territory:** Draw a card from the deck and place it on the target space. You can't use this card if another player has minions in the target space; however, if the target space contains only your minions, they are not affected and the new card goes underneath.

**Disks**

 **Build Territory:** Draw a card from the deck and place it on the target space. You can't use this card if another player has minions in the target space; however, if the target space contains only your minions, they are not affected and the new card goes underneath.

**Disks**

 **Build Territory:** Draw a card from the deck and place it on the target space. You can't use this card if another player has minions in the target space; however, if the target space contains only your minions, they are not affected and the new card goes underneath.

**Disks**

 **Build Territory:** Draw a card from the deck and place it on the target space. You can't use this card if another player has minions in the target space; however, if the target space contains only your minions, they are not affected and the new card goes underneath.

**Disks**

 **Build Territory:** Draw a card from the deck and place it on the target space. You can't use this card if another player has minions in the target space; however, if the target space contains only your minions, they are not affected and the new card goes underneath.

**Disks**

 **Build Territory:** Draw a card from the deck and place it on the target space. You can't use this card if another player has minions in the target space; however, if the target space contains only your minions, they are not affected and the new card goes underneath.

**Disks**

 **Build Territory:** Draw a card from the deck and place it on the target space. You can't use this card if another player has minions in the target space; however, if the target space contains only your minions, they are not affected and the new card goes underneath.

**Disks**

 **Build Territory:** Draw a card from the deck and place it on the target space. You can't use this card if another player has minions in the target space; however, if the target space contains only your minions, they are not affected and the new card goes underneath.

**Disks**

 **Royalty:** If this card is played from your hand, it may be played as if it had any of the four suit powers.

**Royal**

 **Disks:** On the board, this card is just like any other Disks card.

 **Royalty:** If this card is played from your hand, it may be played as if it had any of the four suit powers.

**Royal**

 **Disks:** On the board, this card is just like any other Disks card.

 **Royalty:** If this card is played from your hand, it may be played as if it had any of the four suit powers.

**Royal**

 **Disks:** On the board, this card is just like any other Disks card.

 **Royalty:** If this card is played from your hand, it may be played as if it had any of the four suit powers.

**Royal**

 **Disks:** On the board, this card is just like any other Disks card.

Print these on a sheet of Avery 5960 mailing labels



For complete rules to Zarcana, and many other games for Icehouse pyramids, please visit: [IcehouseGames.com](http://IcehouseGames.com)

