


Magician 1

LIMITS: 

Justice 11

LIMITS: 


World 21

LIMITS: 


High Priestess 2

LIMITS: 


Hanged Man 12

LIMITS: 


Fool 0

LIMITS: 


Empress 3

LIMITS: 


Death 13

LIMITS: 


Doppelganger ?

LIMITS: 

Emperor 4

LIMITS: 

Temperance 14

LIMITS: 


Gateway 0

LIMITS: 

Hierophant 5

LIMITS: 

Devil 15


LIMITS: 

How to Play Zarcana
An Icehouse Game by John Cooper

Lovers 6

LIMITS: 

Tower 16

LIMITS: 

Setup

- Each player gets 15 pyramids.
- Shuffle the deck and place 9 cards face up, as shown.
- Deal 3 cards to each player.
- Decide who will go first.

You can only perform ONE action per turn.

Chariot 7

LIMITS: 

Star 17

LIMITS: 


The 8 Turn Options

- Place a small minion on any card territory, standing up (only if you have no minions on the board).
- Select a minion to use the power of a card you play from your hand.
- Select a minion to use the power of the card on which it sits.
- Reorient any or all of your minions. (They can point in 1 of 5 directions.)
- Pass. (This happens very rarely.)
- Draw up to 3 cards. (Hand limit: 6.)
- Discard your entire hand.
- Declare the final round of the game. (Only if the deck has been used up and reshuffled.)

Strength 8

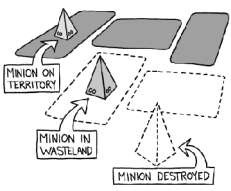
LIMITS: 

Moon 18

LIMITS: 

Targeting

A minion targets the space it points at. If the piece is upright, the target space is the occupied territory.



Hermit 9

LIMITS: 

Sun 19

LIMITS: 

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For complete rules to Zarcana, and many other games for Icehouse pyramids, please visit: IcehouseGames.com

Wheel of Fortune 10

LIMITS: 

Judgement 20

LIMITS: 