



ZARK CITY



- **Diagonal Connection:** When two cards are connected only at their corners, they are said to be diagonally connected.
- **Three of a Kind:** A group of three adjacent cards that all have the same number.
- **Suited Run:** A group of three adjacent cards that are all of the same suit and together form a consecutive sequence of numbers.
- **Power Block:** Three cards (in either a straight line or an L-shape) which are composed of either a Three of a Kind or a Suited Run (numerical order not required).

SETUP

Move each player's pieces to their spots at the table. 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.)

WHO STARTS

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. Play then proceeds clockwise around the table.

FIRST ROUND

The first player sets their chosen card in the center of the table, and places a small pyramid on that card. In turn order, the other players then add their starter cards to the board, placing their cards adjacent to any card in play. Each also puts a small pyramid on their card.

HOW TO PLAY

On your turn, draw a card, add it to your hand, then take one of the eight Turn Options listed below. Afterwards, discard cards as needed to meet the Hand Limit of six.

HAND LIMIT

When it's not your turn, you can only hold a maximum of six cards in your hand. You can exceed this limit during your turn, but you must discard to six cards when your turn ends.



2-5



LONG



MEDIUM

EQUIPMENT

- Three Trios of a color for each player
- Zark City cards



OVERVIEW

In Zark City, a deck of cards is used to create an ever-expanding gameboard of numbered territories. Pyramids are used to indicate who's in control of which cards.

GOAL

To win you must exclusively occupy three adjacent cards with pieces of your color, and they have to be either a suited run or three of a kind.

TERMINOLOGY

- **Gameboard:** The numbered cards on the table collectively form the gameboard. (Aces and face cards do not get added to the board; you get special actions when you use them.)
- **Occupy vs. Control:** You occupy a card if one or more of your pyramids is on it; you control a card if you are the only player occupying it.
- **Adjacent:** Two cards on the board are adjacent to each other if their sides are touching.

ZARK CITY (CONT.)



TURN OPTIONS

- **Draw:** Draw three additional cards, for a total of four this turn.
- **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 the board, placing it adjacent to a card you occupy.
- **Move:** Slide one of your pyramids onto an adjacent card.
- **Demolish/Convert:** Choose a piece to either remove from the board or change to your color. The piece you target 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 Pip value of the piece. Kings are worth three points. Queens are worth two points. Jacks and Aces are all worth one point. 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, draw one or two extra cards, depending on the number of leftover points. (For example, if you discard two Queens to convert a Large, draw one card.) However, you may not discard entirely redundant face cards to get extra draws.
- **Fly:** Aces have power in addition to Convert & Demolish. You can discard an Ace to move a card, like a flying carpet, from one spot on the board to another. You must occupy the card you wish to move (but need not control it). The pieces on the card ride along with it to the new location. You can move the card anywhere as long as you place it adjacent to another card, and provided your move doesn't leave one section of cards completely detached from another. Note that a diagonal connection IS adequate to prevent complete detachment, even though pyramids may become isolated. You can only do one thing with an Ace, so if you use it to Fly you cannot also use its power to Demolish or Convert during that turn.
- **Hatch:** If you have no pyramids on the board, you may Build a new card anywhere, and then place a Small onto that card.

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.

HOW TO WIN

You win if you Control all three cards in a Power Block.

OTHER NOTES

HISTORICAL NOTES

This game is based on one of the earliest hits for the pyramids, Zarcana by John Cooper. Minor inspiration also came from Lost Cities by Reiner Knizia. Hence the name Zark City.

USING A STANDARD CARD DECK

Although the 5-suit deck included in this box is ideal for this game, you can also play Zark City with a regular card deck. Jokers count as 1 point for Demolish or Convert actions, and when adding cards to the board, alternate them each by 90 degrees to create a more pleasing board pattern.

