

ZODIAC WAR

An astrology themed board game

Designed by Dr. Paul Starr

RULES ADDENDUM I

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APPENDIX I - MAJOR ARCANA CLARIFICATIONS (SOLO)

Major Arcana (solo)

Two versions of Tarot cards II, VIII and XX are included with the game. Substitute for the **solo** version (marked in bottom right corner) when playing the solo game, play with the 3 unmarked cards in multi-player games.



II High Priestess

Look at unrevealed cards on top of tarot deck. After taking one card place it in your hand and discard the other two.



VIII Strength

When moving the board you may move up to three spaces. Movement must comply with the rules of rotating clockwise unless combined with another ability.



XX Judgment

This card can only be played on your turn, and hence not as an interrupt. It can be used in multi player games as an advanced option, replacing the standard XX card.

USEFUL TIP

The zodiac board rotates much smoother if contact surfaces including board edges are rubbed with wax paper.

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The symbols for elements identified on Page 2 under the heading **MEANINGS OF SYMBOLS AND ICONS** are not used in the final version of Zodiac War. This superfluous information does not change game play and has no impact on the rules.

FREQUENTLY ASKED QUESTIONS

Q1. If the Tarot Deck has no cards left what do you do?

A1. When the entire Tarot Deck has been played, shuffle the discard pile and restart the deck, face down.

Q2. Are there any suggestions for improving the rotation of the board?

A2. The best solution is to rub all contact surfaces, including edges, with kitchen wax paper. This is really effective.

Q3. Instead of being able to buy multiple star crystals at once, can players limit buying star crystals to one per turn?

A3. Play testing indicates that this would make the game longer, but this house rule may appeal to some players. Zodiac War has many opportunities to apply house rules that suit your style of play, and this suggestion is a viable house rule.

Q4. One of the Sun cards in the Zodiac Deck allows a fourth Minor Arcana to be played in your spread, but there are only three slots. Please clarify.

A4. Once the three slots have been filled you may choose in which slot the fourth card is played. Thus, one of the slots will contain two cards. Of course, you cannot play four cards if you do not have four cards in your hand.

Q5. In solo mode how do the interrupt cards in the Tarot Deck work?

A5. The interrupt cards have no use in the solo mode because your AI opponent does not have a hand of cards. In solo mode it is recommended to take a free tarot card from the deck when the image of the sign on the tarot card matches the sign on your player board.