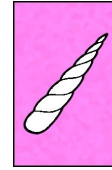**Poonicorn is the greatest game about mining unicorn poop you've never played!**

Setup:
Each player has 6 areas: <u>Mines</u> <u>Refinery</u> <u>Town</u>   <u>Lab</u>   <u>Farm</u> and <u>Market</u>
The far right section is
where players keep
their *corn* cards.

Corn card

In the center, flip 4 *resource* cards face-up. These cards have a purple backing with a rainbow poop. Each player then chooses one of the colored unicorns to start with: red, blue, green, or pink. Next, each player puts 1 *worker* on their <u>MINES</u> and 1 *worker*
on their <u>REFINERY</u>. Each location also starts with it's *level token* on level 1.

Resource Card

How to play:
The player who most recently pooped goes first. On your turn you have *X* actions, where *X* is the number of workers you control at the beginning of your turn. Most actions require at least one worker to be on the respective area for you to do them. You are not required to use all your actions in a turn.

After all players have completed a turn, roll the *area die*. The area that is rolled (refer to icons above) is then *stomped*, meaning all workers there are removed from each player's board and returned to the supply. If, immediately before your turn, you have fewer than 2 workers, place 1 worker on your <u>MINES</u> and another on your <u>REFINERY</u>, followed by your turn. If there are ever less than 4 resource cards face up in the center, immediately flip over new resource cards until there are 4.

Area Levels:
The higher an area's level, the better your workers are at that action. You must have a worker on an area to increase its level. The <u>LAB</u> must be upgraded before other areas can reach that level. The cost to upgrade is give on the areas, with [lvl] representing the currentl level of the area and [2 x lvl] meaning double the current level of the area. Once leveled, you immediately gain the benefits of the upgraded area. Keep track of each area's level by moving the token into the appropriate section. When upgrading the <u>FARM</u>, you immediately draw a new corn from the *corn deck* and add it to your corn area, untapped.

Resources:

Cake   Bow
Star   Heart

Actions:

The following is a list of all the actions you can do during your turn. Actions with an icon next to them require a worker on that location to do.

- Move a worker to another area

- Tap a corn and put 4 poop pieces into the corn area

- Tap a corn for its ALT ability

- Move 1/2/3 pieces into the mine area, depending on level

- Discard poop from mine to take *resource card(s)* from field or deck into hand

- Trade resource(s) from hand with one on field, depends on level

- Pay 2 resource of the same type to recruit a worker onto the town

- Untap one of your *corn*

- Upgrade an area

End of the Game:

The game ends when the resource deck is empty. Add the levels of each of your areas. The player with the highest total is the winner. If there's a tie, the player with the most workers wins. If there is still a tie, the player with the most resources in their hand wins. If there's still a tie, chose from the following extreme tiebreakers:
- The player who most recently pooped wins, regardless of if they were tied for the win. This is likely the player that started the game.
- Clear the pink board. Each player tied for victory puts 1 worker on an empty location on the pink board. The order of placement is based on the starting corn color: Pink followed by Blue followed by Green ending with Red. Roll the area die and remove the worker from the rolled area. The player whose worker is last to be removed is the winner.
- Play another game to break the tie
- The Green Unicorn wins. Not the player that started with it, the literal card named "Green Unicorn".