

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

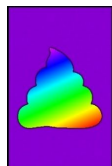
Setup:

Each player has 6 areas: Mines Refinery Town Lab Farm and Market

The far right section is where players keep their *corn* cards.



Corn card



Resource 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 MINES and 1 *worker* on their REFINERY. Each location also starts with its *level token* on level 1.

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, reduce the *stomp countdown* by 1. When it reaches zero, roll the *area die* and reset the countdown to 3. 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 MINES and another on your REFINERY, 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 LAB must be upgraded before other areas can reach that level. The cost to upgrade is give on the areas, with $[lvl]$ representing the current level of the area and $[2 \times lvl]$ 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 FARM, 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 *poop pieces* into the MINE area



- Discard 1 poop from mine to take *resource card(s)* from field or deck into hand



- Trade resource from hand with ones on field



- Pay resource from your hand to hire 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".

Example game start:

This example setup includes 2 players, pink and green. Pink pooped most recently, therefore goes first.

- 1) Each player has all locations at level 1, a worker on their MINES, and another worker on their REFINERY, along with their color of unicorn. The 4 resources on the field are [2-STAR], [1-HEART], [1-BOW], and [1-BOW]
- 2) Pink has 1 worker on the MINES and 1 on the REFINERY, giving 2 actions. On their turn, they do the following:
 - a) Tap Pink Unicorn to add 4 *poop pieces* into their *corn area*
 - b) Mine 1 *poop piece* from their *corn area* into their MINES
- 3) Green also has 1 worker on the MINES and 1 on the REFINERY, giving 2 actions. On their turn, they do the following:
 - a) Tap Green Unicorn to add 4 *poop pieces* into their *corn area*
 - b) Move the worker from the REFINERY to the FARM
- 4) Since all players have taken a turn, the *stomp countdown* goes down from 3 to 2
- 5) Pink has not hired any workers, so they again have 2 turns, doing the following:
 - a) Mine a second *poop piece* into their MINES
 - b) Refine one *poop piece* in their MINES to get the [2-STAR] card from the field into their hand
 - c) The top card of the *resource deck* fills in the empty space, in this example, it's a [1-CAKE] (*no actions are used on this step*)
- 6) Green has 2 workers, giving 2 actions:
 - a) Since there is a worker on the FARM, they can untap the Green Unicorn
 - b) Mine 1 *poop piece* from their *corn area* into their MINES
- 7) Since all players have taken a turn, the *stomp countdown* goes down from 2 to 1
- 8) Pink has 2 actions from workers on MINES and REFINERY:
 - a) Move the MINES worker to the TOWN
 - b) Refine the *poop piece* in their MINES for one of the [1-BOW] cards
 - c) The top card of the *resource deck* fills in the empty space, in this example, it's a [2-CAKE] (*no actions are used on this step*)
- 9) Green has 2 actions from workers on FARM and MINES:
 - a) Move their FARM worker to the REFINERY
 - b) Refine the *poop piece* in their MINES for the [2-CAKE]
 - c) The top card of the *resource deck* fills in the empty space, in this example, it's a [2-BOW] (*no actions are used on this step*)
- 10) Since all players have taken a turn, the *stomp countdown* goes down from 1 to 0
- 11) The *area die* is rolled, resulting in MINES
 - a) Green's worker in the MINES is discarded
 - b) *Stomp countdown* is reset to 3
- 12) Pink has 2 actions from workers on the TOWN and REFINERY
 - a) Discarding the [2-STAR] and [1-BOW] cards from their hand, a worker is added to Pink's TOWN

- b) The new worker is moved to the MINES
- 13) Green has fewer than 2 workers, and the MINES are empty, so a worker is added to their MINES
- 14) Green has 2 actions from workers on MINES and REFINERY
 - a) Mine a *poop piece* from their *corn area* to their MINES
 - b) Refine that *poop piece* to get the [2-BOW] into their hand
 - c) The top card of the *resource deck* fills in the empty space, in this example, it's a [1-STAR] (*no actions are used on this step*)
- 15) Since all players have taken a turn, the *stomp countdown* goes down from 3 to 2
- 16) Pink has 3 actions from workers on the TOWN, MINES, and REFINERY
 - a) Mine 1 *poop piece* from *corn area* into MINES
 - b) Mine 1 *poop piece* from *corn area* into MINES
 - c) Refine 1 *poop piece* from MINES for top of the *resource deck*, giving a [1-HEART]
- 17) Green has 2 actions from workers on MINES and REFINERY
 - a) Move REFINERY worker to LAB
 - b) Spent [2-BOW] and [2-CAKE] to upgrade LAB to level 2
- 18) Since all players have taken a turn, the *stomp countdown* goes down from 2 to 1
- 19) Pink has 3 actions from workers on the TOWN, MINES, and REFINERY
 - a) Refine 1 *poop piece* from MINES for top of the *resource deck*, giving a [1-BOW]
 - b) Move worker from TOWN to FARM
 - c) Feed (untap) Pink Unicorn
- 20) Green has 2 actions from workers on MINES and LAB
 - a) Move worker from LAB to REFINERY
 - b) Tap Green Unicorn to add 4 *poop pieces* into their *corn area*
- 21) Since all players have taken a turn, the *stomp countdown* goes down from 1 to 0
- 22) The *area die* is rolled, resulting in LAB
 - a) No one has workers on LAB, so nothing happens
 - b) *Stomp countdown* is reset to 3
- 23) Pink has 3 actions from workers on the FARM, MINES, and REFINERY
 - a) Tap Pink Unicorn to add 4 *poop pieces* into their *corn area*
 - b) Feed (untap) Pink Unicorn
 - c) Move worker from FARM to MARKET
- 24) Green has 2 actions from workers on MINES and REFINERY
 - a) Mine 1 *poop piece* from *corn area* into MINES
 - b) Refine 1 *poop piece* from MINES for the [1-STAR]
 - c) The top card of the *resource deck* fills in the empty space, in this example, it's a [2-BOW] (*no actions are used on this step*)
- 25) Since all players have taken a turn, the *stomp countdown* goes down from 3 to 2
- 26) Pink has 3 actions from workers on the MARKET, MINES, and REFINERY
 - a) Trade the [1-BOW] in hand for the [2-BOW] on field
 - b) Mine 1 *poop piece* from *corn area* into MINES
 - c) Refine 1 *poop piece* from MINES for top of the *resource deck*, giving a [1-STAR]