

PRINCE GLITTERHORN



THE SPARKLY UNICORN ONLY EATS TACOS



*Entry to the 2023 9-Card Nanogame Print and Play Design Contest on BoardGameGeek
1 player | Designed by Ronan Stafford | 20 minutes to play | [Link to feedback thread](#)*

Congratulations! You've just been hired as the Operations Manager for **UnicEats**, the food delivery service specialising in feeding unicorn royalty.

Prince Glitterhorn the Sparkly Unicorn is your most important customer. However, he can be a bit fussy. You see, he only ever wants to eat tacos. You have five rounds, each corresponding to an hour of the Prince's very long lunch time, to get as much food into the Prince as possible.



YOUR MISSION



- You must deliver tacos to Prince Glitterhorn. If you don't deliver tacos frequently enough, the Prince will throw a tantrum. Trust me, you don't want to see a royal unicorn throw a tantrum.
- If you deliver a mixture of tacos and other food to the Prince, he will eat only the tacos and throw away the other food.
- However, tacos by themselves are not the basis of a healthy diet. If the Prince only eats tacos during the game he will be sick. Trust me, you don't want to see a royal unicorn vomit.
- Getting food to the Prince can be a challenge. You must send your delivery riders through the Magical Forest to reach the Prince. But strange things happen in the Magical Forest. Not all of your delivery riders will make it to the Prince – but this is a sacrifice you're willing to make.

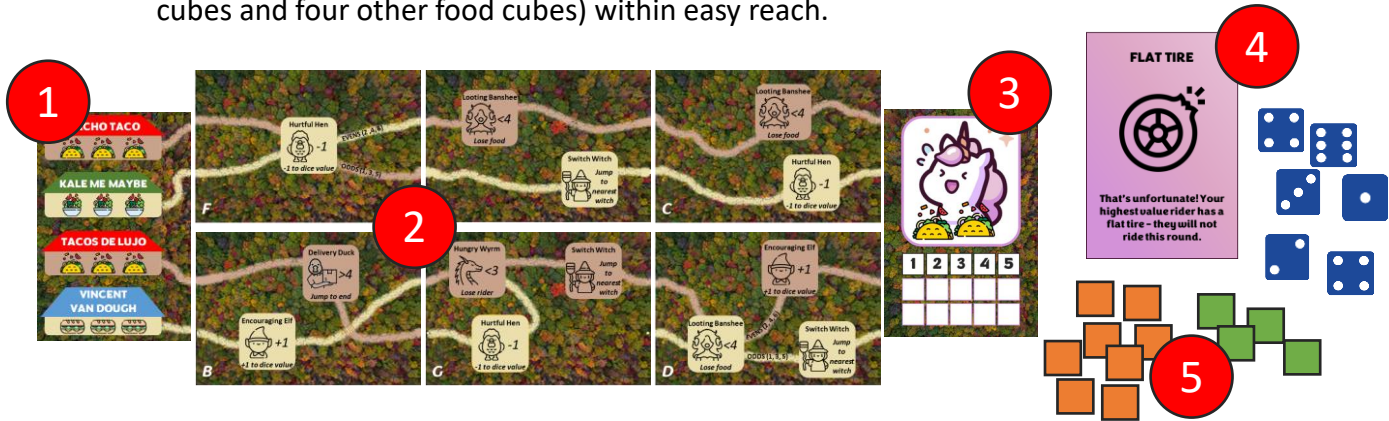
- 9 Cards, printed front and back, provided in the game files.
- 6 dice, representing your delivery riders.
- 12 cubes, representing the food they're delivering. This should include:
 - 8 cubes of a single colour, to represent Tacos.
 - 4 cubes of a different colour (or set of colours), to represent other food.
 - You can pick any colours – you just need to be able to tell apart Taco cubes vs non-Taco cubes.

YOU NEED



SET UP

1. Place the Restaurant card on the left side to form the start of the Magical Forest.
2. Shuffle the seven forest cards and randomly place six of six of them to form two rows of three cards, with the forest paths connecting.
3. Place Prince Glitterhorn at the far right of the Magical Forest.
4. Flip the remaining Forest card to show the Magic Modifier, and place it near the Magical Forest.
5. Place six dice (four starter riders and two back-up riders) and twelve cubes (eight taco cubes and four other food cubes) within easy reach.



GAME OBJECTIVE

Feed Prince Glitterhorn as many tacos as possible during five rounds, whilst fulfilling the following criteria:

- The Prince must eat tacos at least once every three rounds. If you fail in this, you lose the game
- The Prince must eat either a salad or a sandwich at least once during the game. If you fail in this, you lose the game.
- Remember – if a mixture of tacos and salads or sandwiches reaches the Prince during the same turn, he will eat the tacos and throw away the other food.
- At the end of five rounds, score 3 points for each taco the Prince has eaten and 1 point for each salad or sandwich the Prince has eaten.

TURN ORDER

Prince Glitterhorn's lunch takes place over five rounds, each round following the same actions:

1. **In and out** – select one card currently in the Magic Forest and swap it for the Magic Modifier card. Flip the card selected from the Magic Forest to reveal a new Magic Modifier, and flip and place the previous Magic Modifier card into the empty space in the Magical Forest, completing the route
2. **Round and round** – swap the position of two cards in the Magical Forest. For example, in the set-up picture above, the player could swap the positions of cards F and G.
3. **Orders ready** – roll four dice and assign one dice to each restaurant. These are your riders and the dice value indicates how much stamina each rider has.
4. **And off you go** – one by one, send each dice/rider through the Magical Forest, following the path they're on. When you reach a clearing, apply the stated effect to the dice/rider. These effects are explained more fully on the following page.

If a dice/rider successfully makes it to Prince Glitterhorn, place a cube in the squares allocated to each round.

THE MAGICAL FOREST

Getting through the Magical Forest is difficult. You've walked these paths many times, and have met some of the forests inhabitants:

Encouraging Elf

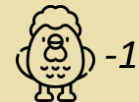


+1 to dice value

You once met a very Encouraging Elf just north of the riverbank. You were feeling tired and a little lost. But just at your lowest moment, you noticed a little figure sitting on a toadstool. "Keep going!" the little elf cheered. "Almost there, one last push!" Hearing this, you pedalled your bike with renewed vigour.

Gameplay: Increase the value of the dice by 1. E.g. a dice with value 3 increases to value 4.

Hurtful Hen



-1 to dice value

"Your bike looks rubbish!" "That lycra makes your legs look fat!" "Can you ride any slower?" Surprisingly, these hurtful words were once shouted at you by a family of hens pecking seed by the roadside. How rude! Sticks and stones may break your bones, but words will demotivate you.

Gameplay: Decrease the value of the dice by 1. E.g. a dice with value 3 decreases to value 2.

Delivery Duck



Jump to end

You're not the only delivery service travelling these magical paths. If you're lucky, the Delivery Duck might drive past you. "I'm impressed by your riding!" The duck says with a quack. "Want a lift?"

Gameplay: If dice is above the value specified, jump straight to the Prince and deliver your food. If the dice is below the value specific, continue down the path.

Switch Witch



Jump to nearest witch

"Hi there!" you carefully approached the old woman drinking tea on a tree stump. Unfortunately you never got an answer. The witch jumped up, muttered a spell, and all you heard was a cackle as you suddenly found yourself in a completely different part of the forest. What a strange obsession they have.

Gameplay: Jump to the nearest witch clearing. This may be forwards or backwards. If tied, jump backwards. If stuck in a loop, the rider gets tired and returns to the restaurants with the food undelivered.

Hungry Wyrn



Lose rider

You've heard rumours of this underground menace. Riders report feeling the ground shake and hearing a steady rhythm of thumps thundering towards them – it's at this point you pedal the hardest you ever have, or you'll never return.

Gameplay: If dice is below the value specified, the Wyrn permanently eats both the food and the dice. Do not return the dice to your pool for future turns. If the dice is above the value specified, continue down the path unharmed.

Looting Banshee



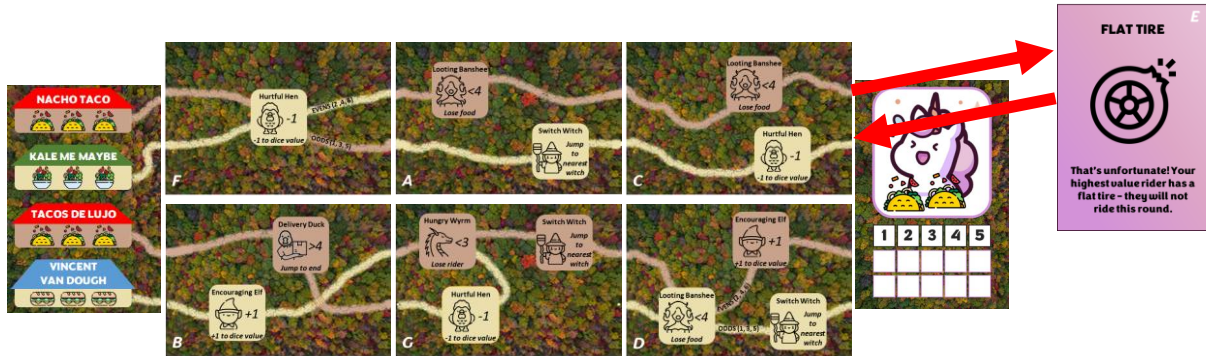
Lose food

You normally enjoy listening to the songbirds of the forest as you ride through, the babbling brooks and the rustling leaves. But one day a terrifying shriek sent you falling off your bike. You woke up some time later, largely unharmed, but noticed your food had gone missing. What strange creature had done this?

Gameplay: If dice is below the value specified, the Banshee steals the food. Return the dice to your pool for future turns. If the dice is above the value specified, continue down the path unharmed.

EXAMPLE ROUND – PART 1 OF 3

- In and out** – the player decides to swap card C, the last card in the upper row, with card E, which was the Magic Modifier card. The player flips card C to reveal a new Magic Modifier, *Time for Tea and Cake*.



NEW SET UP



- Round and round** – the player decides to swap the location of Card D, in the lower row, with Card E in the top row. This will provide more Switch Witch locations in the top row, but these locations are now empty and easy the pass through, as per the Magic Modifier for this round.



EXAMPLE ROUND – PART 2 OF 3

3. **Orders ready** – the player rolls four dice, with values 6, 5, 4 and 1. They must now assign one dice to each restaurant. They assign the 6 to Nacho Taco, the 1 to Kale Me Maybe, the 5 to Tacos De Lujo, and the 4 to Vincent Van Dough.



4. **And off you go** – It's now time for each rider to set off through the forest.

First Rider – Stamina 6 from Nacho Taco

- The first rider sets off from Nacho Taco, coming to the clearing on card F featuring the Hurtful Hen. The Hen yells abuse at the rider, which lowers their stamina from 6 to 5. With a new stamina of 5, the rider takes the lower “Odds” route out of the clearing.
- The first rider now reaches card A on the lower route, reaching the clearing with the Switch Witch. However the Magic Modifier means the Switch Witches are away and this clearing is empty. The first rider continues unimpeded onto card D.
- The first clearing at Card D features a Looting Banshee, which will steal food from any rider with a stamina lower than 4. However the first rider has a stamina of 5, so they successfully escape the Banshee. With their stamina of 5, the rider takes the lower “Odds” route out of the clearing, reaching a second clearing which would feature a Switch Witch – but as above, the witch is missing.
- The first rider continues, successfully delivering a Taco to Prince Glitterhorn!

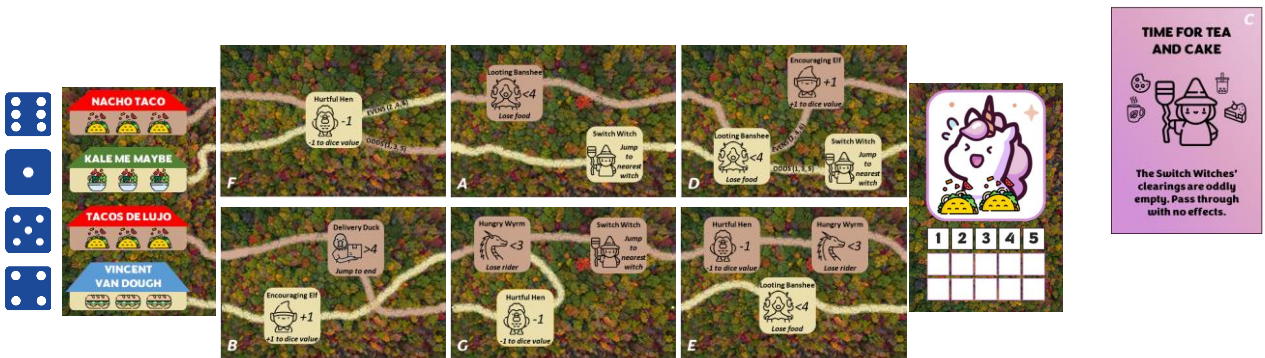
Second Rider – Stamina 1 from Kale Me Maybe

- The second rider sets off from Kale Me Maybe, coming to a the clearing on card F featuring the Hurtful Hen. The Hen yells abuse at the rider, which lowers their stamina from 1 to 0. With no more stamina left the rider turns around and heads back to the restaurants. They have failed in their delivery.

Third Rider – Stamina 5 from Tacos De Lujo

- The third rider sets off from Tacos De Lujo, taking the top route on card B. They reach the first clearing on this path featuring the Delivery Duck. The Duck will give a lift to any rider that impresses the duck with their high stamina, anything higher than a 4. The duck is impressed by the rider's high stamina of 5, and provides a lift straight to Prince Glitterhorn, bypassing the rest of the Magic Forest.
- Congratulations, a second taco has been delivered to Prince Glitterhorn!

EXAMPLE ROUND – PART 3 OF 3



Fourth Rider – Stamina 4 from Vincent Van Dough

- The final rider sets off, taking the lower path on card B. The first clearing they encounter features the Encouraging Elf. Thanks to their kind words, the riders stamina is increased from 4 to 5.
- The rider continues out of the clearing, following the path which now takes them to the top side of card G. The first clearing they encounter on this card features the Hungry Wyrms, who will catch and permanently eat any rider with a stamina less than 3. Luckily the fourth rider, with a stamina of 5, is quick enough to escape the Hungry Wyrms.
- The rider continues along the top path on card G, reaching the final clearing on this card. This clearing should feature a Switch Witch, but the Magic Modifier card for this round means they're not there. The rider continues along the path onto card E.
- The first clearing on card E features a Hurtful Hen. Their abuse demotivates the rider, reducing their stamina from 5 down to 4.
- The rider continues, and reaches another clearing featuring a Hungry Wyrms. Their stamina of 4 is just high enough to escape!
- The rider has successfully delivered a sandwich to Prince Glitterhorn!

Three Riders with Prince Glitterhorn – 2 tacos, 1 sandwich

- Three riders have made it to Prince Glitterhorn.
- Prince Glitterhorn loves tacos, and is very happy that two taco deliveries have made it to him.
- However he's less fussed about the sandwich – since tacos are available, he throws the sandwich away.
- Place two taco cubes on the slots underneath hour 1, to denote the two successful taco deliveries. No cube is placed for the sandwiches, as this food was thrown away.



Time for round 2!

- Return the four dice to the pool of riders. You may now begin round two, following the same turn order of ***In and out, Round and round, Orders ready, And off you go.***

CREDITS: This game features art sourced from [Flaticon.com](https://www.flaticon.com/), using the [Flaticon License](https://www.flaticon.com/), and from [Unsplash](https://unsplash.com/), using the [Unsplash License](https://unsplash.com/).