

Kill The Unicorns Rulebook V.2

Once upon a time...

...far far away, a Queendom was overrun with thousands of pesky unicorns, relieving themselves on private property, eating endangered plant life and subsequently farting a lot! As unicorn gas is toxic, air pollution in the Queendom drastically increased, seriously impacting the local environment. This contamination created microclimates around the Queendom: it started raining sugar and candy, making everything sticky.

The good old Queen knew that unicorns had to be dealt with. Too kind to take action herself, she left the matter with her spoiled and selfish daughter, the princess. Eager to show citizens that their princess was able to take action, she and her team of misfits would catch, and kill all the unicorns! She declared that four days each year would be dedicated to hunting unicorns, and everyone was invited!

This was great news for the Gnomes, who ran an illegal unicorn trade, a global black market for unicorn parts. This annual hunt meant they didn't have to waste time catching the beasts themselves - *a difficult thing to do* - and could instead buy them cheaply from the citizens!

Goal of the game:

The hunt lasts 4 days (*rounds*); after the fourth day, all players count their gold (*victory points*), depending on the unicorns they captured.

The richest player wins the game.

In the box:

- 20 unicorn cards
- 4 starting unicorn cards
- 4 black market cards
- 4 character power cards
- 8 hunt cards per player
- 8 scheme cards per player
- 1 scoring card
- 16 black market tokens

Set up:

1. Each player chooses a character, and takes their corresponding hunt and scheme cards. The players shuffle all their scheme cards and lay them on a pile facing down in front of them and then take their hunt cards in hands.
2. Shuffle the unicorn cards; place 4 unicorns in line on the table. Put the black market cards above the unicorns and place the tokens on them.
3. Randomly distribute a starting unicorn to each player, then place the remaining starting unicorns cards in the box.
4. The player who last saw a real unicorn is the first player (*and should consult a psychiatrist as quickly as possible*).

Hunting Day:

1/ It's a Trap!

All players **draw 2 scheme cards** from their deck. Starting with the first player, choose one scheme card and start a discard pile with the other face up next to your other scheme

cards. The scheme card is slid face down beneath any unicorn card of your choice. **There can be more than two scheme cards** per unicorn (*one above and one below the unicorn card*). Once the scheme card has been placed, you can no longer look at it and the next player places his scheme card.

2/ Eyes on the Prize

To catch a unicorn, you need to win a hunt. The first hunt begins with the first unicorn card, and the hunt ends once the last unicorn card has been claimed. It is forbidden to skip a unicorn card.

The first player decides if he wants to participate in the hunt (*otherwise the next player clockwise begins*). When the first player opens the hunt, he announces **the number of hunt cards** for the first hunt (*between 1-3 cards*). He then places this number of hunt cards face down in the middle of the table. These hunt cards symbolize the energy spent to hunt, the more the player chooses to spend, the more chance he has to win the Unicorns.

The other players follow suit clockwise, placing **the exact same number** of cards facedown on the table (*unless they choose to skip this hunt*).

3/ Definitely Maybe

Once everyone has played or skipped their turn, the players reveal the hunt cards played, **the player with the highest value of hunt cards is the winner of this hunt.**

Note : If two players are tied, **the second-highest bidder wins** the unicorn. If all players are tied, the unicorn escapes, and the unicorn and scheme card are discarded.

Then the winner chooses which scheme card is revealed (*if he has the choice between one or two cards*), only one card could be revealed for one unicorn card. The scheme card effect is immediately applied.

Important : The winner of the hunt can change depending on the scheme card.

The winner of the hunt then takes the Unicorn (and the scheme card associated if any) and put it in front of him.

At the end of the hunt, the hunt cards played are **discarded face-up** in front of each respective player. If the first player won the hunt, he remains first player; otherwise the winner of the hunt becomes the new First Player.

Then the players hunt the next unicorn in line.

4/ The Black Market

Once all the unicorns on the table have been caught (*or successfully escaped*), players can use any **remaining hunt cards as currency** to purchase items on the black market (*the hunt cards symbolize the remaining energy to bargain with the gnomes*).

Starting with the First Player, all can make **one (and only one)** purchase each. You immediately attach the token to a unicorn card (*except for the Pâté*).

\$2 Unicorn Butcher: Discard a Unicorn card and its scheme card (*if there is one*) and take a Pâté.

\$3 Fake Horn : This unicorn is worth +2 points.

\$3 Cotton Candy : Change the color of this unicorn.

\$6 Fairy Dust : Change the color of this unicorn and its worth by +2 points.

Once everyone is done shopping, **gather your hunt cards** and get ready for the next day! New unicorn cards are placed on the table (*one per player*) as you enter the next round of the game.

Scoring:

In addition to the victory point value assigned to each card (*the coins on each card*), and the bonus/malus associated with the black market tokens or scheme cards, players will receive additional victory points for each unicorn collection based on their color.

2 Unicorns of the same color: +2 points

3 Unicorns of the same color: +5 points

4 Unicorns of the same color: +8 points

5 Unicorns of the same color: +12 points

With more than 5 unicorns of the same color, players must start a new collection.

The player may also create a "Rainbow", but the cards used can not be reused to complete another collection.

Rainbow (1 unicorn card of each color): +8 points

Double Rainbow (2 unicorn cards of each color): Instant Victory

Note :

Legendary unicorns :

The legendary unicorns are neutral, which means you have to give them a color using the black market objects.

Character Powers:

Using the character powers is optional, but can only be used once per day.

F.A.Q :

Can I attached several black market tokens to a single unicorn ?

Yes, but the latest token bought counts towards the unicorn

Can I use a unicorn already integrated into a color collection to complete a Rainbow ?

Yes, but only at the end of the game, it is then that you choose the distribution of your unicorns.

Who wins at the end in case of a tie ?

We already told you ties are canceled ;-) The next player with the most victory points wins the game.

Starting Unicorns :

Even though they are not proper unicorns, they count as regular unicorn cards.

Trojan Unicorn :

The exchange is made even though one of the players has nothing to trade. If the owner of this card win the hunt and reveal this card nothing happens.

Smelly Unicorn :

The point of this unicorn can be negative.