

MAGICAL UNICORN QUEST



RULEBOOK

MAGICAL UNICORN QUEST

INTRODUCTION

Deep in the Magical Forest live the magical unicorns. They live a simple life, feasting on cotton candy, gumdrops, and hay. They are elusive and skittish. Anyone lucky enough to catch a glimpse is struck by their unparalleled beauty. Many have traveled to the Magical Forest, attempting to bring these mystical beings to their stable. Sadly, all of these adventurers have met a terrible fate at the hands of foul mystical beings. You have been challenged to bring a Golden Unicorn and a Majestic Unicorn to your stable. By uniting these unicorns in your stable, you will rid the Magical Forest of evil. Will you survive the challenge or will you suffer the same fate as those who have gone before you?

HOW TO WIN

Bring a Golden Unicorn and a Majestic Unicorn to your stable to win the game. The game immediately ends once both unicorns are in your stable.

COMPONENTS

- 40 Mystical Being Cards
- 20 Mystical Potion Cards
- 15 Mystical Magic Cards
- 6 Reference Cards
- 1 Rulebook

KEYWORDS

Abilities: Actions mystical beings must take on your turn.

Discard: Send the card to the discard pile.

Discard Pile: Cards no longer in play.

Forest Deck: The draw pile in the center of the table.

Hand: The cards you are holding in your hand.

Species: The different types of mystical beings (Unicorn, Elf, Dwarf, Ogre, and Werewolf).

Stable: The space in front of a player where mystical beings live after they are played.

SETUP

Three steps before your adventure to search the Magical Forest begins:

1. Shuffle the forest deck and deal each player 6 cards face down.

2. Place the forest deck in the center of the table to form the draw pile.

3. The player who last ate cotton candy goes first.

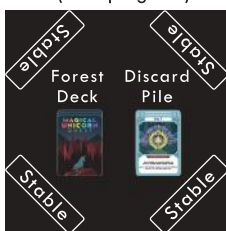


TABLE SETUP

Standard Game



Unicorn Trader Variant
(see page 6)



SEARCHING THE MAGICAL FOREST

Turns to search the Magical Forest go clockwise around the table, starting with the first player. There are three phases while searching the Magical Forest: draw, action, and end.

1. Draw: At the start of your turn, draw 1 card from the forest deck and add it to your hand. If you have no cards in your hand, draw 2 cards.

2. Action: Multiple actions may be played on your turn. Actions may be played in any order.

Actions include:

- Play at most one mystical being card from your hand.
- Play at most one mystical potion card from your hand.
- Play any amount of mystical magic cards from your hand.
- Activate the abilities of all mystical beings in your stable.

3. End: Discard down to 7 cards in your hand.

CARD TYPES

Mystical Magic can be played at any time during the game. These cards only take effect once. After a card has been played, discard it. Mystical magic cards must be played within 5 seconds of a player's action.

Mystical Potions can only be played when it is your turn to search the Magical Forest. These cards only take effect once. After a card has been played, discard it.

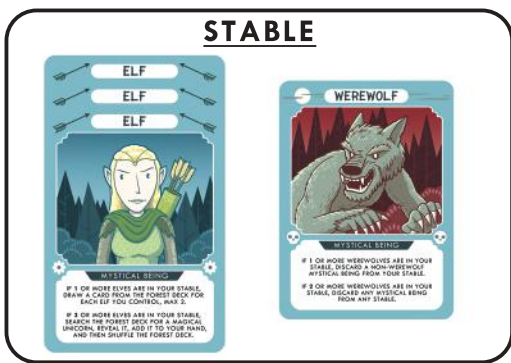
Mystical Beings can only be played when it is your turn to search the Magical Forest. Mystical beings can be played into any player's stable. Mystical beings remain in that stable until an action is played to move or discard them.

Unicorns are too pure for the discard pile. If a unicorn is discarded, place it on the bottom of the forest deck instead of the discard pile.

Mystical beings have special abilities that either provide aid or wreak havoc. When you are searching the Magical Forest, you must take one of the actions listed on each mystical being species that is in your stable. You get only one action per mystical being species and you must take that action.



Example: I have three elves and a werewolf in my stable. I must use the elves' ability once and werewolf's ability once. I decide to use the elves' ability first to draw two cards from the forest deck in hopes of drawing a werewolf or a card to remove the werewolf from my stable. I do not. I must use the werewolf's ability, which results in discarding an elf.



UNICORN TRADER VARIANT

Do you want to play in teams? Change the rules as followed:

1) The stables are located between the players. Each stable is controlled by the players to the right and to the left of the stable, creating joint ownership.

2) Each stable operates independently. On your turn, you must activate the abilities of all beings in both stables you control.

3) If a Majestic Unicorn and a Golden Unicorn are played into the same stable, the two players that control that stable win the game.

INSIDE THE MAGICAL FOREST

5X GOLDEN UNICORN



10X ELF



10X DWARF



5X MAJESTIC UNICORN



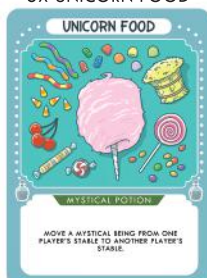
5X WEREWOLF



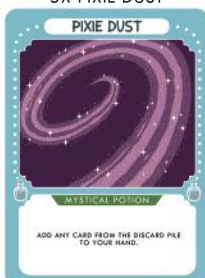
5X OGRE



5X UNICORN FOOD



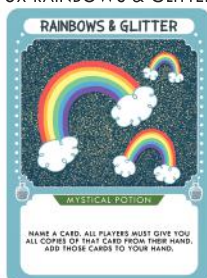
5X PIXIE DUST



5X POISONOUS MUSHROOMS



5X RAINBOWS & GLITTER



10X HALT



5X UNICORN THIEF



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Published by Flame Point Games

For additional information, FAQ, and
customer service, please visit:

www.FlamePointGames.com

Special thanks to my family and friends
who supported me through the creation of
the game. Thank you to all play testers.

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