

# UNSTABLE UNICORNS

## RULE BOOK

### 2ND EDITION

BUILD A UNICORN ARMY.  
BETRAY YOUR FRIENDS.  
UNICORNS ARE YOUR FRIENDS NOW.

## INTRODUCTION

Unstable Unicorns is a turn-based strategic card game about your two favorite things: Unicorns and Destruction. The first person with 5 Unicorns in their Stable wins!

## WHAT'S IN THE BOX

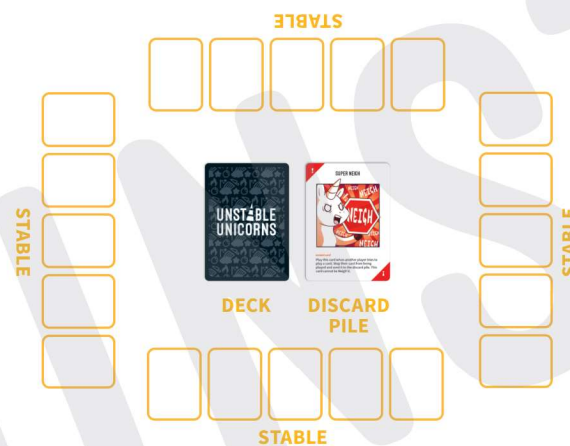


82 Black-backed cards

## HOW TO START

To start, shuffle the cards together, then deal 5 cards to each player. Place the remaining stack of cards face down in the center of the table; this stack is your **deck**. Leave space next to the deck for a **discard pile**, which is where you will place cards that have been sacrificed, destroyed, or discarded throughout the game.

The play area in front of you is called your **Stable**. Throughout the game, you'll play Unicorn and Upgrade cards into your Stable (and other players might try to play Downgrade cards into your Stable as well).



Now you're ready to play! Whoever is wearing the most colors is obviously the unicorniest, so they go first.

## HOW TO PLAY

### THE TURN

Players take turns by going clockwise around the table. Each turn is made up of 4 phases.

#### Beginning of Turn phase:

If you have a card in your Stable with an effect that states, "If this card is in your Stable at the beginning of your turn," its effect is triggered during this phase.

#### Draw phase:

**DRAW** a card from the deck.

#### Action phase:

Take ONE of the following actions:

- Play a **Unicorn** card from your hand;
- Play a **Magic** card from your hand;
- Play a **Downgrade** card from your hand;
- Play an **Upgrade** card from your hand;
- **DRAW** a card from the deck.

#### End of Turn phase:

**DISCARD** until the number of cards in your hand does not exceed the hand limit. The hand limit is 7 cards (unless otherwise stated).

## THE TYPES OF CARDS

There are 5 types of cards in the game.



**Unicorn cards** have a horn symbol in the top left corner. A Unicorn card stays in a player's Stable until it is sacrificed or destroyed. Collect Unicorns in your Stable to win the game!

#### Unicorn cards come in 2 flavors:



**Basic Unicorn** cards have an indigo corner. They don't have any effects, but they might have a special place in your heart.



**Magical Unicorn** cards have a blue corner. Each Magical Unicorn card has an effect that can give you an advantage in the game.



**Magic** cards have a green corner with a star symbol. These cards have a one-time effect; if you play a Magic card on your turn, immediately move it to the discard pile.



**Downgrade** cards have a yellow corner with a down arrow symbol. Add a Downgrade card to another player's Stable to impose negative effects on that player. (Technically, you can add a Downgrade card to your own Stable, but you'll rarely want to do this.) A Downgrade card stays in a player's Stable until it is sacrificed or destroyed.



**Upgrade** cards have an orange corner with an up arrow symbol. These cards grant positive effects. You can play an Upgrade card in any player's Stable. An Upgrade card stays in a player's Stable until it is sacrificed or destroyed.



**Instant** cards have a red corner with an exclamation point symbol. This is the only type of card that doesn't have to be played on your turn. In this deck, the Instant cards are Neigh cards, which can be played any time any other player plays a card. Any number of Instant cards can be chained during a single turn.

## THE IMPORTANT TERMS

There are some defined terms you will see regularly in the game.

#### Here are a few setup terms you've seen already:

**Stable:** The play area in front of you in which Unicorn, Upgrade, and Downgrade cards are played.

**Deck:** The stack of black-backed cards from which players **DRAW** during the game.

**Discard pile:** The stack of black-backed cards that have been sacrificed, destroyed, or discarded during the game.

#### Additionally, here are some common terms you'll see on card effects:

**SACRIFICE:** Move a card in your Stable to the discard pile. This term is used for Unicorn, Upgrade, and Downgrade cards.

**DESTROY:** Move a card from any other player's Stable to the discard pile. This term is also used for Unicorn, Upgrade, and Downgrade cards.

**STEAL:** Move a card from any other player's Stable into your Stable.

**DISCARD:** Move a card from your hand to the discard pile.

**DRAW:** Pull the top card of the deck and add it to your hand.