

Quick Tips (use along with the original instructions)

Unstable Unicorns (2-8 players)

Setup:

- Give each player **1 Reference Card** that includes important information that they can look at during the game.
- Each player should choose a white-backed **Baby Unicorn Card** and place it in their **Stable**. Place any remaining **Baby Unicorns** in the **Nursery** accessible to all. See the instructions for a picture of how the play area should look.
- Shuffle all the **black-backed cards** and **deal 5 to each player**. The rest of the black-backed cards form the draw pile that is called the **deck**.

How to Play:

- Decide who goes first. Every player's turn involves 4 phases.
 1. **Beginning of Turn Phase:** If any cards in your stable have an **effect** which has "*at the beginning of your turn*" written on it, they can be used now.
 - If you choose to not use them now, you **cannot** use them for the rest of this turn.
 2. **Draw Phase:** Draw **1 card** from the deck.
 3. **Action Phase:** You can choose to either **draw** another card from the deck or **play** a card from your hand.
 - **Carefully read** what is written on each card as some cards have special effects!
 - **Instant:** Play this card time when another player plays one of their cards. Instant Cards can be played after other Instant Cards.
 - **Upgrade/Downgrade:** Playing these cards have positive or negative effects on the player who has it in their stable.
 - **Magic:** These cards have one-time effects that are used immediately.
 - **Magical Unicorn:** These cards are unicorns that have special effects.
 - **Basic Unicorn:** These cards are unicorns without any effects.
 - **Baby Unicorn:** These cards are special unicorns that are never added to the deck, player's hand, or the discard pile. They can only enter a player's stable from the Nursery.
 - The effects of **Unicorn Cards**, **Upgrade Cards**, and **Downgrade Cards** are only active when they are in a stable.
 - **Instant Cards** and **Magic Cards** are discarded after their effects are used.
 4. **End of Turn Phase:** If you have more than 7 cards, you will need to discard some cards until you have 7 cards total. If your hand has less than 7 cards, skip this phase.

Game End:

- When the first person collects the required number of unicorns in their stable, that player wins! The number of unicorns needed to win, depends on the number of players.
2-5 Players: **7 Unicorns to Win** 6-8 Players: **6 Unicorns to Win**
- If there are no more cards in deck and no one has collected the number of unicorns needed to win, then the player with the most unicorns in their stable wins!