## THE END OF THE GAME

The first person to successfully collect 5 Unicorns in their Stable wins! Each Unicorn card counts for one Unicorn (unless otherwise stated).

If the deck runs out of cards before any player reaches a winning number of Unicorns in their Stable, shuffle the discard pile and turn it face-down to form the new deck.

*If you are playing with 2 players, make sure to read the next section.

## 2-PLAYER RULES

If you are playing with 2 players, make the following modifications before you get started. If you forget to make these modifications, you may find the game to feel less balanced.

Remove these cards from the deck and place them *in* the game box. They will not be used in the 2-player version of the game:

- Seductive Unicorn
- Rainbow Unicorn
- Ginormous Unicorn
- Double Dutch
- Yay!
- Tourist Trap
- Slowdown

Before shuffling the deck, take out two Neigh cards and hand one to each player. From there, you may shuffle the deck and deal 5 cards to each player (giving each player a total of 6 cards in their hand to start the game, including the Neigh card).

Gameplay may now proceed normally.
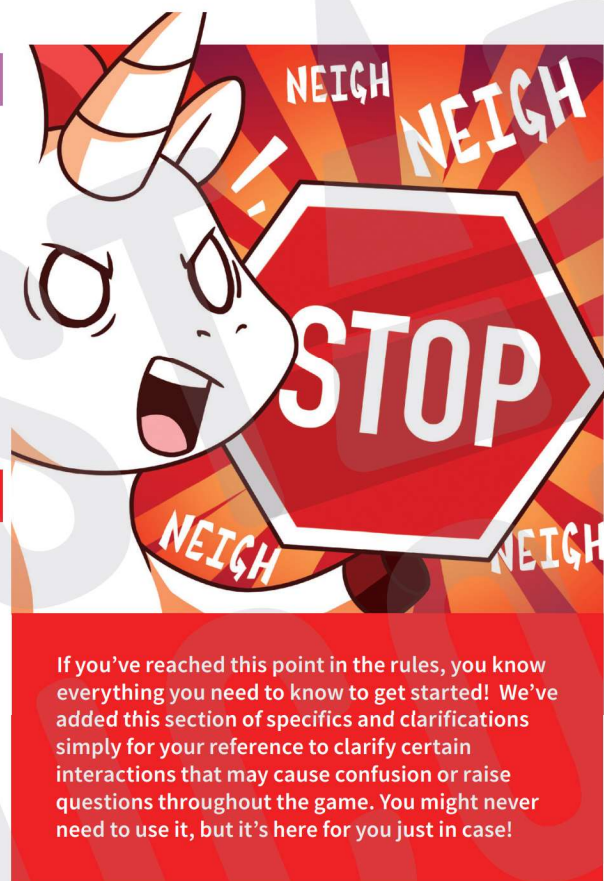


If you've reached this point in the rules, you know everything you need to know to get started! We've added this section of specifics and clarifications simply for your reference to clarify certain interactions that may cause confusion or raise questions throughout the game. You might never need to use it, but it's here for you just in case!

## ADVANCED RULES AND CLARIFICATIONS

### Cards in Your Hand vs. Cards in Your Stable

Unicorn cards, Upgrade cards, and Downgrade cards have no effect while they are in your hand. Their effects are only active when they are in your Stable.

### Entering and Leaving Your Stable

Each time you play, STEAL, or bring a Unicorn into your Stable, it counts as "entering your Stable." Any time a Unicorn card is sacrificed, destroyed, or stolen, it counts as "leaving your Stable."

### Mandatory vs. Optional Effects

Some effects are mandatory (ex. "**DISCARD** a card."), while others are optional ("you may **STEAL** a Unicorn."). If a card does not use the word "may," you can assume it is mandatory.

If a card has an optional effect that states "If this card is in your Stable at the beginning of your turn," you may NOT use that effect if you forget to use it before you **DRAW** a card for your Draw phase. If the effect is mandatory, you must still do it if you (or another player) notices that you did not use the effect.

### Beginning of Turn Effects

If you have multiple cards that state "If this card is in your Stable at the beginning of your turn," their effects occur simultaneously. That means if one card tells you to immediately end your turn after using the effect, you can still use the other beginning of turn effects of cards in your Stable.

### Neighing Card Effects

Neigh cards can only be used to stop a player from playing a card from their hand. This means that you cannot neigh a card effect. For example, if another player already has a card in their Stable that states "If this card is in your Stable at the beginning of your turn, **DESTROY** a Unicorn card," you cannot use a Neigh card to stop that effect from being used.

### Player Targeting

Cards use specific terminology when referring to players.

**Any player** refers to any single player, including you.
**Another player** refers to any single player, excluding you.
**Each player** refers to every player, including you.

### Choosing Targets for Effects

There are two play styles for player targeting that you can use when playing Unstable Unicorns:

**Option 1 (easy):** When you play a card with an effect, you must declare which player(s) you are targeting before using the effect. This allows players to decide if they want to respond with a "Neigh" card.

**Option 2 (advanced):** When you play a card with an effect, players have to choose if they want to use a Neigh card before you select targets.

Both options are viable for gameplay, so you can select your house rules for consistency within the game.

### Searching for Cards

Some card effects allow you to search the deck or the discard pile for a card (ex. "When this card enters your Stable, you may search the deck for a Downgrade card and add it to your hand."). Once you have retrieved that card, reveal the card you chose to each other player before adding it to your hand.

### Getting Rid of Downgrade Cards

Some card effects allow you to specifically remove Downgrade cards from your Stable. In addition, if a card's effect states "**SACRIFICE** a card," you can use that card to get rid of a Downgrade card in your Stable (ex. "If this card is in your Stable at the beginning of your turn, you may **SACRIFICE** a card, then **DESTROY** a card.").

### Card Effects with Multiple Actions

When a card effect requires multiple actions, those actions are sometimes separated by "then" (ex. "**SACRIFICE** a Unicorn card, then DRAW a card."). If a card says "**then**," you may only perform the second action if you successfully perform the first action. In the example listed, if you do not have a Unicorn card to **SACRIFICE**, you may not **DRAW** a card.

### Impossible Actions

Sometimes, the effect of a card in your Stable or a card played by any other player may require you to perform an impossible action. If this situation occurs, disregard that action. Some impossible actions include:

**DISCARD** when you have no cards in your hand
**SACRIFICE** a card when you have no cards in your Stable
**SACRIFICE** a card that cannot be sacrificed
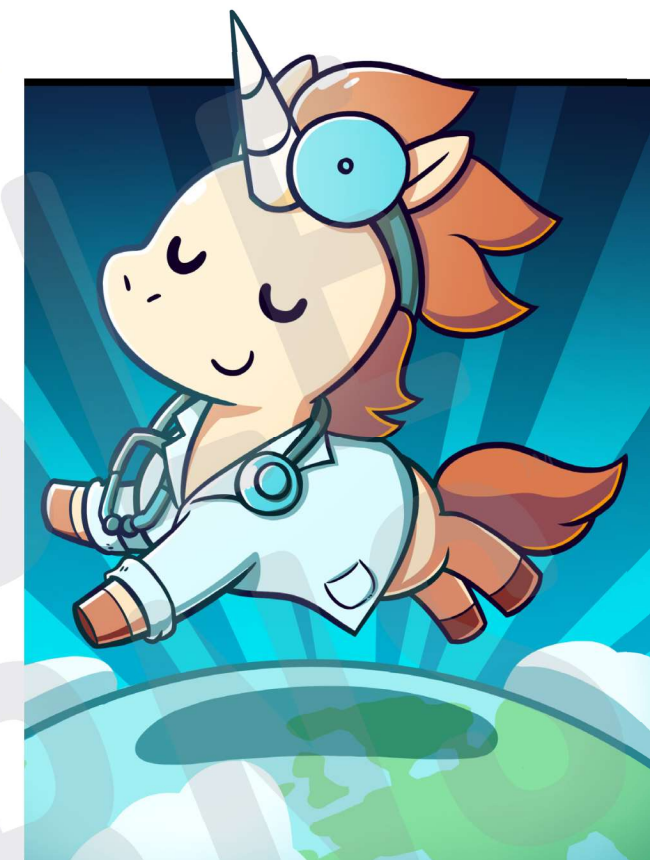


*For further rule clarifications, visit UnstableUnicorns.com. You'll also find more games, game accessories, and other exciting content!