



UNSTABLE UNICORNS FOR KIDS

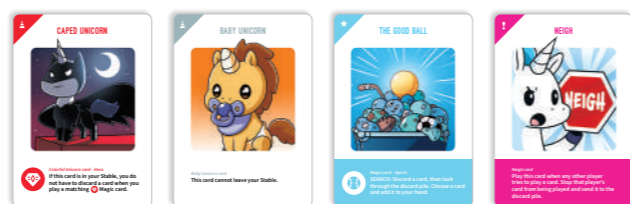
RULE BOOK

INTRODUCTION

Welcome to the world of Unstable Unicorns! In this game, you'll take turns collecting Unicorns and using Magic. The first person to collect 7 Unicorns wins the game!

WHAT'S IN THE BOX

Inside the box, you'll find the following cards:

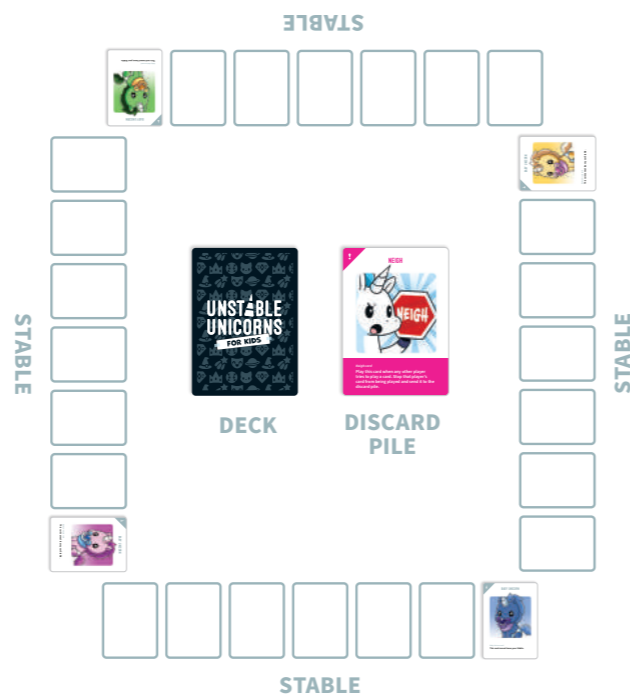


32 Colorful Unicorn cards 8 Baby Unicorn cards 32 Magic cards 8 Neigh cards

HOW TO START

To start, separate the Baby Unicorn cards from the rest of the cards and set them aside. Shuffle the black-backed cards together and deal 5 of them to each player. Place the remaining black-backed cards facedown in the center of the table. This stack is the deck. Leave space to the side of the deck for a discard pile. The discard pile is where you will place cards that have been destroyed or discarded throughout the game.

Each player must choose one Baby Unicorn card. Place your Baby Unicorn card in your Stable, which is the play area in front of you where you collect Unicorn cards. Place the remaining Baby Unicorn cards back in the box.



Now you're ready to play Unstable Unicorns for Kids!

HOW TO PLAY

TAKING TURNS

The youngest player goes first, and players take turns going around the table in a circle. After your turn, the player to your left goes next.

Each turn has 2 phases.

Phase 1:

- **DRAW** a card from the deck.

Phase 2:

Take **ONE** of the following actions:

- Play a Unicorn card from your hand.
- Play a Magic card from your hand.
- **DRAW** another card from the deck.

If the deck runs out of cards at any point, shuffle the discard pile and place it facedown in the center of the table to make your new deck.

TYPES OF CARDS

Unicorn cards have a horn symbol in the top left corner. After you play a Unicorn card, it stays in your Stable unless it is destroyed, taken, or traded.



There are 2 different types of Unicorn cards: Baby Unicorn cards and Colorful Unicorn cards. Baby Unicorn cards have a gray corner. Each player starts with one Baby Unicorn card. Baby Unicorn cards cannot leave your Stable.



Colorful Unicorn cards feature 1 of 8 colors and a color-specific symbol in the bottom left corner. Colorful Unicorn cards can be paired with Magic cards that have a matching symbol to cast powerful spells.



Magic cards have a star symbol in the top left corner and 1 of 8 colors and symbols that match the Colorful Unicorn cards. Each type of Magic card has a special effect that will allow you to do things like trade hands with another player or swap Unicorn cards.



Each Magic card requires you to discard a different card from your hand in order to use its effect. If you have a Unicorn card in your Stable with a matching symbol, though, you may play the Magic card from your hand without discarding another card! After you play a Magic card, move it to the discard pile.

Neigh cards have an exclamation point symbol in the top left corner, which is pink. You may play a Neigh card to stop another player from playing any card. This is the only type of card that can be played during another player's turn. You can even use a Neigh card to stop another Neigh card!



END OF THE GAME

The first player to collect 7 Unicorns in their Stable wins!

Scan this QR code or visit unstablegames.com to see the how-to-play video, rules clarifications, and more!

