

KILL THE UNICORNS



Rulebook





ONCE UPON A TIME

A long time ago, far far away, a Queendom was overrun by thousands of pesky unicorns relieving themselves on private property, eating endangered plant life and subsequently farting a lot! As unicorn gas is toxic, air pollution in the Queendom drastically increased, seriously impacting the local environment. This contamination created microclimates around the Queendom: it started raining sugar and candy, making everything sticky.

Too kind to take action, the old Queen left the matter to her malicious daughter. Eager to prove her leadership skills to the citizens, the Princess declared annually four days dedicated to unicorns hunt, and everyone was invited! This was great news for the gnomes, who ran an illegal global Black Market for unicorn parts. This annual hunt meant that they didn't have to waste time catching the beasts themselves - a difficult thing to do - and could instead buy them cheaply from the citizens!

GOAL OF THE GAME

Capture the most beautiful unicorns, create the largest collection by color and then sell them on the Gnomes' Black Market, while avoiding your opponents' traps.

The game lasts 4 rounds. At the end of the 4th round, players count their Victory Points from their Unicorns (★), and from collections.
The player with the most points wins the game.



CONTENT

Unicorns Cards

x28



Starting Unicorns Cards

x6



Character Power Cards

x6



Black Market Cards

x4



Hunt Cards

x48



Scheme Cards

x48



Black Market Tokens

x20



Scoring Card

x1



1st Player Token

x1





1 Each player picks a Character card.

2 Take the 8 Hunt cards of your Character. This is your hand!

3 Take the 8 Scheme cards of your Character, shuffle them, and place them facedown in front of you.

4 Shuffle the Starting Unicorn cards (the 6 cards with the word 'Starter' on the back of the card!) and randomly deal 1 to each player. Place your Starting Unicorn in front of you faceup. Return any remaining Starting Unicorns to the box.

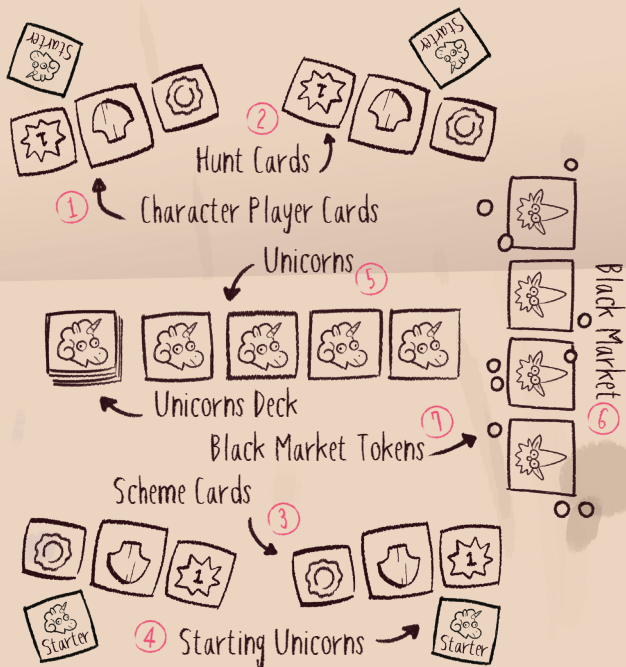
5 Shuffle the Unicorn cards. Draw 4 and place them in a faceup line on the table. Place the Unicorn Deck at the beginning of the line.

6 Set the Black Market cards at the end of the line, perpendicular to the Unicorns cards.

7 On the corresponding Black Market cards, randomly place 1 Paté and 1 Fake Horn token per player. Then, place the 4 Cotton Candy and 4 Fairy Dust tokens on their corresponding Black Market cards. Return any remaining tokens to the box.

The last player to have spotted a real unicorn becomes the first player (and should consult a specialist).
This player takes the First Player token and place it in front of him.

8



HUNTING DAY

(Game progress)



It's a trap!

Beginning of the round



Eyes on the Prize



The Black Market



Definitely Maybe

Reminder!

A game of Kill the Unicorns lasts 4 rounds, with 4 unicorns available each round. Every unicorn is hunted one by one, from left to right. The players can go to the Black Market to purchase one object once all 4 unicorns have been hunted.

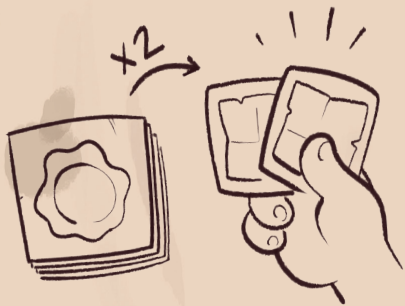


It's a Trap!



Each player draws 2 Scheme cards.

Starting with the first player and going in clockwise order, slide 1 Scheme card facedown on the unicorn of your choice. Discard your remaining Scheme card face-up in front of you. (This is your Scheme discard pile!)



Next phase starts
when every player
placed one Scheme
card.

There cannot be more
than 2 Scheme cards
per unicorn (one
below and one above
the unicorn card).

Once the card is
placed, it can no longer
be looked at during
the round. (So you d
better remember!)





Eyes on the Prize



To catch a unicorn, you have to win a **hunt** using your Hunt cards.

A hunt corresponds to exactly 1 unicorn. The 4 hunts are resolved, one by one, starting from the unicorn deck and ending at the Black Market.

To Hunt, the first player places either 1, 2, or 3 Hunt cards facedown in front of him. Then clockwise, the other players must place **the same number of Hunt cards** than the first player to be part of this hunt.



These Hunt cards represent how motivated that Hunter is to capture these vile yet magnificent creatures: the higher the score, the more likely they will catch the unicorn.

Note 1: You can decide not to take part in the hunt and pass. In this case, do not play any Hunt card. Also, if you do not have enough Hunt card to play, you must pass.

Note 2: A player who passes on a Unicorn will never catch it.

Note 3: If you pass as the first player, then you have to give the First Player token to the player on your left.

Example:



2 hunt cards
played



Targeted Unicorn



Pass

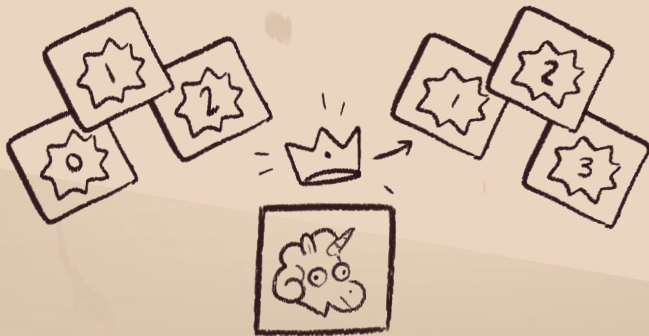


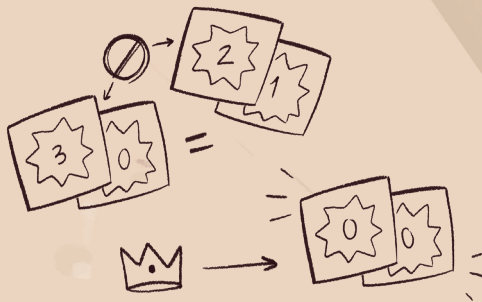


Definitely Maybe



Once everyone has played or passed, the Hunt cards are revealed.
The player with the highest total value of Hunt cards is the winner!





Note: If there is a tie for highest value, the player with the second highest value wins (the ties are canceled). If all players are tied, the unicorn runs away: the Unicorn card is discarded, along with the associated Scheme cards.

The winner then reveals the Scheme card played on their unicorn (if there is one). If 2 Scheme cards were played, choose 1 of the 2 Scheme cards without consulting them beforehand (you can only reveal 1 card per unicorn!) and immediately apply its effect.

After the Scheme card has been revealed and its effect applied, the winner captures the unicorn and places it in front of him.

/!\ **BEWARE:** Some Scheme cards, once revealed, may name another winner!

If you wish, you can group your Unicorns by color: you can re-arrange your collections throughout the game to improve your scoring.

Note: There is an equal number of Unicorns in every color and only 4 legendary neutral Unicorns.

Hunt and Scheme cards played during this round are discarded faceup in front of their owner, unless the Scheme card must stay attached to a Unicorn (you'll recognize these cards thanks to the pin on the illustration).

The player who won the Unicorn is the new first player.



Note: If the first player won the hunt, or if nobody won, he remains first player.

If there are still Unicorns to hunt next, repeat phase 2 and 3.

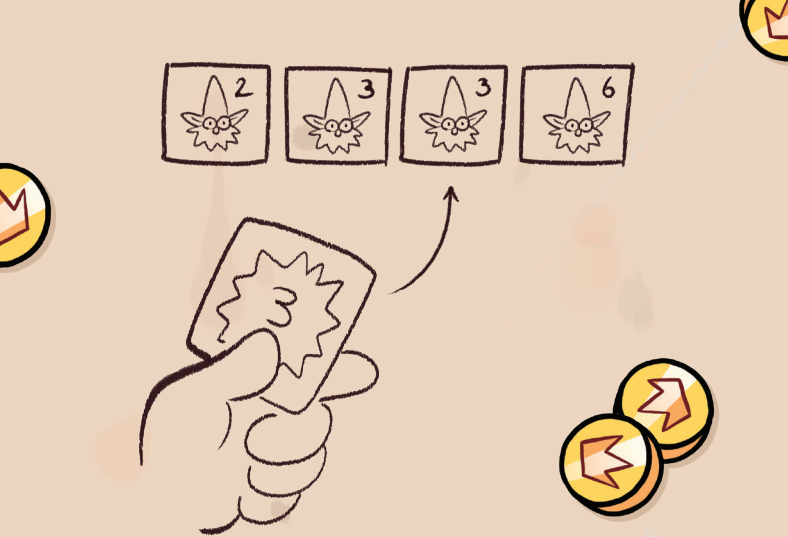
If there are no Unicorns left, go to phase 4.



The Black Market



Once all the Unicorns are hunted, the round ends. Starting with the first player, each player may make 1 and only 1 purchase from the gnomes' Black Market per round. Each item has a cost printed on the card, which you must pay using any remaining Hunt cards in hand (the will and energy you have left to bargain with the gnomes).



When you buy an item from the Black Market, take the appropriate token. This item is no longer available to the other players. The token is immediately placed on a Unicorn card (except for the Paté, which is placed in front of you).



2 \$

Unicorn Butcher Shop:

Discard a Unicorn card and its Scheme card (if there is one) and take a Paté token.

At the end of the game, the Paté earns you a number of Victory Points equal to its value.



3 \$

Fake Horn:

Add +2 Victory Points to a Unicorn.



6 \$

Fairy Dust:

Change the color of this Unicorn into the color of the token, and add +2 Victory Points.



3 \$

Cotton Candy:

Change the color of this Unicorn into the color of the token (Example: If a player buys a blue Cotton Candy and puts it on a pink unicorn, it turns into a blue unicorn.)

At the end of the Black Market phase, all the players return their Hunt cards to their hand. Draw 4 new Unicorns and start a new round! First Player token remains with the last player who won a hunt.



SCORING

At the end of the 4th round, each player must sell their captured unicorns to the Gnomes! What the Gnomes do next is a well-kept secret...



- First, count the points on the Unicorns (the number of coins in the top-left corner of the card);
- Then, count the bonuses/penalties associated with any Scheme cards and/or Black Market Tokens you've collected;
- Finally, count the additional Victory Points for each of your Unicorn color collections:

2

Unicorns of the
same color

+2 ★

3

Unicorns of the
same color

+5 ★

4

Unicorns of the
same color

+8 ★

5

Unicorns of the
same color

+12 ★

Gnomes like soooooome variety, so they won't pay extra for more than 5 Unicorns of the same color! (That sixth green Unicorn ain't worth jack!)

You may also create a Rainbow set, but you'll have to make some tough choices, because the cards used to create a rainbow set cannot be used to complete another collection.

Rainbow



+8 ★

Double Rainbow



«Oh my god,
it's a double
rainbow all the
way! »

INSTANT VICTORY



Legendary Unicorns:

The legendary 4-point Unicorn cards have no color and are too cool to belong to any family.

As such, you have to buy items on the Black Market (like Cotton Candy or Fairy Dust) to incorporate them into a collection.



Starting Unicorns & Pigicorns:

Although they don't exactly look like Unicorns, they count for the collections or a rainbow.

Character Powers:

Character Powers can only be used once per round. If 2 Character Powers are used at the same time, the first player to call it activates it. We trust the players to use all of their bad faith in case of contestation.



Expert:

Recommended for experienced players who have already played multiple games, are getting to know all the cards of the game by heart and like to count cards.

Discard your Hunt and Scheme cards facedown, other players are not allowed to look into your discard pile.

Initiation:

Advised for the younger player or the one who want to play fast without worrying about the rules.

You can play without the scheme cards and the character powers but depending on your configuration you cannot pick all the characters.

- Play without the scheme cards and without the character powers:
Use all characters.

- Play without the scheme cards:
Use all characters except the Princess and the Shaman.



=

Use all
characters



=

except the
Princess and the
Shaman



=

except the
Merchant, Thief
and Black Mage



At the end of a game, who wins in a case of a tie?

Wait, we already told you that ties cancel each other out, right? It is therefore the next player with the most Victory Points who wins the game.

Isn't that a little harsh? It sure as hell is!

Can I win a hunt by playing Hunt cards with a value of 0?

Yes. Playing 0 doesn't prevent you from winning a Unicorn. Just remember that a total of 0 can also be cancelled by a tie.

If I am first player and I bought nothing at the Black Market, do I have to give the first player token to the player on my left?

No you stay first player for the next round, lucky you!

Can we put several Black Market tokens on the same Unicorn?

Yes. Victory Points are cumulative! However, if you add several color-changing tokens to a Unicorn, it's the last token placed on the Unicorn that prevails.

Can I put a Cotton Candy or Fairy Dust on a Unicorn of the same color?

I mean, yes? But the Unicorn won't change color.

If I discarded a Unicorn at the Unicorn Butcher Shop, what happened to the Scheme card attached to it?

The Scheme card and/or the Black Market tokens are discarded along with the Unicorn.

Characters

Princess: As soon as 1 of the players plays their Hunt cards on the table, the Princess can no longer use her power for this hunt.

Bard: As soon as 1 of the players plays their Hunt cards on the table, the Bard can no longer target this player with his power.

Knight: Thanks to his power, the Knight can play more than 3 Hunt cards in a hunt.



Scheme Cards

There Is No Point in Running:

The ties have already been canceled before the "There is no point running" card takes effect.

Trojan Unicorn:

If 1 of the players does not have Unicorns to exchange or if the owner of the card wins the hunt, nothing happens. Any Scheme card and/or tokens on the exchanged Unicorns remain attached during the exchange.

Zombie Unicorn:

Any Scheme card and/or tokens on the selected Unicorn are also discarded.

Siamese Unicorn:

This Unicorn counts as 2 Unicorns of its color when calculating Victory Points at the end of the game. However, the Unicorn's stars are not doubled. This Unicorn can also be included in a Rainbow and in a Double Rainbow.

Size Does Not Matter:

What did we say about ties? They cancel each other before the Scheme card is revealed. The second lowest Hunt cards value wins the unicorn in case of a tie.



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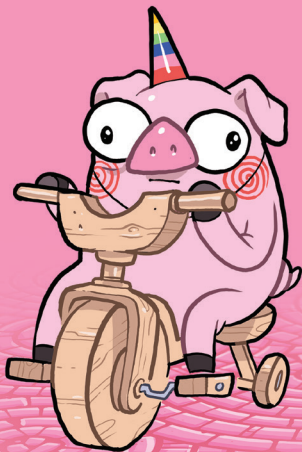
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MORNING