

# MAGICAL UNICORN QUEST



RULEBOOK

# MAGICAL UNICORN QUEST

## INTRODUCTION

All adventurers have been challenged to find a Golden Unicorn and a Majestic Unicorn deep in the Magical Forest. The Magical Forest is unpredictable, so you will have to work with your fellow adventurers. Do not let your guard down in the Magical Forest for betrayal awaits. The first two adventurers to unite the unicorns in their shared stable win the game. By uniting the unicorns, you will save the Magical Forest from evil and share eternal fame. Team up with your fellow adventurers, it's time to begin the epic quest for unicorns!

## KEYWORDS

- Abilities:** Actions mystical beings must take on your turn.
- Adventurer:** A person playing the game.
- Discard:** Send the card to the discard pile.
- Discard Pile:** Cards no longer in play.
- Hand:** Cards you are holding in your hand. You may look at them. Do not show them to other adventurers unless required.
- Magical Forest Deck:** The draw pile in the center of the table.
- Remove Card From Game:** The card can no longer be used for the rest of the game. The card can be put back in the box.
- Species:** Different types of mystical beings (see page 9).
- Stable:** The space where mystical beings live after they are played. Stables are located between the adventurers.

## GAME CONTENTS

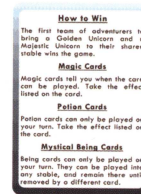
50 Mystical Being Cards 35 Potion Cards 15 Magic Cards



6 Reference Cards

1 Rulebook

1 Reference Sheet



## HOW TO WIN

The first two adventurers to bring a Golden Unicorn and a Majestic Unicorn to their shared stable win the game. Two adventurers will share victory. The game immediately ends once both unicorns are in the stable.



## SETUP

- 1) Ensure the quantity of Golden Unicorns and Majestic Unicorns in the Magical Forest deck is correct, see below. Put the extra unicorn cards back in the box.
  - 3 or 4 adventurers: 2 Golden and 2 Majestic Unicorns
  - 5 or 6 adventurers: 3 Golden and 3 Majestic Unicorns
- 2) Shuffle the Magical Forest deck and deal each adventurer six cards face down. Each adventurer adds the cards dealt to them to their hand.
- 3) Place the Magical Forest deck in the center of the table to form the draw pile.
- 4) The person who last ate candy goes first.

## TABLE SETUP

The space between each adventurer is referred to as a stable. Each adventurer shares control of two stables: one to their right and one to their left. Below is an example of the table setup for a four player game. If playing a two player game, see page 9 of the rulebook.



- 1: Stable
- 2: Reference Card
- 3: Magical Forest Deck
- 4: Discard Pile

\*Stable playmats sold separately.

## PLAYING THE GAME

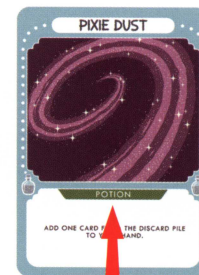
The adventurer who last ate candy searches the Magical Forest first. Adventurers continue to search the Magical Forest clockwise around the table until the game is over. There are five steps that must be played in sequential order when searching the Magical Forest.

### 1) Draw:

At the start of an adventurer's turn, they draw one card from the Magical Forest deck. They add it to their hand. If the adventurer has no cards in their hand, draw two cards instead.

### 2) Play a Potion Card:

An adventurer may play at most one potion card from their hand. A potion card only takes effect once. After the card has taken effect, discard it. An adventurer may decide to not play a potion card and skip this step. If skipped, the adventurer cannot come back to this step at a later point during their turn.



Potion

### 3) Play a Mystical Being Card:

An adventurer may play at most one mystical being card from their hand. The mystical being card may be played into any stable. Mystical being cards remain in that stable for the rest of the game unless they are removed from the stable by a different card. An adventurer may decide to not play a mystical being card and skip this step. If skipped, the adventurer cannot come back to this step at a later point during their turn.



Mystical Being

#### 4) Activate Mystical Beings' Abilities:

An adventurer must activate all beings' abilities in the stable to their **right**. Once all beings are activated in the stable on their right, an adventurer must activate all beings' abilities in the stable to their **left**.

Beings can be activated in any order. If a new mystical being species is added to an adventurer's stable during this step, they must activate the ability of the new mystical being. If a mystical being species is removed from an adventurer's stable before their ability is activated, they do not need to activate its ability.

#### 5) End:

An adventurer discards down to seven cards in their hand. Their turn is over. The next adventurer in clockwise order takes their turn. If there are no cards left in the Magical Forest Deck, shuffle the discard pile to form a new Magical Forest Deck.



## CARD TYPES

There are three different types of cards in the Magical Forest deck: magic, potion, and mystical being.

### **MAGIC**

Magic cards tell adventurers when the card can be played. These cards only take effect once. After a card has been played, discard it. There are two different magic cards.

#### **Halt**

A Halt card can be played when an adventurer tries to play a card from their hand. A Halt card stops the card from being played. The affected card is discarded and has no effect. A Halt card can be used on another Halt card. A Halt card can be used in response to a Rainbows & Glitter card, even if the adventurer asks for Halt cards. A Halt card cannot be used to stop a mystical being's ability, unless the activated ability requires an adventurer to play a card from their hand.



#### **Unicorn Thief**

A Unicorn Thief card can be played when a unicorn tries to enter a stable. A Unicorn Thief card prevents the unicorn from entering that stable and can stop the adventurers from winning the game. The adventurer who plays the Unicorn Thief card takes the unicorn and decides which stable the unicorn will enter. A Unicorn Thief card can be played in response to a Unicorn Thief card laid by another adventurer. A Unicorn Thief card can be played when a Unicorn Food card targets a unicorn.



## POTION

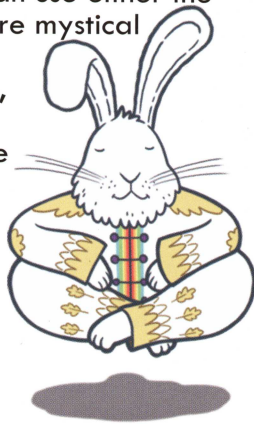
An adventurer can only play a potion card when it is their turn to search the Magical Forest. All potion cards have an effect that happens once. After a potion has been played, discard it. If a potion card is halted, the adventurer does not get to play a different potion card. The halted potion card counts towards the total number of potion cards an adventurer can play on their turn. A potion card may not be played to stop other adventurers from winning the game.

## MYSTICAL BEING

An adventurer can only play a mystical being card when it is their turn to search the Magical Forest. A mystical being card can be played into any stable. A mystical being card remains in that stable until an action is played to move or discard it. All mystical being cards have special abilities that either provide aid or wreak havoc.

All mystical being cards have two different abilities. On their turn, an adventurer must use one and only one of the abilities listed on each mystical being species in their stable.

Adventurers must use the first ability if there is only one being of that species in their stable. Adventurers can use either the first or second ability if there are two or more mystical beings of that species in their stable. If a mystical being's ability uses the word "may", an adventurer is not required to use that ability. If a mystical being card is halted, the adventurer does not get to play a different mystical being card. The halted mystical being card counts towards the total number of mystical beings an adventurer can play on their turn. A mystical being's ability may not be used to stop other adventurers from winning the game.



## Mystical Being(continued) :

Mystical being cards of the same species stack in a stable. This ensures a being's ability is not activated multiple times.

### Example

This adventurer has two Elf cards in the stable to their right. They stack one Elf card on top of the other Elf card. They can use the Elf's ability once per turn and can use either the Elf's first ability or the Elf's second ability.



The Golden Unicorn and Majestic Unicorn do not have abilities. The Golden Unicorn and Majestic Unicorn are too pure for the discard pile. **If a Golden Unicorn or Majestic Unicorn is discarded, place it on the bottom of the Magical Forest deck instead of the discard pile.**

## TWO PLAYER MODE

In a two player game, each adventurer controls their own stable instead of sharing two stables. Stables are located in the space in front of each adventurer. This mode may be played even if there are more than two adventurers playing the game. During game setup, ensure the quantity of Golden Unicorns and Majestic Unicorns in the Magical Forest deck is correct, see below. Put the extra unicorn cards back in the box.

- 2 adventurers: 2 Golden Unicorns and 2 Majestic Unicorns
- 3 adventurers: 3 Golden Unicorns and 3 Majestic Unicorns
- 4 adventurers: 4 Golden Unicorns and 4 Majestic Unicorns
- 5 adventurers: 5 Golden Unicorns and 5 Majestic Unicorns
- 6 adventurers: 5 Golden Unicorns and 5 Majestic Unicorns

## EXAMPLE OF AN ADVENTURER'S TURN

There are five steps on an adventurer's turn. These steps are detailed on pages 5 and 6 of the rulebook. You may want to reference these steps as we go through this example. This is an example of Adventurer 1's turn half way through the game.

Adventurer 1 has five cards in their hand: 1 Dwarf, 1 Elf, 1 Golden Unicorn, 1 Unicorn Food, and 1 Halt. In the stable to their right is an Elf and a Werewolf. In the stable to their left is a White Rabbit.

Below is what the table looks like before Adventurer 1 starts their turn.



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Step 1: Draw

Adventurer 1 draws one card from the top of the deck. They draw a Pixie Dust.

Step 2: Play a Potion Card

Adventurer 1 plays a Unicorn Food to move the Werewolf from their stable on the right to the stable between Adventurers 3 and 4.

Step 3: Play a Mystical Being Card

Adventurer 1 plays a Dwarf mystical being into the stable to their right.

Step 4: Abilities

Adventurer 1 activates the stable to their right first.

Adventurer 1 activates the Dwarf's ability, playing an Elf from their hand to that stable. Adventurer 1 now has two Elf cards in the stable to their right. They activate the Elf's second ability to search the Magical Forest deck for a Majestic Unicorn, adds it to their hand, and shuffles the Magical Forest deck.

Adventurer 1 next activates the stable to their left. Adventurer 1 activates the White Rabbit and all adventurers draw one card.

Adventurer 1 draws a Halt card.

Step 5: End

Adventurer 1 does not need to discard any cards.

Adventurer 1's turn is over.

Adventurer 2 takes their turn.

\* The table on the right is what the game looks like at the end of Adventurer 1's turn.



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# MAGICAL UNICORN QUEST



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Published by Flame Point Games

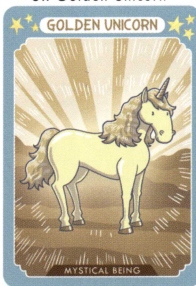
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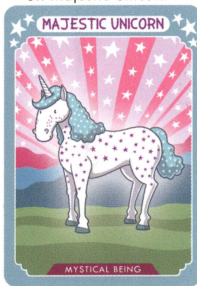
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# INSIDE THE MAGICAL FOREST

5x Golden Unicorn



5x Majestic Unicorn



6x White Rabbit



6x Elf



6x Dwarf



6x Brewmaster Toad



4x Ogre



4x Vampire Bat



4x Werewolf



4x Giant Spider



- 1+ YOU MAY HAVE ALL PLAYERS DRAW ONE CARD.
- 2+ IF ANY TWO UNICORNS ARE IN THIS STABLE, THE ADVENTURERS WIN THE GAME.

- 1+ DRAW ONE CARD.
- 2+ SEARCH THE MAGICAL FOREST DECK FOR A GOLDEN UNICORN OR MAJESTIC UNICORN, REVEAL IT, ADD IT TO YOUR HAND, AND THEN SHUFFLE THE MAGICAL FOREST DECK.

- 1+ YOU MAY PLAY ONE NON-UNICORN MYSTICAL BEING INTO THE STABLE.
- 2+ YOU MAY PLAY ONE MYSTICAL BEING INTO ANY STABLE.

- 1+ YOU MAY PLAY ONE POTION CARD FROM YOUR HAND.
- 2+ PLAY ONE POTION CARD FROM THE DISCARD PILE AS IF IT WAS IN YOUR HAND. REMOVE CARD FROM GAME.

- 1+ DISCARD TWO CARDS AT RANDOM FROM YOUR HAND.
- 2+ TARGET ADVENTURER DISCARDS TWO CARDS AT RANDOM FROM THEIR HAND.

- 1+ MOVE ONE NON-VAMPIRE BAT MYSTICAL BEING FROM THIS STABLE TO A STABLE YOU DON'T CONTROL.
- 2+ MOVE ONE NON-UNICORN MYSTICAL BEING FROM ANY STABLE TO THIS STABLE.

- 1+ DISCARD ONE NON-WEREWOLF MYSTICAL BEING FROM THIS STABLE.
- 2+ DISCARD ONE MYSTICAL BEING FROM ANY STABLE.

- 1+ DISCARD ONE MAGIC CARD FROM YOUR HAND.
- 2+ TARGET ADVENTURER GIVES YOU ONE MAGIC CARD FROM THEIR HAND.



# INSIDE THE MAGICAL FOREST

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10x Halt



5x Unicorn Thief



5x Witche's Brew



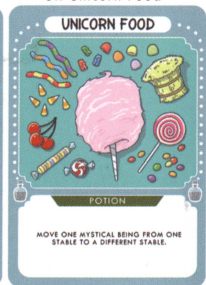
5x Rainbows & Glitter



5x Sparkling Gem



5x Unicorn Food



5x Pixie Dust



5x Poisonous Mushrooms



5x Sour Apple

