

KILL THE UNICORNS



Print & Play *English version*

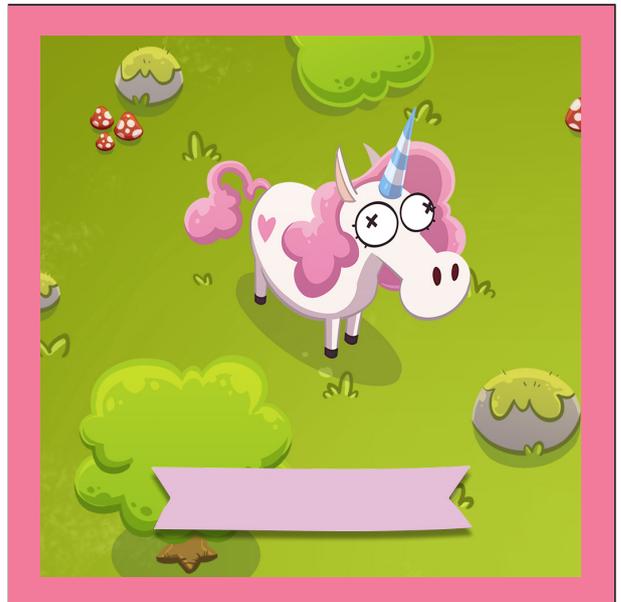
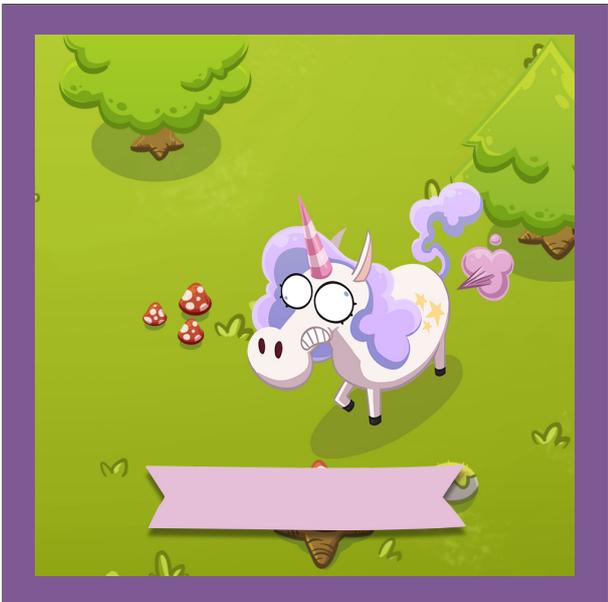
Components

- 36 Unicorn cards
- 4 Character Power cards
- 8 Trap Cards per players
- 5 Black Market cards
- 8 Hunt Cards per players
- 1 Scoring card

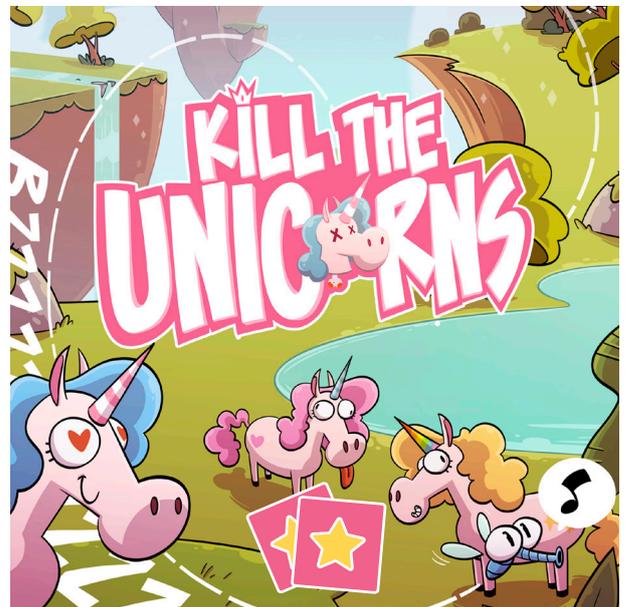
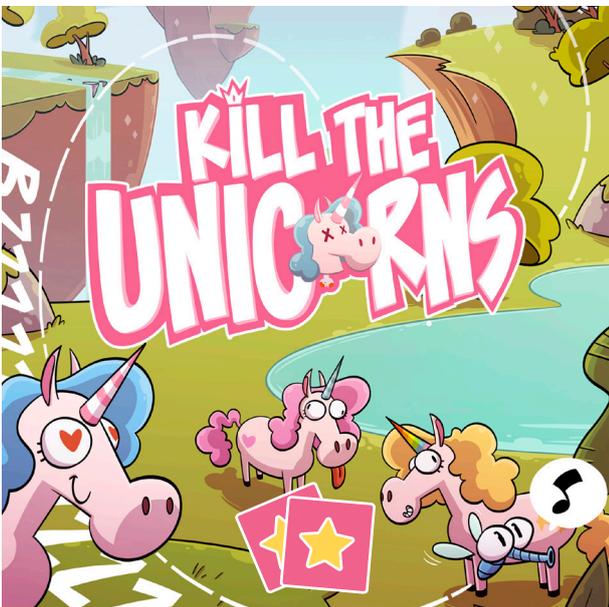
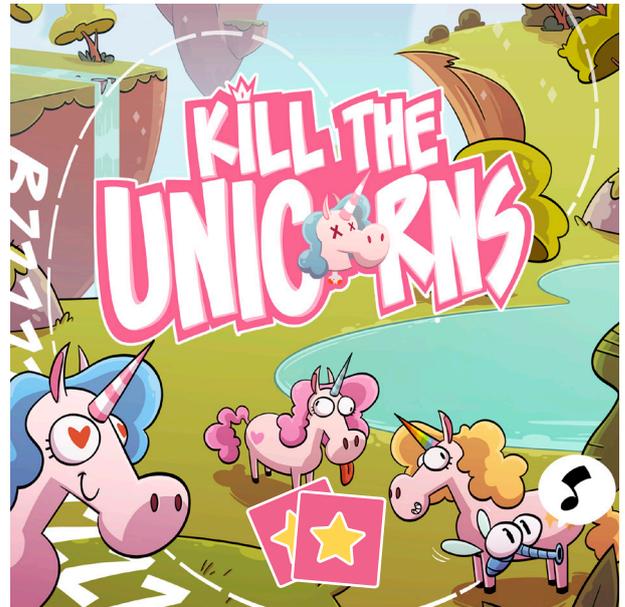
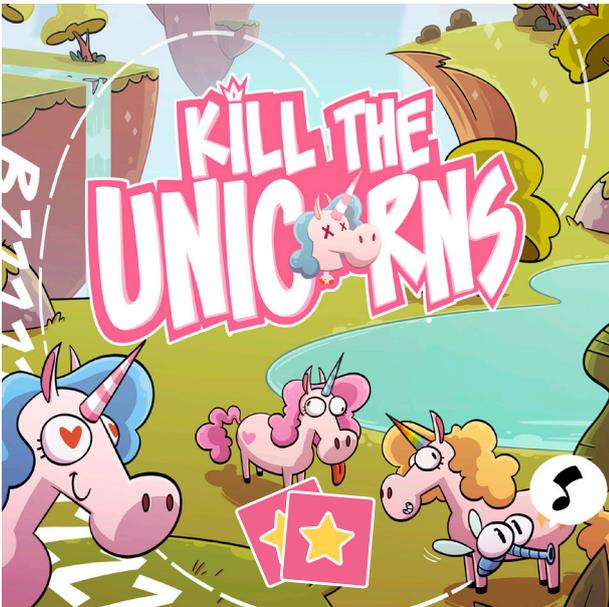
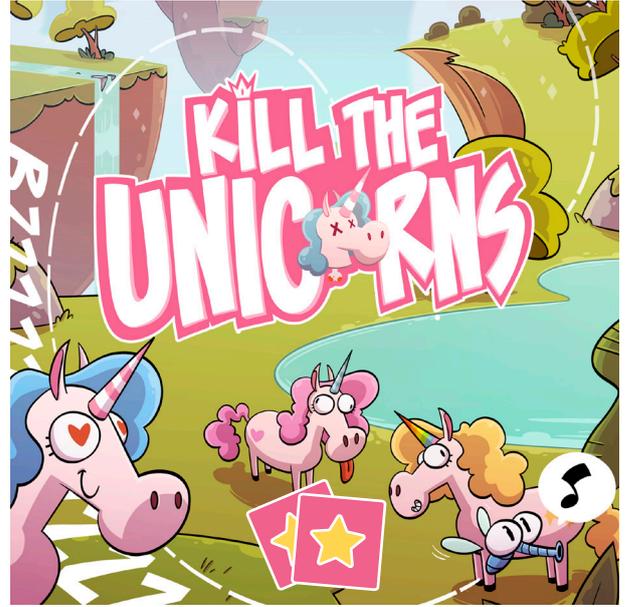
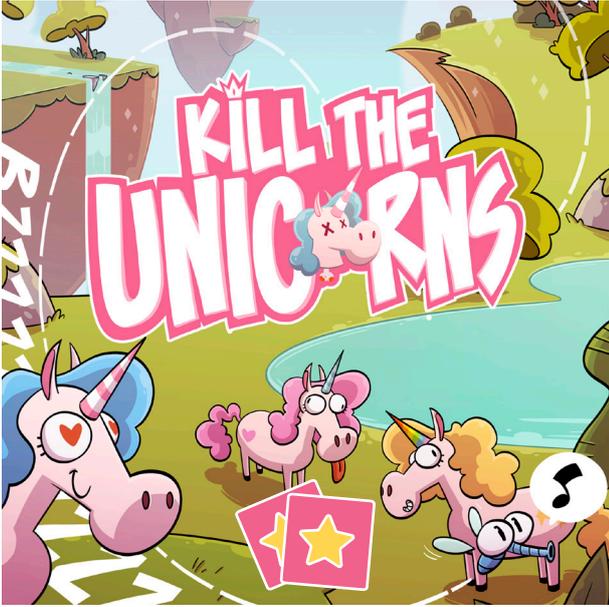
Have fun and catch as unicorns as you can.
We're sure you'll become a great hunter.



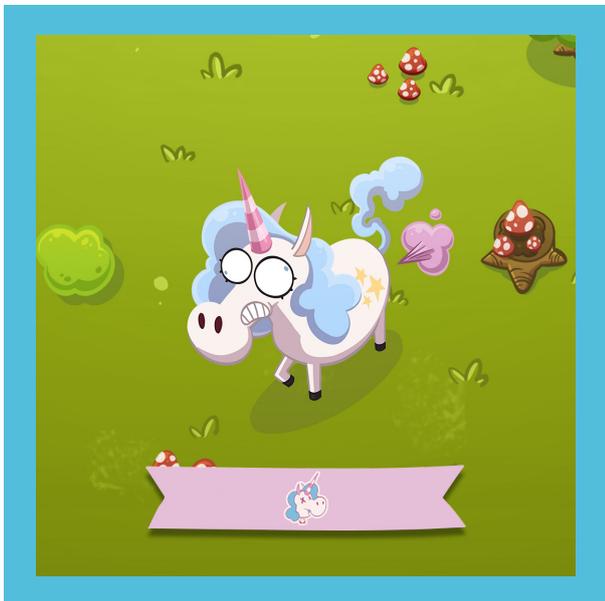
Starting Cards

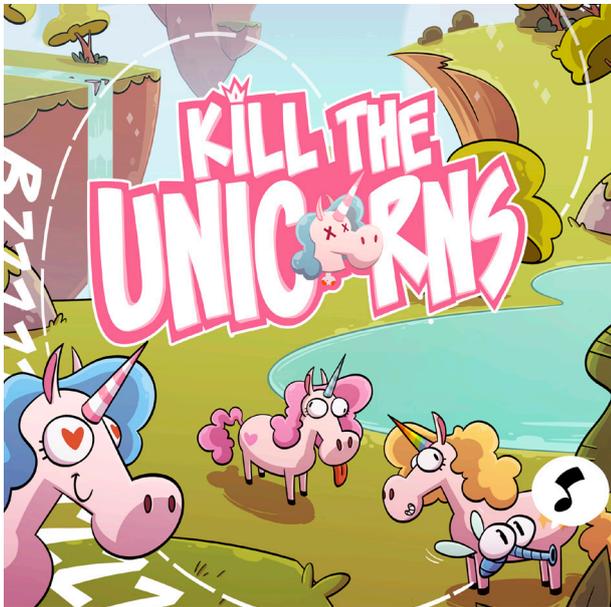
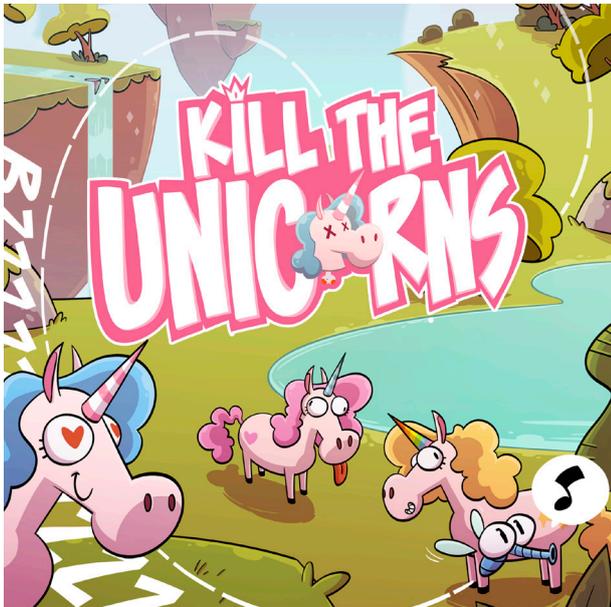
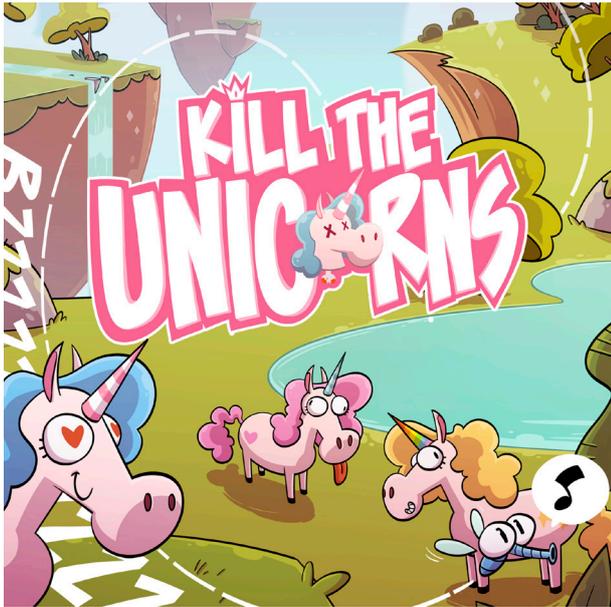


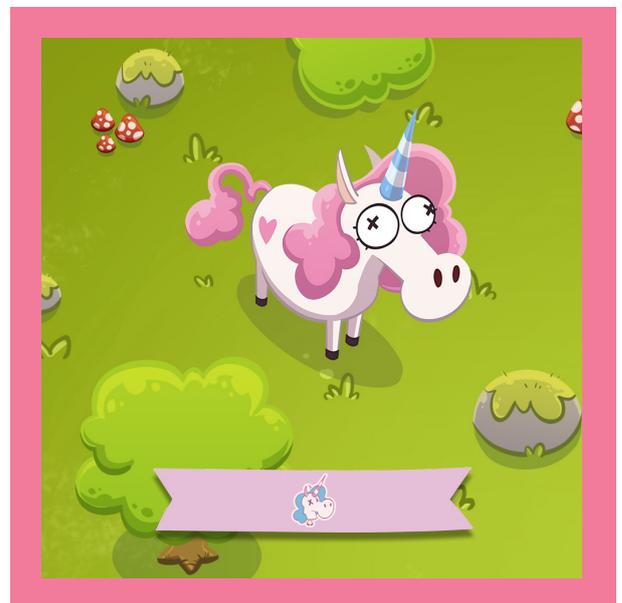
Back of Starting Cards

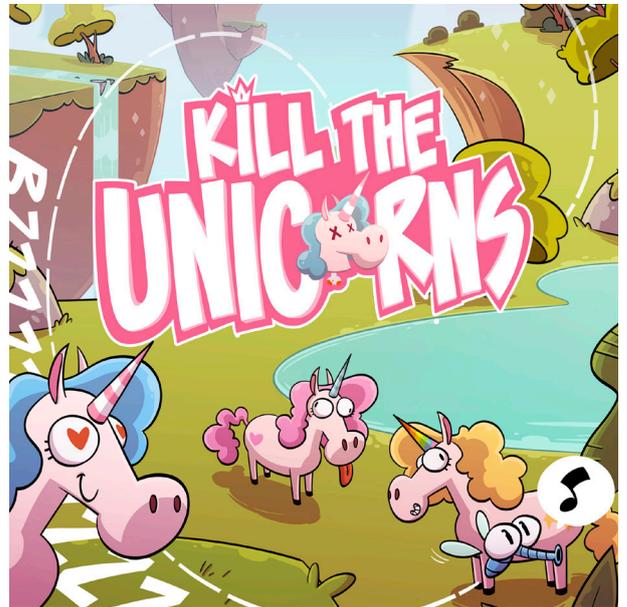
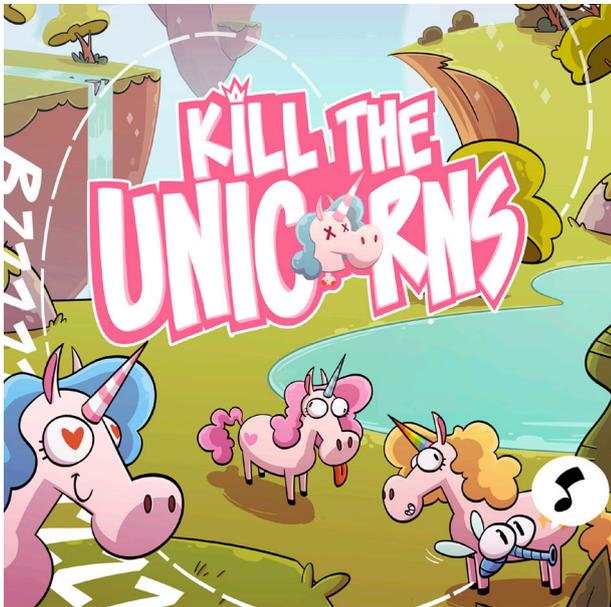
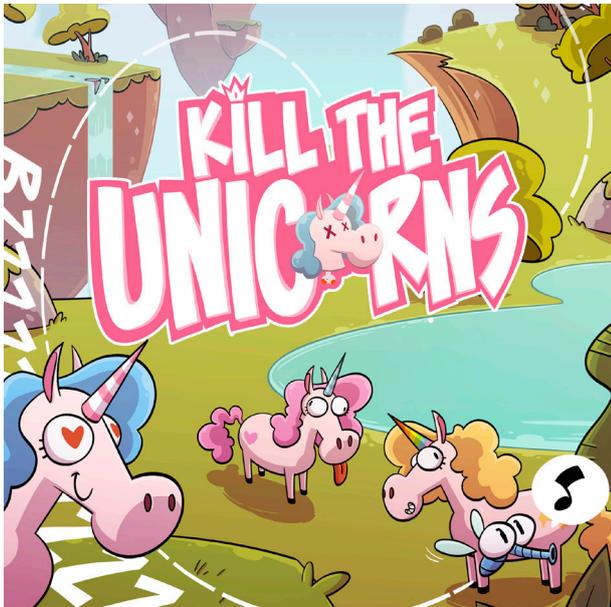
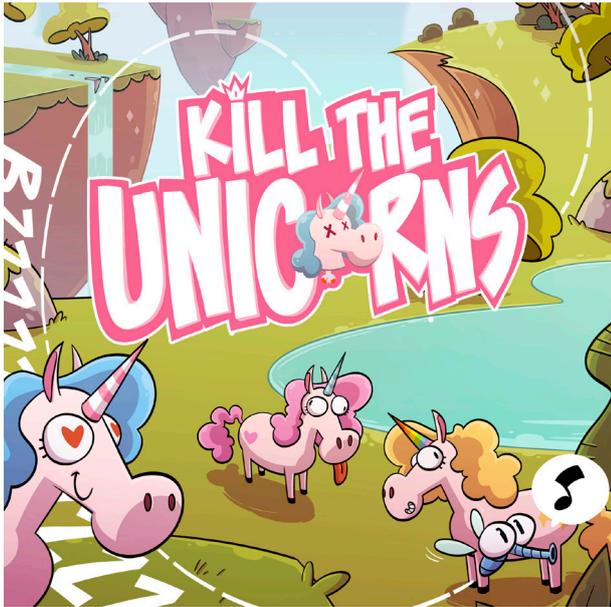


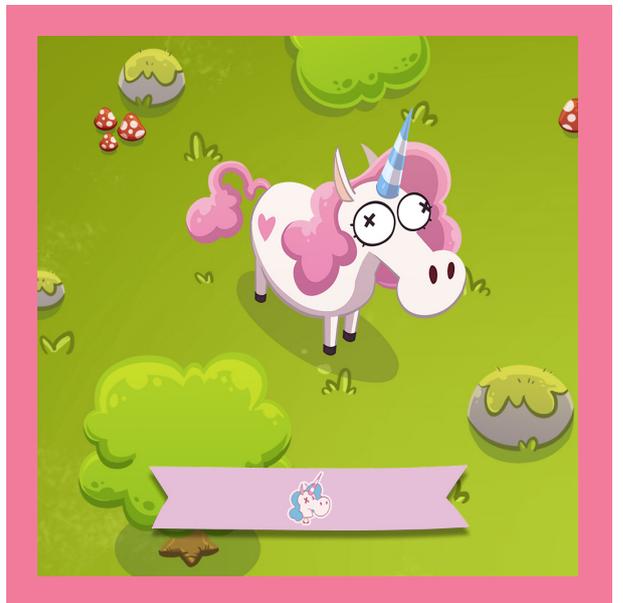
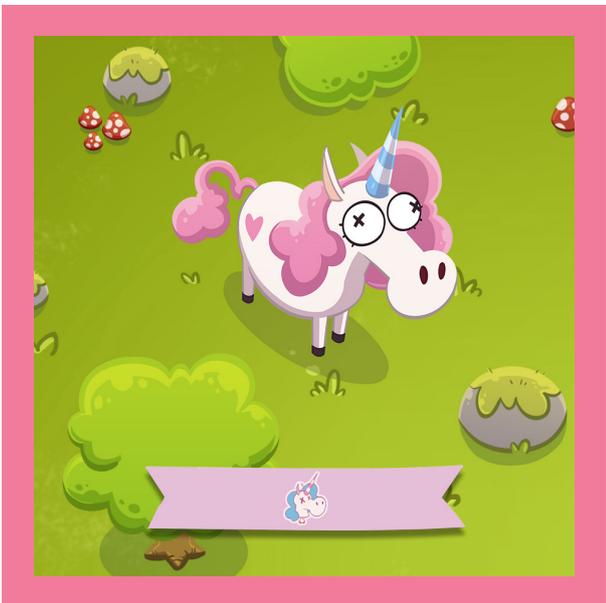
Unicorn Cards

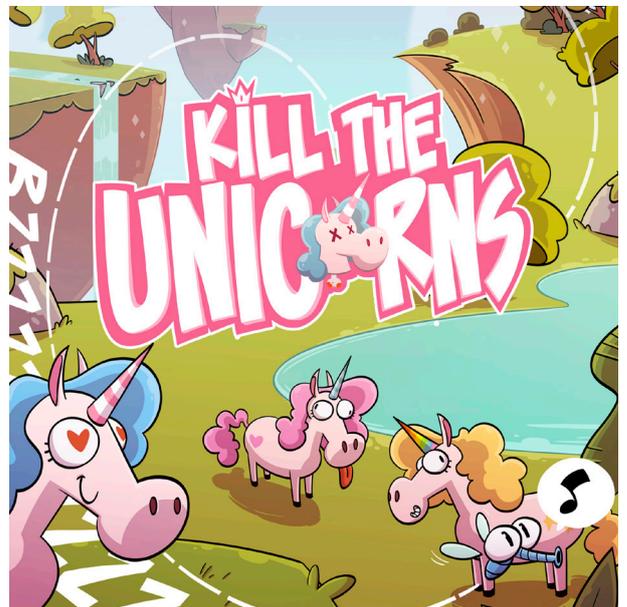
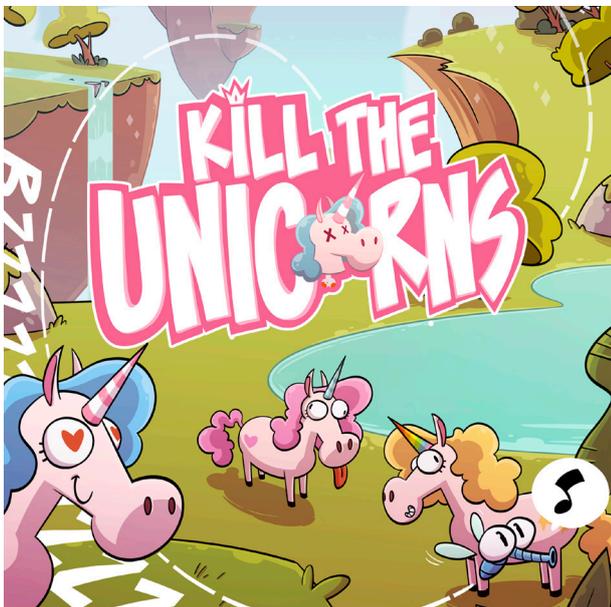
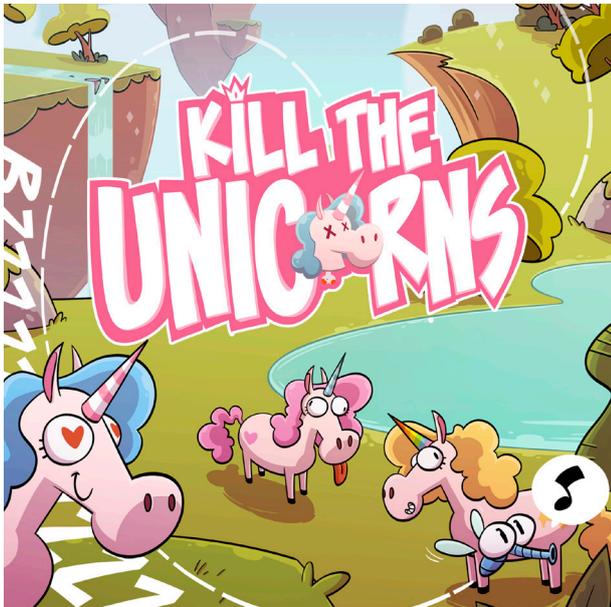
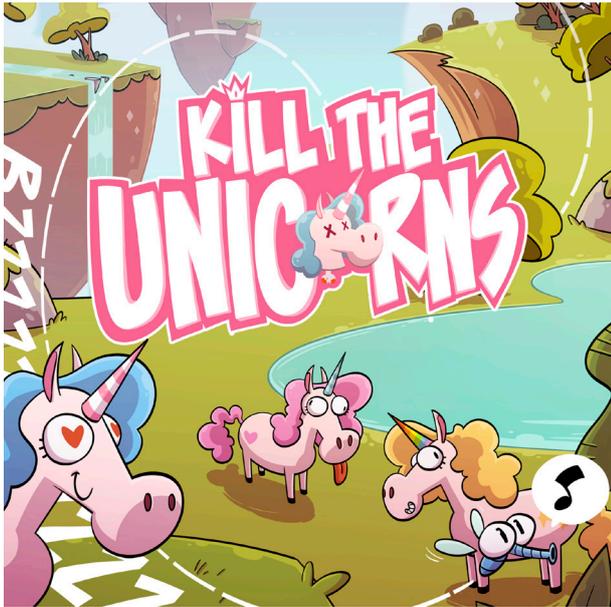


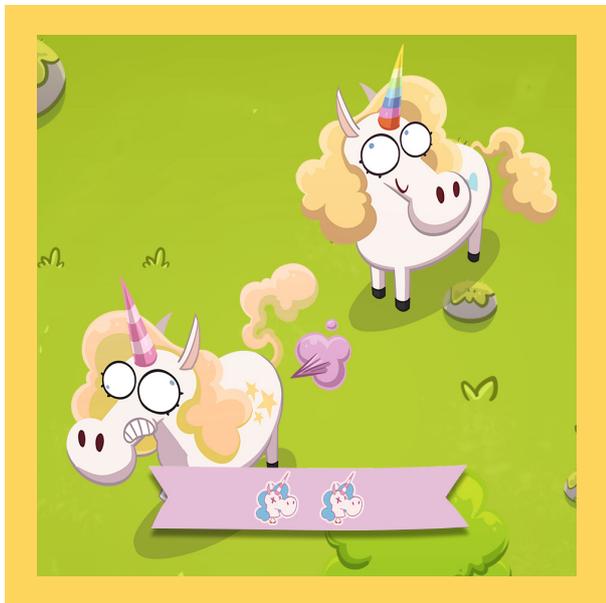


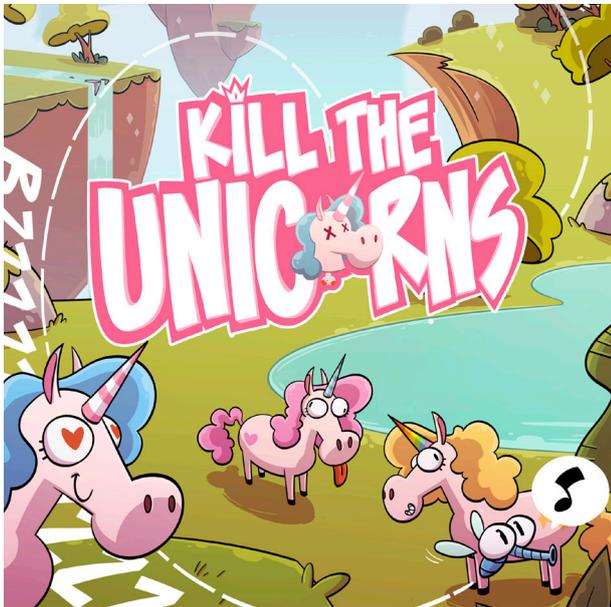
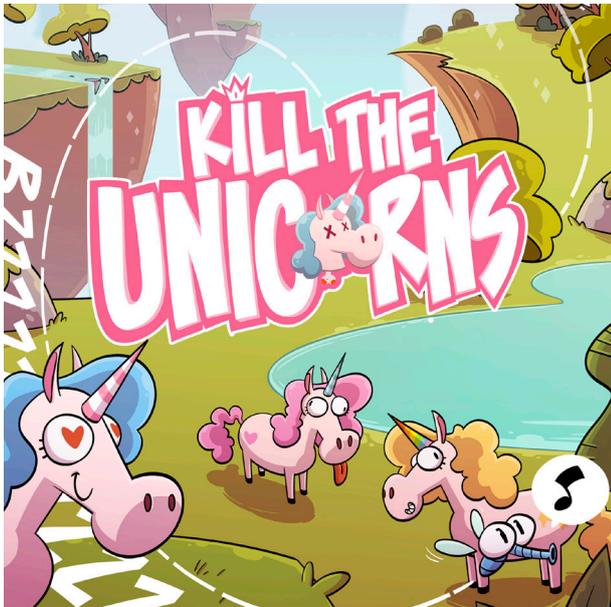
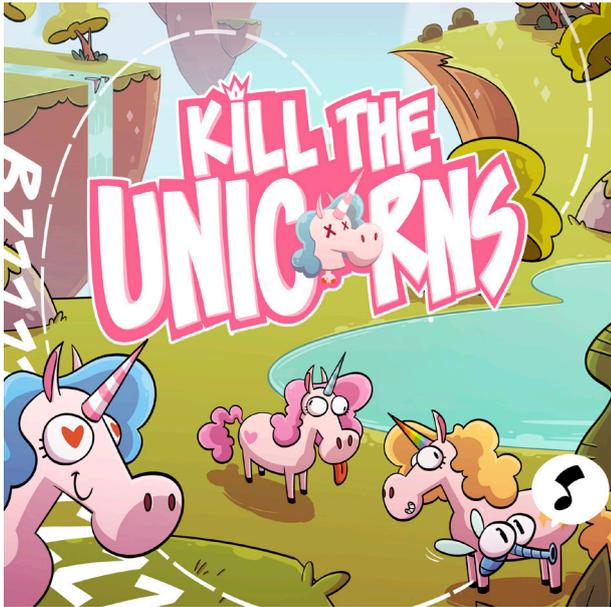


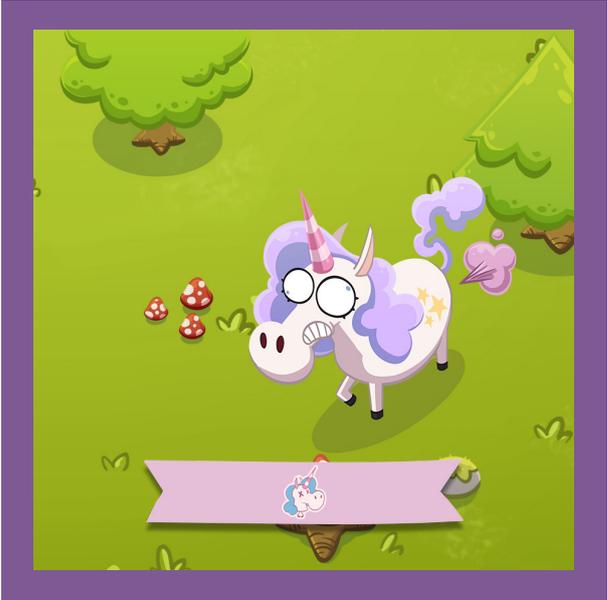
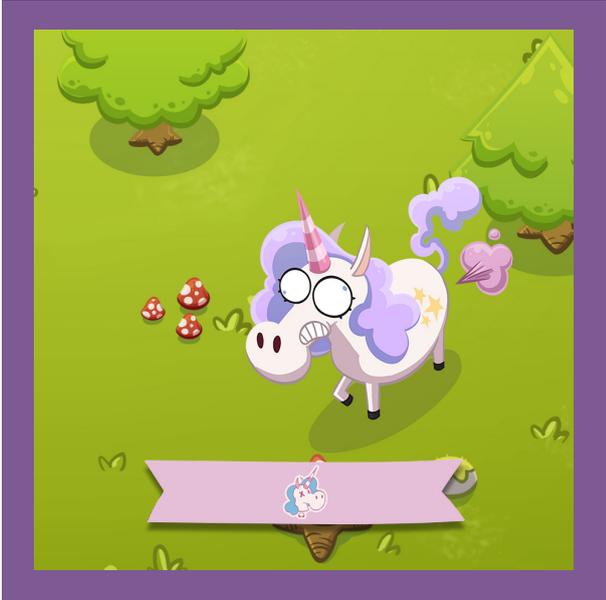
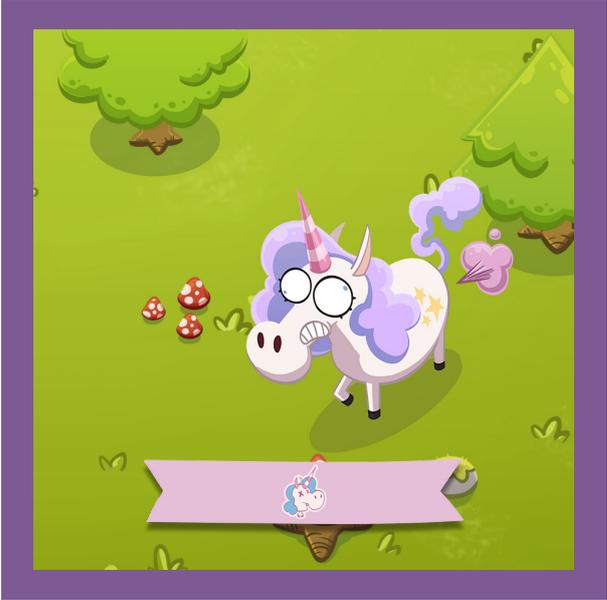


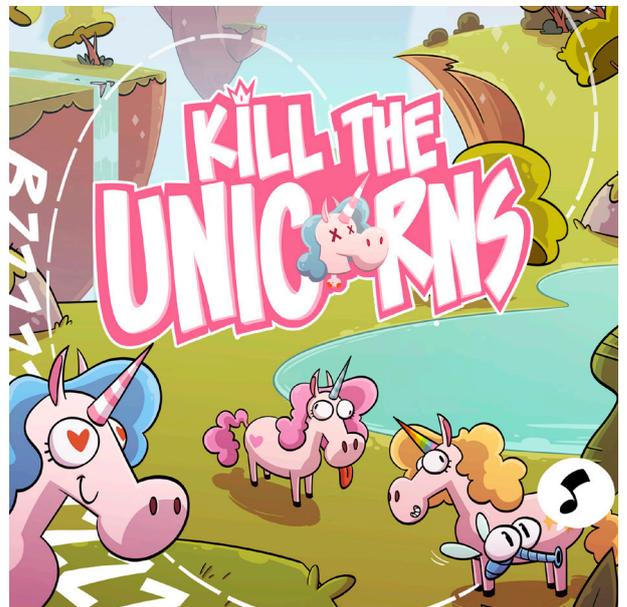
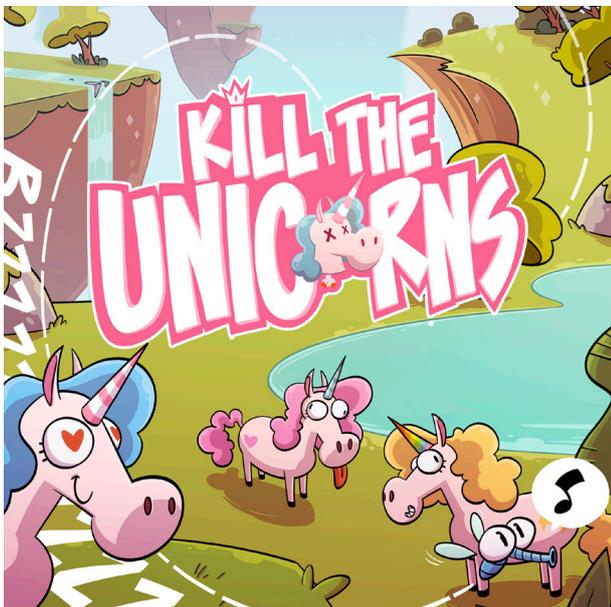
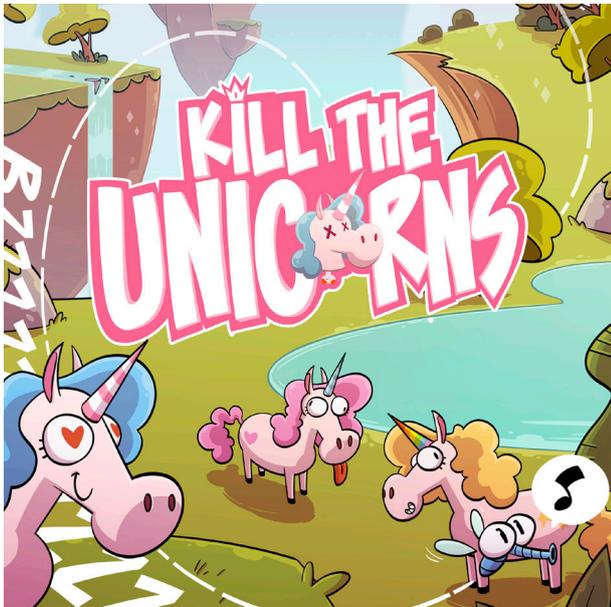
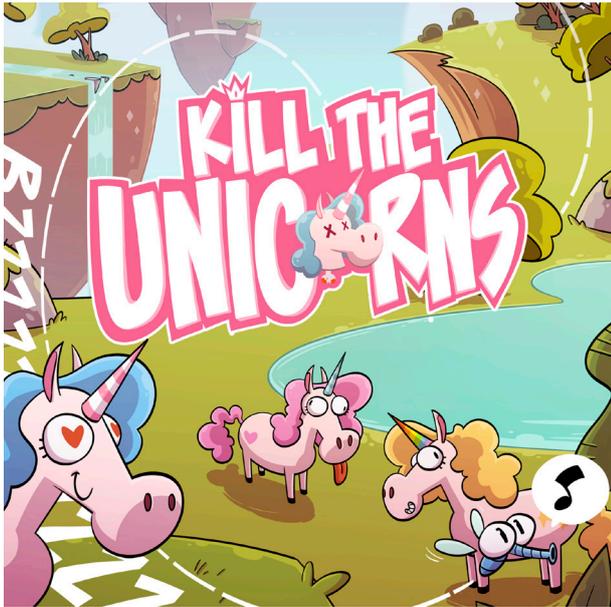




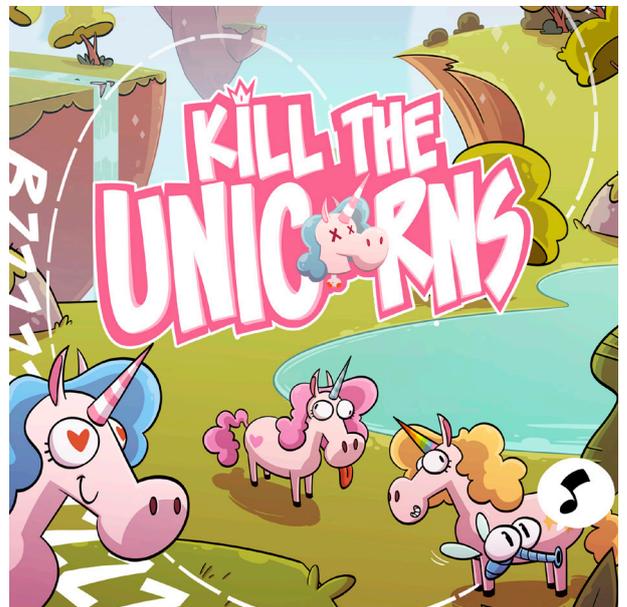
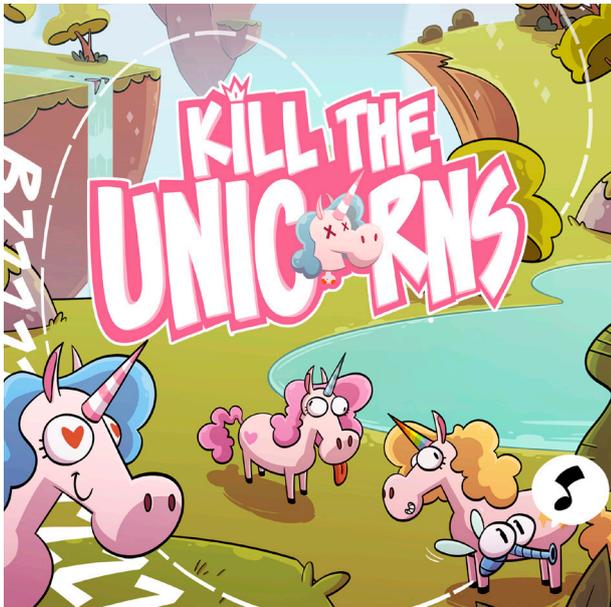
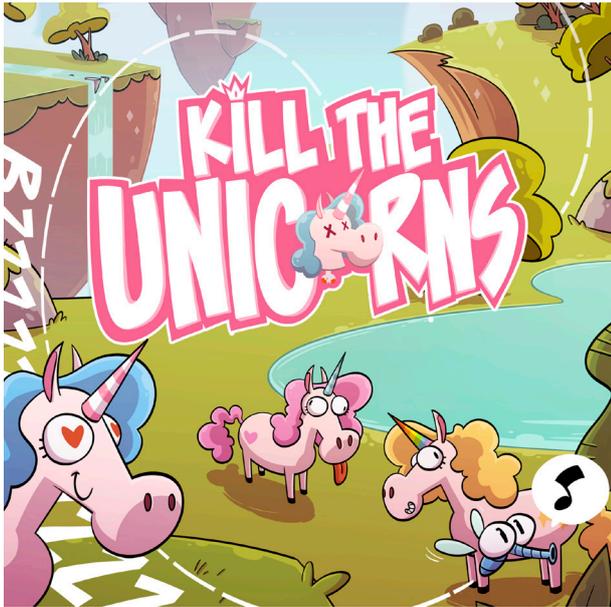












Characters Cards

The Knight



When he loses a hunt (except of a tie), he can take back in hand the lowest hunt card played by the winner.

The Shaman



She can look at the Trap Cards of another player, she has to enter the hunt.

The Princess

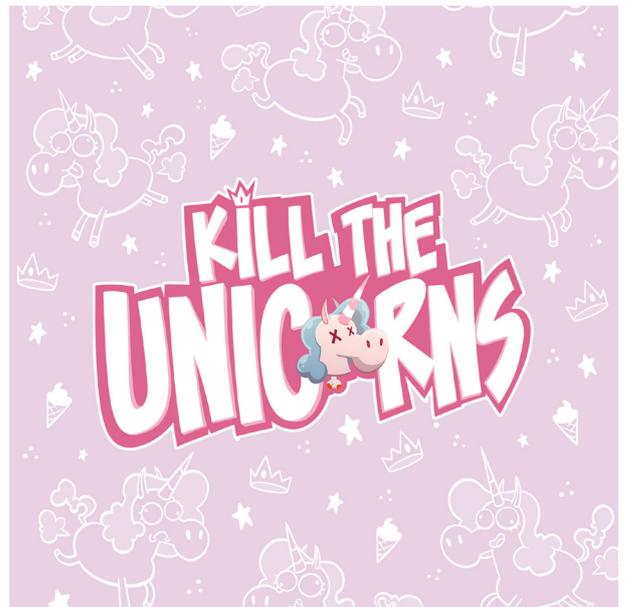
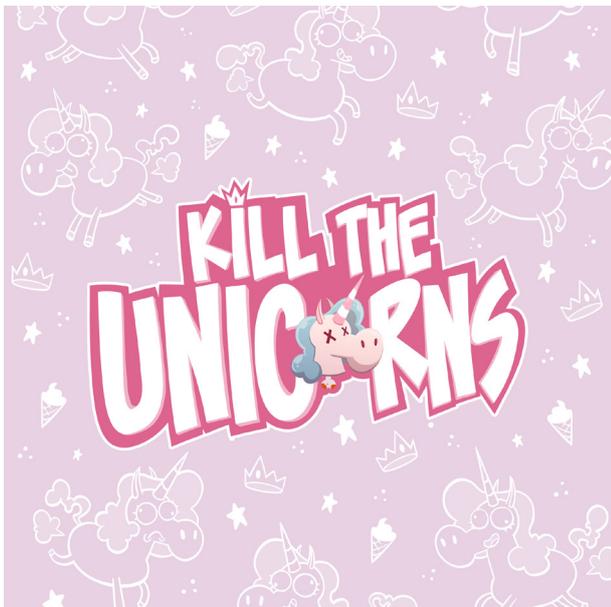
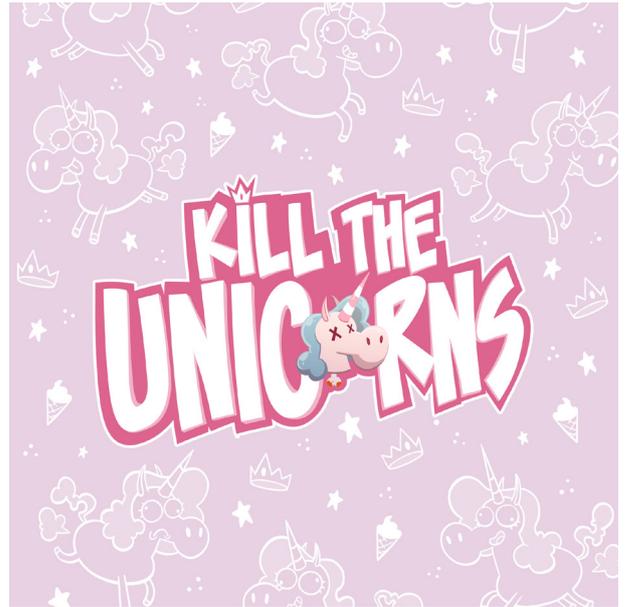
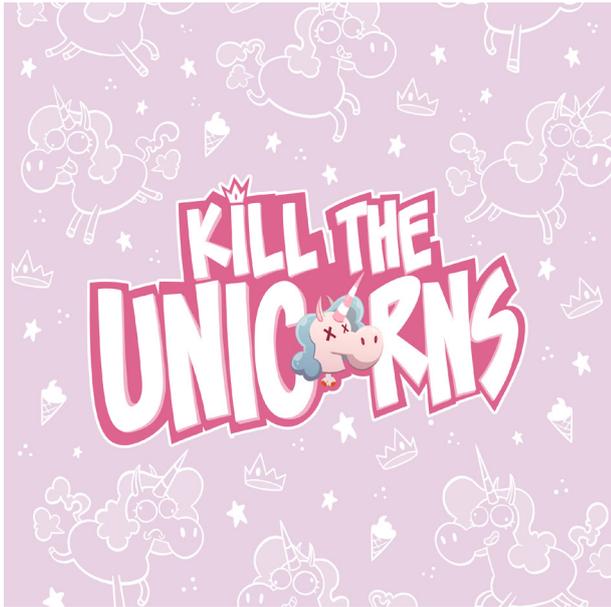


Before a Hunt she can switch two Trap Cards of her choice without looking at it

The Wizard

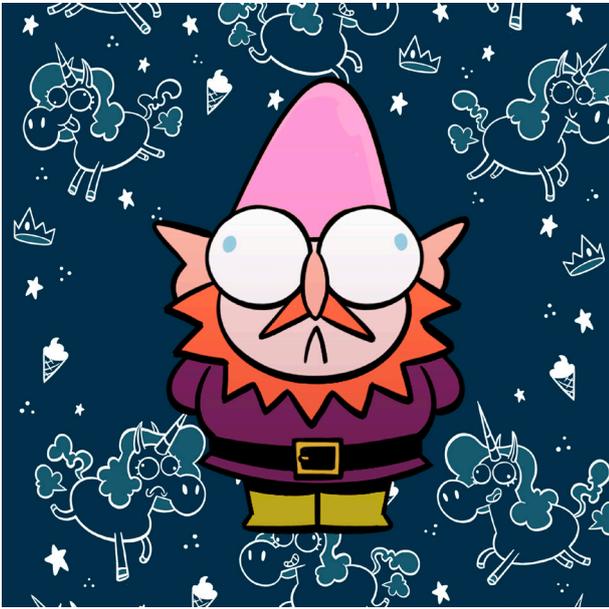
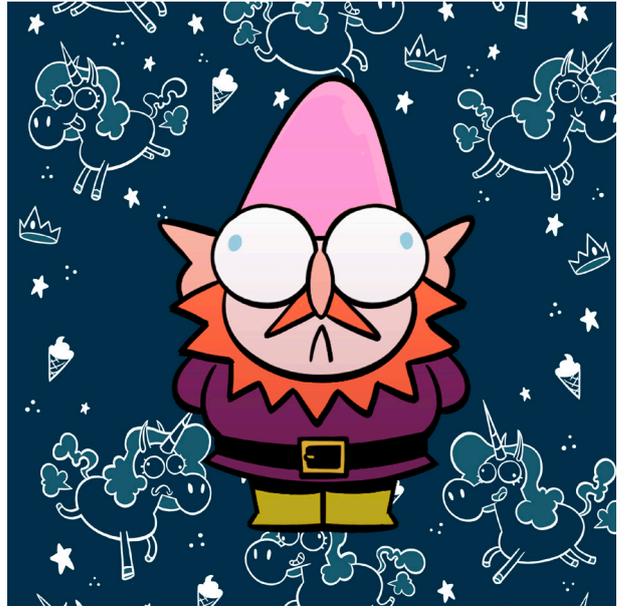
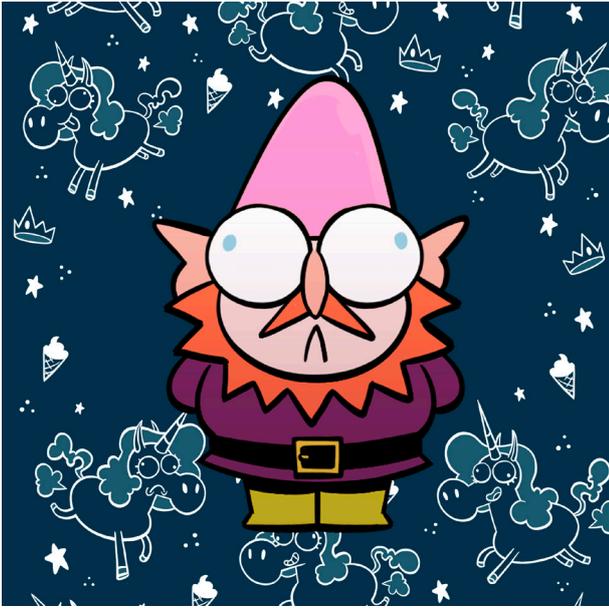


When he loses a hunt (except for a tie) he can put one of the card he just used and put it in front of the Black Market, this card will be add to his hand when he will be purchasing one item during the Black Market phase.



Black Market Cards



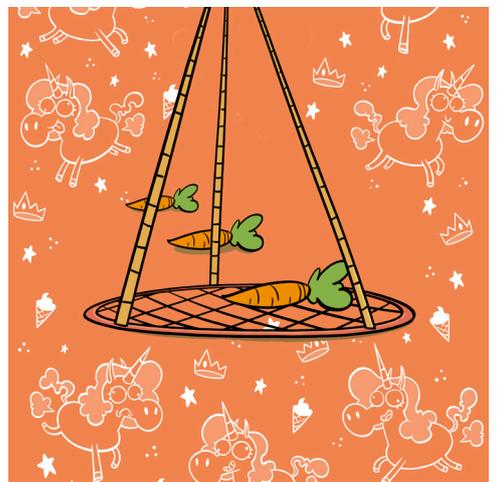
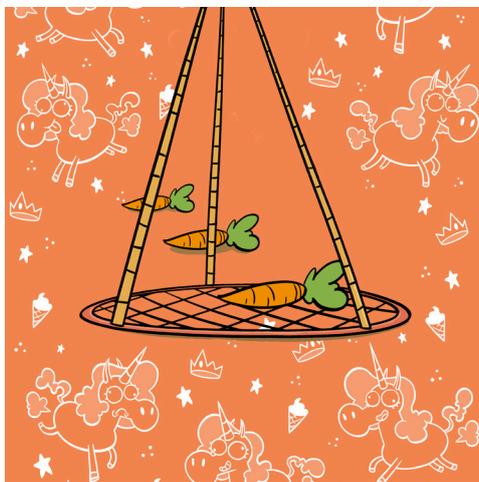
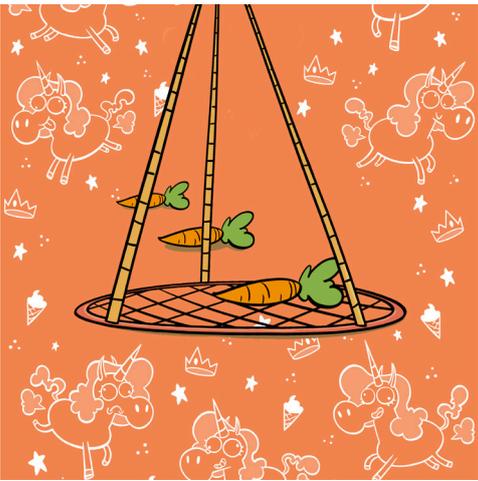


Hunting Cards









Trap Cards



Size doesn't matter
The smallest number wins the hunt, if there is a tie, the player with the fewest captured Unicorns wins. If there still is a tie, the Unicorn is discarded.



Athletic Unicorn
+2 points.



Unicorn Pee
This Unicorn has wet itself, this cancels out the color of it's collection and cannot be used to complete a Rainbow.



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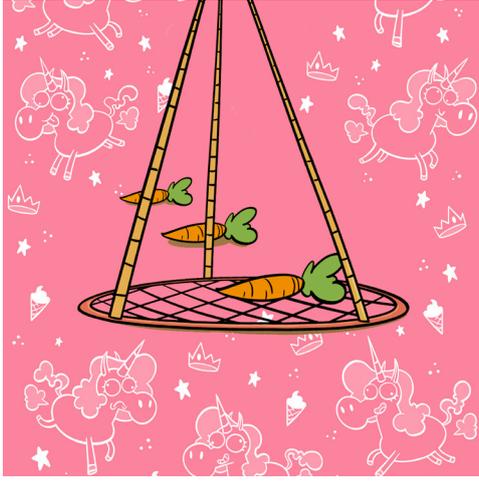
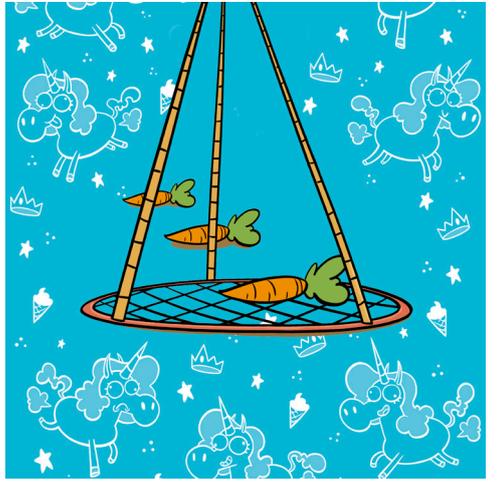
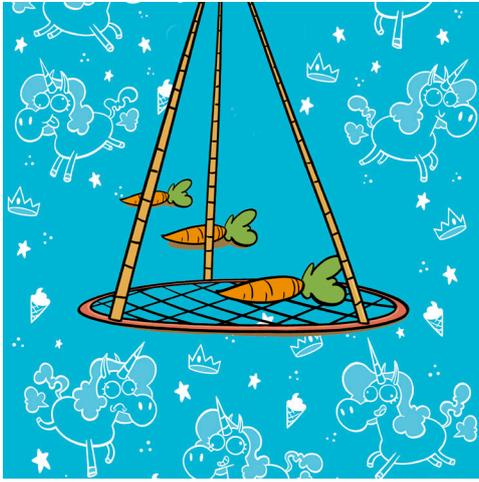
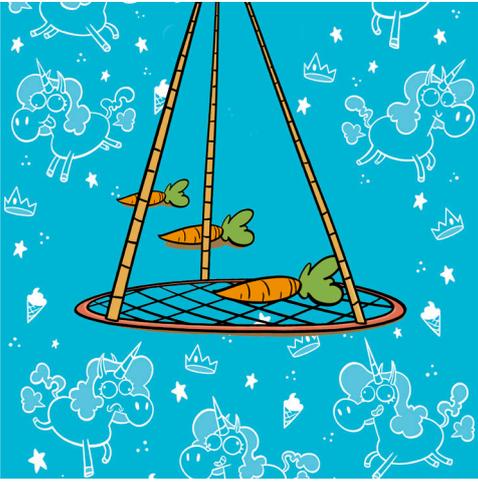
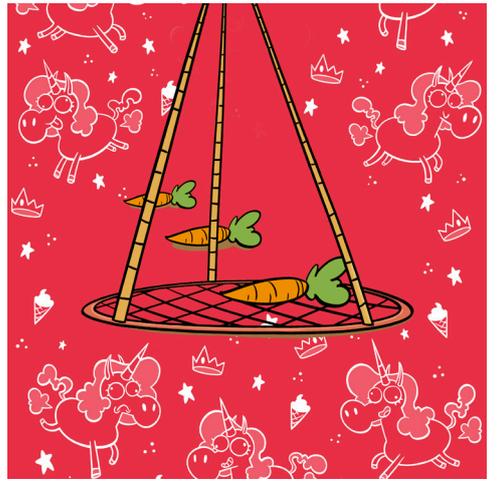
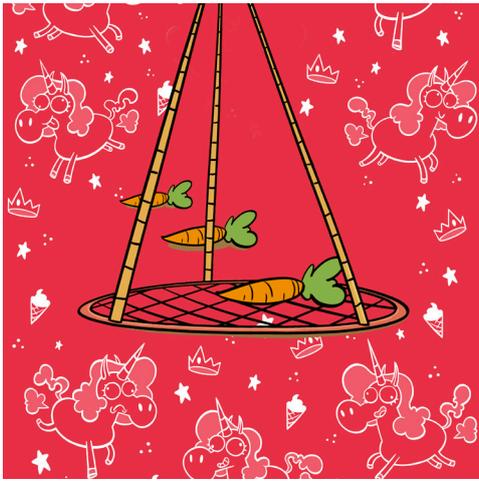
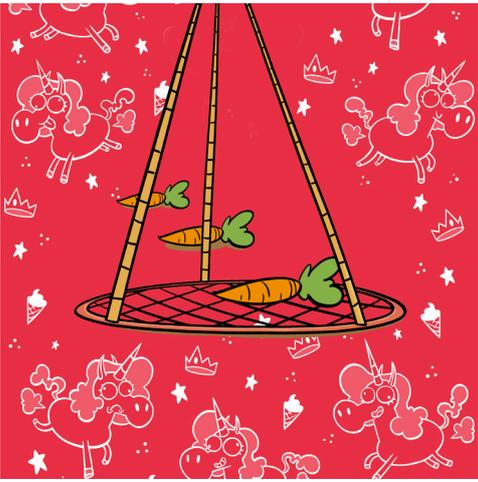
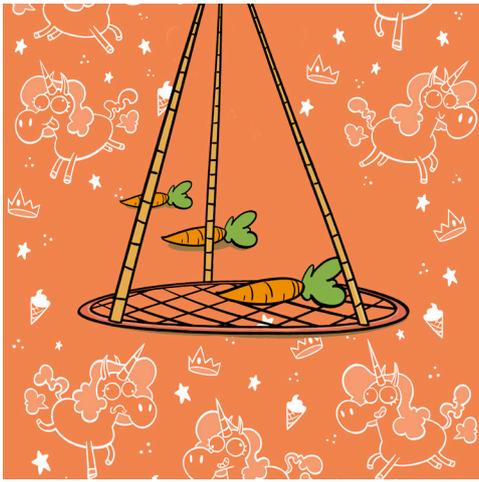
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Athletic Unicorn
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Unicorn Pee
This Unicorn has wet itself, this cancels out the color of it's collection and cannot be used to complete a Rainbow.





Unicorn Fart

This Unicorn farts so hard, it flies into outer space. The Unicorn is discarded and replaced with the top card from the Unicorn deck.



Smelly Unicorn

The points of this Unicorn are now negative (this card has no effect over a Pigicorn).



Zombicorn

This Unicorn eats a Unicorn of your choice when you win it. Discard the Unicorn that has been eaten.



Unicorn Fart

This Unicorn farts so hard, it flies into outer space. The Unicorn is discarded and replaced with the top card from the Unicorn deck.



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The points of this Unicorn are now negative (this card has no effect over a Pigicorn).



Trojan Unicorn

The Knight can switch one of his Unicorns with the player who won this card (except for the Unicorn he just won). If the Knight wins this card, nothing happens.



Unicorn Fart

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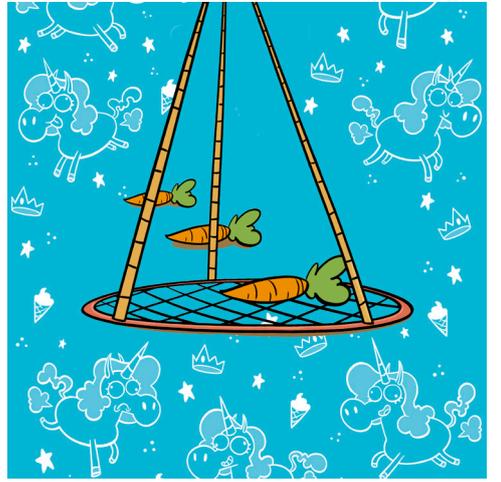
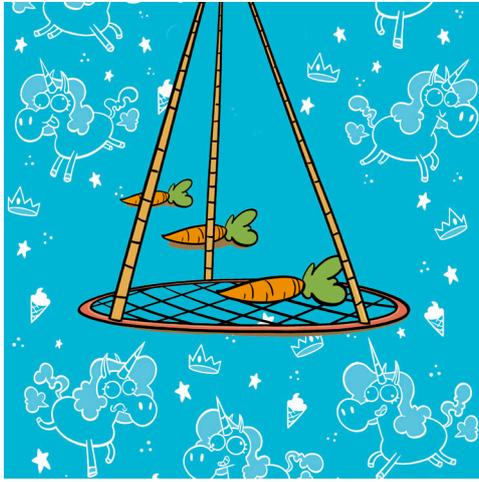
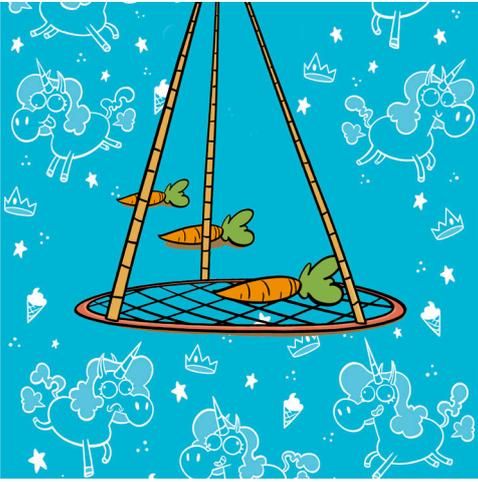
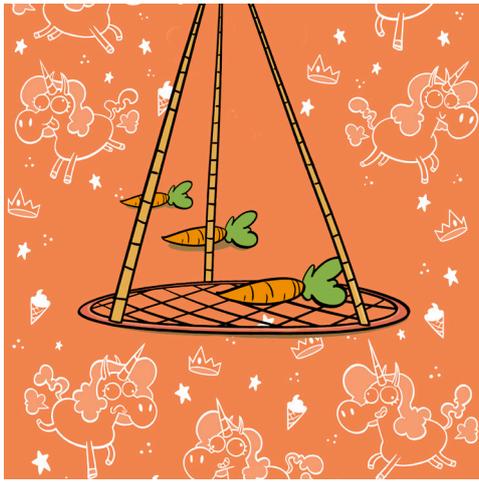
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Catapult

The winner of the hunt cannot participate in the next one.



Anti doping Test

The highest number of this hunt is removed (except if there is a tie).



Spaced out

The player who wins this card has to switch it with the next Unicorn on the table. If none, the unicorn is discarded.



Boudoir Unicorn

If the sum of the hunting cards played to win this Unicorn is lower than three times the number of players, the Unicorn turns into a Legendary Unicorn (4 points / no color), otherwise the Unicorn explodes.



Don't let it go to waste

The player who wins this Unicorn has to copy the power of the Trap Card on top of his discarded Trap Cards pile.



Temperamental Unicorn

As long as you have a temperamental Unicorn in front of you, every Unicorn of the same color you will capture is discarded.



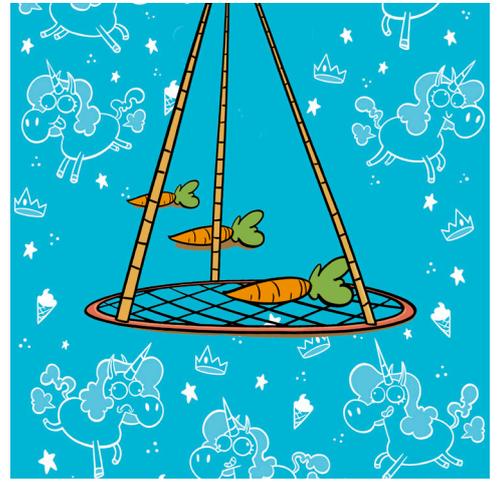
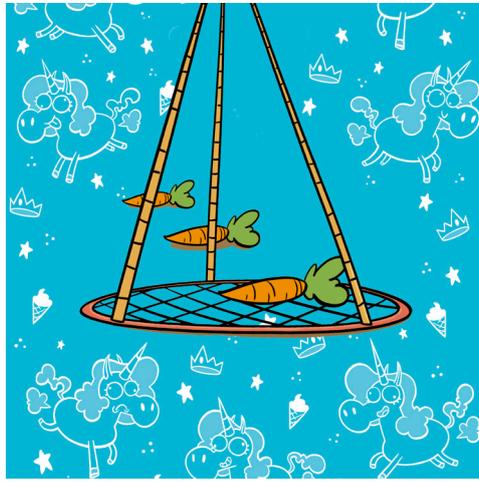
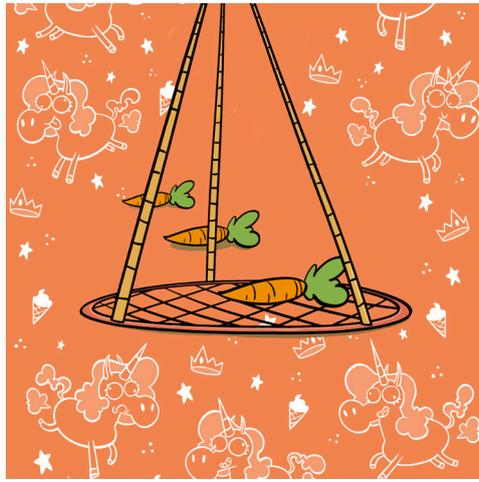
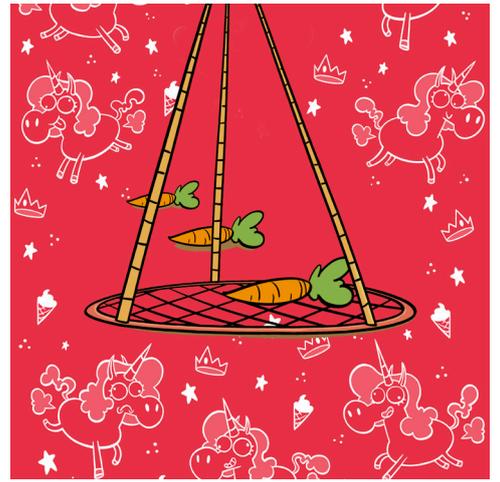
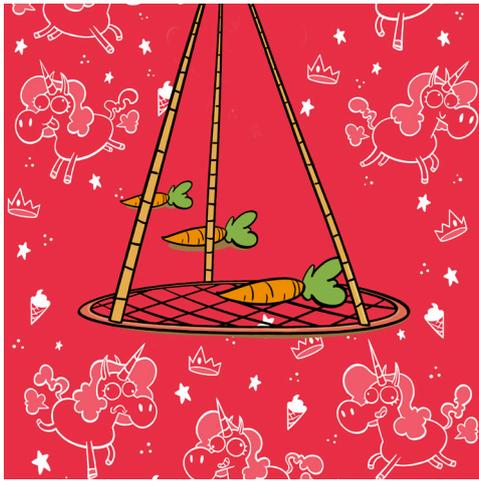
Confusion spell

During this hunt the values of the Hunting Cards are changed: 1 = 3 / 3 = 1



Rainbow Unicorn

This Unicorn can be incorporated into any color collection, if it is removed from this collection, the card has to rejoin another collection or it becomes neutral.



Black Market Joken

Unicorn horn



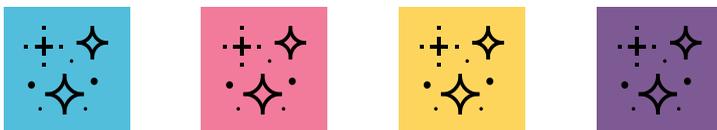
Cotton Candy



Unicorn Soap



Fairy Powder



Unicorn Butchery

