



Unicorn Fun!

Three games in one box! Take your pick from this fantastic selection of unicorn themed games. You can also use the white side of the unicorn boards as a stand-alone mix and match activity for single players.

Contents

- 1 four-piece playing board • 4 double-sided unicorn boards • 4 unicorn playing pieces • 16 item cards
- 1 3D rainbow with cloud supports • 1 spinner board • 1 two-part spinner arrow (separate the plastic arrow from the base and attach to the spinner board) • 4 character stands • 1 dice

Game 1 Unicorn Party

Fill your board to get your unicorn ready to celebrate! Then spin the spinner to cross the 3D rainbow and reach the party!

Setting up the game

Assemble the playing board, party scene side up. Slot the clouds into each end of the rainbow and slot onto the board.



Each player chooses a unicorn playing piece, slots it together with a stand and places it on the start space at the bottom of the board, on the matching unicorn picture.



Each player takes a unicorn playing board that matches their playing piece, ensuring the **coloured background is face up**.



Place all the item cards, **picture side up**, around the board.



Assemble the spinner and place it, and the dice, where everyone can reach them.



1 To play

The youngest player starts.

Roll the dice and move that number of spaces around the board. Always move clockwise around the board.



2 If you land on a star

If you land on a **star**, you can collect an item for your unicorn. Take a card from the table that matches an item on your board. Choose from:

Party hat • Tail • Wings • Picnic basket

Play passes to the next player.



3 If you land on a heart

If you land on a **heart**, you are feeling kind! Choose another player and give them an item they need for their unicorn from the items on the table.

Play passes to the next player.



4 If you land on an ogre

If you land on an **ogre**, you lose one of your items! If you have any items on your board, return **one** to the table, picture side up.

Play passes to the next player.



5 Once your board is full

Once you have filled your board by collecting all your items, you can move your unicorn straight to the **rainbow space** (showing two clouds).



On your next turn, spin the spinner.



If the spinner points to a **happy cloud**, move forward **one** space along the rainbow, hanging your unicorn off the notches. Play passes on.



If the spinner points to a **sad cloud**, you do not move on this turn and your unicorn stays where it is. Play passes on.

This continues each turn until you have reached the party by **landing on your unicorn's star picture on the cloud in the centre of the board**.



5 The winner

The winner is the first player to fill their board then cross the rainbow to the party.

Advanced Game

Use the white side of the unicorn boards and put item cards **face down**. You can collect **any** card for your board, matching the number on the card to the number on your board.

Game 2 Happy Cloud, Sad Cloud

Race around the path and up and down the rainbows in this twist on Snakes and Ladders!

Setting up the game

Use the blue backed, path side of the board.

Note: The unicorn boards, item cards, spinner and 3D rainbow are not used in this game.

Place the unicorn playing pieces on the white arrow space.



1 To play

The youngest player starts.

Roll the dice to move along the path, the same number of spaces as the number shown on the dice.



2 If you land on a cloud



If you land on a **happy cloud**, follow the rainbow to take you **forward** along the path.

If you land on a **sad cloud**, follow the rainbow to take you **backwards** down the path.



3 The winner

Play continues until one player has reached the party space at the end of the board!



Game 3 Build a Unicorn

Roll the dice to build your unicorn. Roll a six and take any card, but roll a 5 and lose one!

Setting up the game

Everyone takes a unicorn board, white background side up.

Spread all the item cards, **number side up**, on the table. Place the dice where everyone can reach it.

Note: The large playing board, spinner, unicorn playing pieces and 3D rainbow are not used in this game.



1 To play

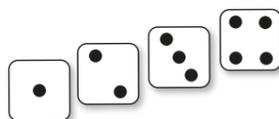
The youngest player starts.

Roll the dice.



2 If you roll 1-4

If you roll number **1-4**, take **any** card showing the matching number and add it to your board, picture side up.



3 If you roll a 6

Roll a six and take your pick! If you roll a number **6**, you can choose **any number** card from the table and add to your board.



4 If you roll a 5

Five is not fun! If you roll a **5**, you must **return a card** from your board back to the table, number side up.



5 The winner!

Play continues until one player has filled their board and completed their unicorn!

