

Contents:

4 unicorn playing boards, 18 cards, 1 spinner

Setting up

- Each player chooses a unicorn playing board.
- Shuffle the cards and spread them jewel side down on the table.
- Place the spinner where everyone can reach it.

To play

- The youngest player starts by spinning the spinner.
- Look at the picture the spinner is pointing to and find a card that matches the spinner, BUT before you turn it over call out what colour jewel you think is underneath (red, yellow, green or blue).
- Turn over the card. If you are correct, place the card on your board. If you are incorrect, return the card, jewel side down to the table. Play passes to the next player.
- If you turn over a rainbow jewel, this counts as any colour and you can put it on your board.
- If there are no cards showing the picture the spinner is pointing to, play passes to the next player.
- Play continues until all the cards have been taken from the table.
- At the end of the game, count up all your jewels. The player with the most jewels is the winner!

Note: for an easier game, don't guess the colour jewels, just add each card to your board. If you turn over a rainbow jewel in this game, you get another spin!

