

The Lion & The Unicorn

2 - 6 players

Pieces:

- 48 animal cards
- 6 bread tokens
- Crown token

Setup:

Take one of each type of animal card (excluding the crows, lion, and unicorn) from the deck. Deal one card face-down to each player.

Each player can look at their starting card at any time and it can never be stolen or lost (meaning a goat starting card does nothing and a swift or adder starting card cannot target itself). Keep this card separate from other cards.

Shuffle any remaining cards back into the deck.

Give the crown token to whoever last saw an animal in the wild. The holder of the crown token goes first each round.

Gameplay:

On their turn, a player must take one of three actions:

- Draw a card
- Flip a card
- Steal a card

After the player's action has been resolved (including any resulting actions by other players), play moves to the left.

Draw a card:

Draw a card from the deck. If the deck is empty, shuffle the discard pile to make a new deck. If the discard pile is also empty, just do another action.

The player *must not* look at the card, but *must* show it to all other players. The player then places it face-down in front of them.

Flip a card:

The player may turn any card in front of them (including their starting card) either face-up or face-down. If they turn a card face-up, they *must* immediately perform the action on the card.

Steal a card:

The player may take any *face-down* card that is in front of another player (excluding starting cards). The current player may not look at this card and should place it face-down in front of themselves.

The player whose card was taken *must* turn one of their other cards face-up or face-down (performing the card's action if turned face-up).

Winning a round:

A player wins *immediately* if they have either 3 identical animals or 4 different animals face-up in front of them.

This can happen before/during a card's action, so a player may win even if the card turned over has an action that would result in this condition being broken (meaning a player wins before a goat moves to another player, a swift moves a card, or an adder discards a card).

This also means players can win using the lion (the player wins the moment the lion is revealed) or the unicorn (the player wins when crows have been discarded and before the unicorn is shuffled into the deck).

Note: due to the unicorn's effect, it's possible for multiple players to present a winning set at the same time. If this happens, each player with a winning set must select a card from their set to be shuffled back into the deck along with the unicorn. Then play carries on.

The winning player then takes a victory token. They also take the crown token and place it on top of their winning set. These cards are excluded from the next round. Once another round has been played, these cards are then shuffled back into the deck and the crown moves on, so only one set is excluded each round.

Game end:

The game ends when one player has won two rounds. They win and have earned the right to put the crown token on their head.

Card types:

All card actions affect the player that reveals them unless otherwise stated. The numbers indicate the amount of that card in the game.



Crows - “Murder” [10]

If a player meets a win condition but has any number of crows face-up in front of them, they do not yet win and play carries on.



Moles - “Labour” [8]

The player can now look at each of the face-down cards in front of them only once. (ie This is not an ongoing effect.)



Goats - “Trip” [8]

The goat card *must* be moved to another player of the current player’s choice. If the chosen player meets a win condition because of this, they win immediately.



Swifts - “Scream” [6]

The current player *must* immediately move one of their face-up cards to another player. This card may be the swift card that triggered this action. If the chosen player meets a win condition because of this, they win immediately.



Rats - “Mischievous” [6]

The current player chooses another player and rearranges their face-down cards. Neither player may look at these cards before or after.



Adders - "Sum" [4]

The current player *must* immediately discard a face-up card. This card may be the adder card that triggered this action.



Foxes - "Skulk" [4]

The current player *must* take any one of the three standard actions and resolve it as normal. If they reveal another fox, they take *another* action again (and so on, if they somehow have multiple foxes).



Unicorn - "Blessing" [1]

The current player discards *all* crows that are currently face-up in front of *all* players. They then shuffle the unicorn back into the deck. If the deck is empty, use the discard pile to create a new deck and then shuffle the unicorn into it.



Lion - "Pride" [1]

The current player *must* discard all cards that are currently face-down in front of them. They then shuffle the lion back into the deck. If the deck is empty, use the discard pile to create a new deck and then shuffle the lion into it.