

PEACEABLE KINGDOM PLAYS COOPERATIVELY.

We believe children (and adults!) thrive when they work and play together in respectful ways. Cooperation encourages bonding, teamwork, shared decision-making, trust, and emotional health. Share the joy of playing cooperatively.

 **WARNING:**
CHOKING HAZARD—Small parts.
Not for children under 3 yrs.

Play with heart & soul!™

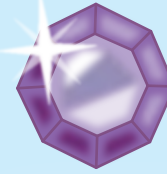
Peaceable Kingdom creates award-winning games and gifts that inspire cooperation and cultivate kindness — because kids who play well together play well in the world.

Game Design by Kim Vandenbroucke

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**Peaceable
Kingdom**
A MindWare® Brand

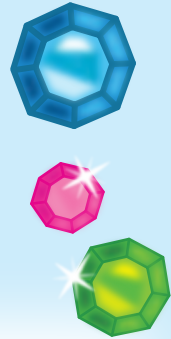
A
Cooperative
Game for
Kids!



Share and Sparkle UNICORNS™

Collect Gems with Your
Unicorn Friends!

3+ Ages
2-4 Players
15 Minutes



OBJECT

The unicorns are getting ready for their visit to the castle by filling their crowns and necklaces with gems. Help the unicorns work together to complete each crown and necklace before the sneaky gem-stealing troll fills his bag.

Remember: This is a cooperative game, which means the players work together as a team against the game, not against each other. Cooperative games build community among the players. Kids learn to play together in a respectful and compassionate way. Peaceable Kingdom cooperative games build confidence, encourage inclusion, and increase positive self-esteem, helping kids develop valuable life skills today so they can play well in the world tomorrow.



INCLUDES:

- 4 Unicorn Gameboards
- 1 Troll Gameboard
- 7 Red Gem Tiles
- Purple Drawstring Bag
- 55 Gems
- 1 Die



SET UP

- **Set up gameboards**

Players each select a unicorn and place it in front of them, place any extras off to the side. Place the troll board in the center of the table.

- **Select your gems**

Take 5 non-red gems out of the bag and place them in the top row of the troll's bag.

- **Place tiles by the troll**

Next to the troll, place the red gem tiles so the gem side is face up and mix them up.

- **Youngest player goes first**

Give the die and bag of gems to the youngest player; they will go first.

GOAL

To have everyone fill both their crown and necklace with the correct color gems before the troll fills his bag.

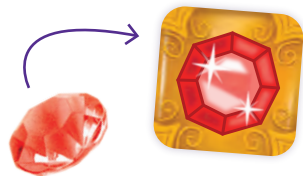


HOW TO PLAY

On a player's turn they will roll the die

- **If it's a number:**

Collect that number of gems from the bag by pulling them out one at a time. When the gems are pulled, any that match an open spot on the player's unicorn board can be placed on the matching color spot. Any leftover gems are placed in the troll's bag.



If any red gems are selected, a player will immediately place the red gem into the troll's bag and flip a red gem tile. Red gem tiles have the following images on them:



If you turn over this tile, the troll loses one gem. Select any gem from the troll's bag and put it back in the purple bag. Once a red gem tile is played, it is set aside.



Oh no! This means that each unicorn needs to select a gem from their necklace or crown and return it to the purple bag. After this red gem tile is played, it is set aside.

- **If it's a troll head:**

The player may steal any one non-red gem from the troll and place it in a matching color hole on their unicorn. If your unicorn is already filled, take a gem from the troll and give it to another player. If no useful colors are available, skip your turn.



- **If it's a gem:**

If a player rolls a gem, they will select one gem from the bag and give it to another player. If no one has a spot available to match the gem it must be given to the troll. If you draw a red gem, give it to the troll and flip a red gem tile. If the red gem tiles are all gone, then it's the next player's turn.



COMPLETED UNICORN

As soon as a player has filled their necklace and crown, they'll continue playing but they'll give away their gems to help their unicorn friends. If they draw a gem no one needs, it is given to the troll.

WINNING THE GAME

If all unicorns have necklaces and crowns filled with gems before the troll fills his bag, the unicorns win!
If the troll fills his bag first, the troll wins.

On a player's turn if they are able to complete the final unicorn, but the remaining gems would fill or overflow the troll's bag, the unicorns still win.

If a red gem is selected and fills in the last spot in the troll's bag and the unicorns aren't complete, the game is over before the red tile is flipped.

