

DAS KLEINHORN VOM RIESENWALD

by Emma and Benjamin Schwer



Do unicorns really exist? Of course they do - in the Giant Forest! There, stylish Fancyhorns and beaming Sunbeamhorns graze. In some clearings, cheerfully grunting Pighorns frolic and play. Even the Slimehorns in their snail shells have ... almost ... arrived. There are even said to be No Horns - the only unicorns without a horn! Being so adventurous, unicorns often get lost in the Giant Forest. Thank goodness there are four nice giants here! Every evening, these big protectors gather all the lost unicorns. YOU can help - and become giant unicorn protectors yourselves! Do you want to? Then let's get started!



THIS IS YOUR GOAL



Collect as many Fancyhorns, Sunbeamhorns, Pighorns, Slimehorns, No Horns, and of course Littlehorns as you can!



WHAT YOU PLAY WITH



48 cards, 36 unicorns (round tokens - 6 of each type), 4 giants



HOW TO SET UP



Shuffle the cards. Deal 3 to each player. Keep your hand hidden from your opponents.

Form a deck of the remaining cards. Flip one over and place it next to the deck. This is the starting card.

The Giant Forest: Form 12 stacks of 3 random unicorn tokens. Lay them out in a square, face up.



Place a giant on each corner space.
Note: The giants don't belong to any player. You can all move them.



HOW TO PLAY PLAY A CARD

- The last person to see a horned animal plays a matching card on the start card.
- Continue playing in turns. Always play a matching card on the last card played! If you can't or don't want to, instead draw a card from the deck. If it matches the last card played, you can play it right away.
- **MATCHING** means any card with the **SAME COLOR** or **SAME UNICORN**.

Examples:



A- You can play a Pighorn in green on a Fancyhorn in green.



B- You can play a Slimehorn in blue on a Slimehorn in yellow.

MOVE A GIANT

Move the giant of your **card's color** onto a unicorn that your card shows.

- Giants take giant steps! Move **DIRECTLY** to a unicorn of the card you played.
- Giants are too big for other giants! Never place a giant where another one is!
- Giants are picky! If you see your card's unicorn on several free spaces, choose one and place the giant there!
- Giants don't stay put! No giant moves to the space he started on.

Examples:



A- If you played a yellow card showing Littlehorn, move the yellow giant to a Littlehorn.



B- If you played a blue card showing Fancyhorn, move the blue giant to a Fancyhorn.





COLLECT A UNICORN... OR EVEN SEVERAL



Whenever you move a giant, take the unicorn you moved to.



You move to a Pighorn (1) and may take it (2).

You can also immediately **collect the unicorn that is revealed beneath** by laying a card showing this unicorn from your hand. The color of the card doesn't matter in this case.

You can continue to collect unicorns that are revealed until ...

- you lack the matching card for the next unicorn, or
- you have collected the LAST unicorn of a stack. Then leave the giant where the stack was - until he is moved again.



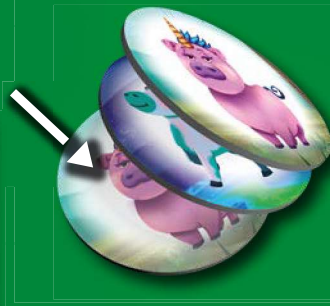
Do you have to bear in mind a vanished space later?

Lay each unicorn you collect in front of you so that EVERYONE can see it. Now your turn is over.

Not at all, because it's not there any more ...



Examples:



A - Taking a Pighorn revealed a No Horn. Great, because you have a No Horn in your hand! You play it and take the No Horn.

B - Under the No Horn, another Pighorn appears. Good thing you have another Pighorn card. Play it and take this Pighorn too!





STAY PUT AND SNATCH



If the unicorn on the card you played is not visible on any free space, then ...

- leave all giants where they are. You will not take a unicorn from the Giant Forest in this round.
- you may snatch a unicorn of this type from any player who has one. If nobody has one, you get nothing ...



Example:

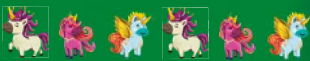
You played a green Sunbeamhorn - but there's none on any free space. The green giant stays put. You may snatch a Sunbeamhorn from anyone you like.



NO MORE CARDS IN HAND - DRAW 3



Whenever you play your last card, draw three new cards from the deck.
You can't play these cards until your next turn.





HOW THE GAME ENDS



The game ends immediately when the last card is drawn from the deck.



THE GREATEST UNICORN PROTECTOR (WINNER OF THE GAME)



The player who has collected the most unicorns wins. In case of a tie, the victory is shared.

By the way: You don't have to count the unicorns. You can instead stack them on top of each other and then compare your stacks: The winner is the player with the highest stack!



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