



# UNICORN FEVER



## F.A.E.Q. - FREQUENTLY ASKED EQUINE QUESTIONS

### CARDS USAGE AND EFFECTS

#### *Playing Magic cards*

When choosing Action tokens that allow to play Magic cards, players may play **up to** the indicated amount of Magic cards.

#### *Priority of Magic cards vs. Fever cards*

Players need to apply the effects of Magic cards **before** any Fever effects.

#### *“Bubblegum Hooves” and “Meteoric Acceleration” Magic cards*

After applying the effect of one of these cards assigned to a Unicorn, that Magic card is **discarded immediately**.

#### *“Rank on Double Sprint” and “Last on Double Sprint” effects*

If both sprint dice show the color of the Unicorn affected by these cards, that Unicorn is **immediately removed** from the current race. It then **immediately Ranks** (i.e., move its miniature to the Race Ranking at the top of the board), either at the highest or the lowest position available on the Race Ranking, depending on the card that was triggered.

#### *Effects of Contract cards*

If a Contract card has a **“before the race”** effect, that effect is applied **before** Magic cards are revealed.

### BETS REGULATION

In a regular game, the maximum amount of Gold a player can place on a single Bet is **20 Gold** 🍀.

In the **“Crazy Bets” advanced version** of the game, players can decide to remove this limit.



### ADDITIONAL TWO PLAYER RULES

The Bet tokens removed before each round will become available again **at the beginning** of the next round (before you roll the dice to see which Bet tokens will be unavailable in the following round).



### ERRATA

#### *Amber Knights Contract card*

This card is worth **1 Glory** 🍀.

#### *Bubblegum Hooves Magic card*

One of the card says **“SPRINT -1”** but the effect is actually **“NO SPRINT”**.

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**ROYAL HOOVES EXPANSION**



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