Weather Unicorn

The Unicorn changes the weather and determines which terrain grants movement at the end of the round.

Setup

Set up the base game normally. Use one Unicorn figure, regardless of player count. Return any additional Unicorn figures to the box. Place the Unicorn beside the Leftover zone on the Game board.

Use this variant on its own, without the original Unicorn rules or the Tollkeeper Unicorn variant.

Rules

During each Tile Placement Phase, players take turns in the same order as in the preceding Drafting Phase. Each player completes their entire turn before the next player begins.

Whenever you discard an Action or Bonus tile to perform a special move, you may place the Unicorn on any tile in the Leftover zone, regardless of the terrain on either tile. You may move it from beside the board or from another tile in the Leftover zone. If the zone is empty, the Unicorn stays where it is.

Resolve the special animal movements normally. You may reposition the Unicorn before or after those movements; fully resolve one before the other. Repositioning the Unicorn grants no action. You may reposition it again whenever you discard another tile to perform a special move during the same Tile Placement Phase.

Only discarding a tile to perform a special move allows you to reposition the Unicorn. Clearing the Leftover zone or discarding a tile for any other reason does not.

End of the round

After the fifth draft of each round, resolve end-of-round movement as follows:

1. If the Unicorn occupies a tile in the Leftover zone, use that tile's terrain instead of determining the terrain by the usual majority and tie-breaking rules. If the Unicorn is beside the board, determine the terrain normally.
2. All players resolve end-of-round movement using the selected terrain and their animals' usual movement rules.
3. Return the Unicorn beside the Leftover zone, then clear the zone normally.

Resolve this movement at the end of every round, including the third round before final scoring. The Unicorn itself grants no Victory points.

Example: *Rocks is the most frequent terrain in the Leftover zone, but the Unicorn stands on Sand. All eligible animals standing on Sand receive end-of-round movement instead.*

Tollkeeper Unicorn

The Unicorn blocks a space and makes it harder for nearby animals to move.

Setup

Set up the base game normally. In a 2- or 3-player game, the first player places one Unicorn on their Zoo space. In a 4-player game, the first and third players each place one Unicorn on their Zoo spaces.

Use this variant on its own, without the original Unicorn rules or the Weather Unicorn variant. While a Unicorn is on its starting Zoo space, it neither charges a toll nor blocks animals from entering the Zoo.

During each Tile Placement Phase, players take turns in the same order as in the preceding Drafting Phase. Each player completes their entire turn before the next player begins.

Passing the Unicorn

Whenever you discard an Action or Bonus tile to perform a special move, if you have a Unicorn, you must pass it to the next player clockwise. Skip any player who already has a Unicorn. No player may have two Unicorns.

Choose its destination in the recipient's Neighborhood: an empty space without a tile, or a tile without Animal figures. You cannot place it on the Zoo space, an Entrance space, or outside the Neighborhood. If the recipient has no legal destination, keep the Unicorn in its current position.

Placing the Unicorn grants no action from the board or a tile. You may pass it before or after resolving the discarded tile's special animal movements. Fully resolve one before the other.

The toll

When using an Animal movement action, an animal standing on a tile orthogonally adjacent to the Unicorn (sharing a side, not a corner) requires both arrows of the same double-arrow action to receive one movement.

A single-arrow action cannot give that animal a movement. You cannot combine arrows from separate actions to pay the toll. Check adjacency immediately before each movement you grant.

The animal follows its usual movement rules: a Penguin still slides, a Snake moves forward or turns, and a sleeping Sloth only awakens. Special movements from discarding tiles and end-of-round movements ignore the toll.

Example: *A Wolf stands on a tile beside the Unicorn. You must spend a complete double-arrow action to move it once. Alternatively, discard a tile matching the Wolf's terrain to move it normally.*

Moving and blocking

You may use an Animal movement action to move your Unicorn instead of an animal. Each arrow moves it one orthogonally adjacent space. It may enter an empty space or a tile without animals. It may leave its starting Zoo space, but cannot enter the Zoo or an Entrance space.

Moving the Unicorn triggers no printed actions, and its own movement is unaffected by the toll. It receives no movement from terrain discards or end-of-round movement.

While the Unicorn is in the Neighborhood, animals cannot enter or pass through its space, and you cannot place a tile underneath it. The Unicorn does not count as an animal for scoring and grants no Victory points.