

Tollkeeper Unicorn



When discarding a tile, place the Unicorn on the Player board of the next player. Place it on an empty space or on a tile without another animal.

An animal orthogonally adjacent to the Unicorn requires » to receive one movement (you cannot combine arrows from separate actions).

The Unicorn can be moved by ›. No animal can share a tile with the Unicorn and the Unicorn blocks the space it occupies for placement of tiles.

Setup

2 and 3 players: The 1st player places a Unicorn figure on their Zoo space. **4 players:** The 1st and 3rd players each place one Unicorn figure on their Zoo spaces. Do not combine with another Unicorn variant.

Rules

During each *Tile Placement Phase*, players take turns. Each player completes their turn before the next player begins.



When discarding a tile, if you have a Unicorn, you **must place it** onto the Player board of the player on your left. If that player already has one, move yours to the next player after them. No player can have two Unicorns at the same time. Place the Unicorn on either **an empty space** (without a tile) or **a space with a tile** in your opponent's Neighborhood. The Unicorn cannot be placed on the Zoo space, on an Entrance space or on a tile occupied by another Animal figure. Placing the Unicorn grants no action from the board or a tile. You may pass the Unicorn before or after you fully resolve the special move.



When using an Animal movement action, an animal standing on a tile orthogonally adjacent to the Unicorn (sharing a side) **requires double-arrow action to receive one movement**. You **cannot combine arrows from separate actions** to pay the toll. Check adjacency before each movement. Special movements from discarding tiles and end of round movements ignore the toll.



The Unicorn can be moved by default movement. The Unicorn may move onto an empty space, but can never enter the Zoo or an Entrance space. No animal can share a tile with the Unicorn and the Unicorn blocks the space it occupies for placement of tiles. Moving the Unicorn triggers no printed actions, and its own movement is unaffected by the toll.

While a Unicorn is on its starting Zoo space, it neither charges a toll nor blocks animals from entering the Zoo.