



# Lotti Karotti

## Unicorn Edition

4+



2-4







20'

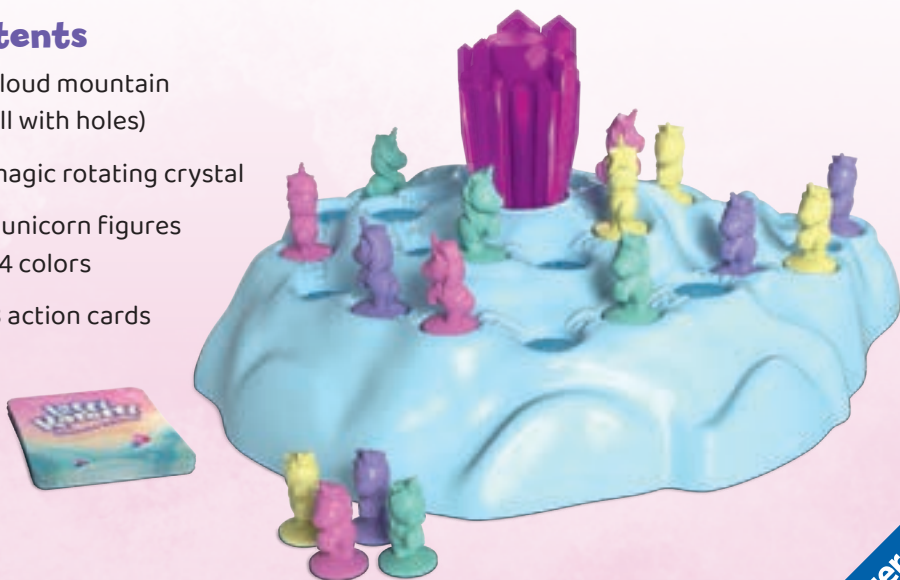


Race up through the clouds, all the way to the magic crystal! It's time for the annual race to the magic crystal in Unicorn Dreamland. You and your unicorns are ready to finally receive your magic powers. Bounce across the fluffy clouds with them. Be careful though: a few perils await along the way! Every so often, you'll have to turn the magic crystal. Holes will then suddenly open up that your unicorns may fall into.

Don't let that stop you, be the first to reach the crystal at the top with one of your unicorns!

## Contents

-  1 cloud mountain (hill with holes)
-  1 magic rotating crystal
-  16 unicorn figures in 4 colors
-  48 action cards



**WARNING:**  
**CHOKING HAZARD** - Small parts.  
Not for children under 3 years.

Ravensburger

## Setting up the game

- Place the cloud mountain at the center of the table and insert the magic crystal at the top.
- Each take the four unicorns in your chosen color and place them in front of you. If only two or three people are playing, return the remaining unicorns to the box.
- Shuffle the action cards and place them face down in a pile beside the cloud mountain.

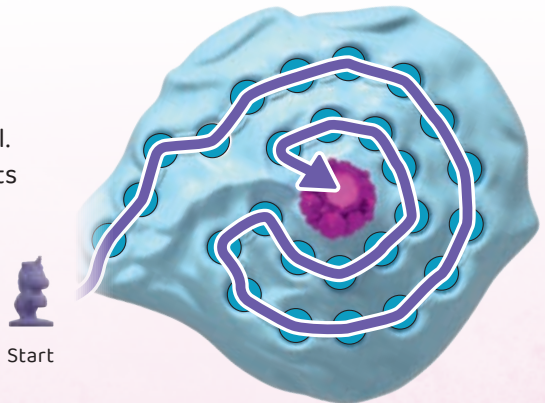


## Aim of the game

Reach the magic crystal at the top of the clouds with one of your unicorns before any of the others do.

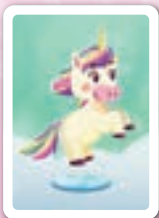
## The race to the top of the cloud can now begin!

Place your unicorns at the bottom of the path leading up to the magic crystal. The biggest unicorn fan at the table gets to start, then you take turns to play.

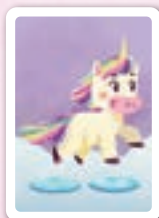


Turn over the top card in the draw pile.

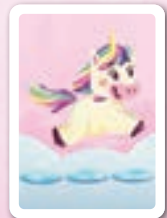
If it features a unicorn, you can move one of your unicorns up the cloud mountain as many spaces as are shown on the card.



**1 space forward**



**2 spaces forward**



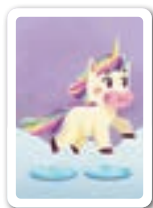
**3 spaces forward**

❖ You can always move with **any** of your unicorns.  
Decide each time whether you want to move a new or existing unicorn up the cloud path.

❖ Only **one** unicorn can occupy each space at a time.

❖ **Do not count occupied** spaces when you play your move—simply **skip** these.

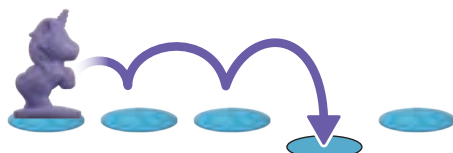
❖ Holes count as spaces. However, your unicorns only fall in if you end your move **exactly** on one of these spaces.



2 spaces forward



3 spaces forward



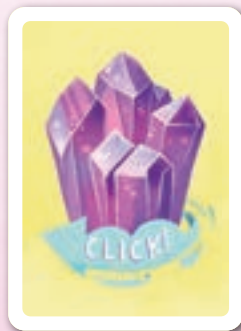
At the end of your turn, place the card you drew on the discard pile.

## On which spaces are my unicorns safe?

Always pay attention to which space you move to with your unicorns. There are many safe spaces where nothing can happen to you. But there are also unsafe spaces that can open up when the magic crystal is turned.

## When is the magic crystal turned?

If you draw a card featuring a magic crystal, carefully turn the crystal at the top of the cloud mountain clockwise until it clicks. If one of the spaces opens, a hole forms there. If a unicorn happens to be on such a space, then it is out of luck and falls in! It then disappears into the sea of clouds and is out of the game. If all four of your unicorns fall into a hole over the course of the game, then you are unfortunately out and will have to wait until the next round to play again.



## What happens when the draw pile runs out?

If the draw pile runs out, simply shuffle the cards in the discard pile and place them face down next to the cloud mountain as a new draw pile.

## End of the game

To win the game, you must reach the magic crystal with one of your unicorns before anyone else does. You don't have to use the full number of spaces indicated on the card you drew. The game then ends immediately.



**Game Design:** © 1998 Seven Towns Ltd.

**Art Direction:** Elena McMillin

**Illustration:** Giorgia Broseghini

**Mover Design:** MAD Toy Design, Inc.

**Graphic Design:** Alan Echison

**Product Imagery:** Melesh Studio

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