

# Unicorn Apocalypse: Trading Card Game Rulebook

## Game Overview

Unicorn Apocalypse is a two-player Trading Card Game set in a world facing imminent destruction by a comet. Two civilizations are racing to evacuate their people through portals to a "New Home".

## Objective

Players aim to either:

1. Have the most evacuees in their "New Home" when 7 Comet cards are in play, or
2. Open all 6 of their portals first.

## Components

- 2 decks of 61 cards each (one per player)
- 6 Portal cards per player
- 1 New Home card per player

## Card Types

1. **Level 1 Anchor Cards** (4): Special ability cancels all special abilities
2. **Level 2-5 Engineer Cards** (16 total, 4 of each):
  - Level 2: 5 build power if they win against a level 1
  - Level 3: 4 build power if they win against a level 2 or lower
  - Level 4: 3 build power if they win against a level 3 or lower
  - Level 5: 2 build power if they win against a level 4 or lower
3. **Level 6-10 Fighter Cards** (20 total, 4 of each): 1 build power if they win against the previous level or lower
4. **Level 7 Archangel Cards** (4): 1 build power if they win against a level 6 or lower, Special ability to win immediately if revealed during a War
5. **Level 11 Ancient One Cards** (4): 1 build power if they win against a level 10 or lower, Special ability allows removing opponent's 1-point build card from a portal
6. **Level 12 Ancient One Cards** (4): 1 build power if they win against a level 11 or lower, Special ability allows placing a card from hand as a 1-point build card on any portal
7. **Level 13 Comet Cards** (4): Win against level 12 or lower, always go into play

8. **Level 14 Unicorn Cards (2):** Win against level 13 or lower, can be played as either a Comet Card or a 4-point build card

## Setup

1. Each player takes their 61-card deck, 6 Portal cards, and 1 New Home card.
2. Arrange the play area:
  - Draw pile on the far left
  - Discard pile below the draw pile
  - 6 Portal cards in a row (closed side up), ordered by build cost: 2, 4, 6, 8, 10, 12
  - New Home card on the far right
3. Shuffle the deck and draw 7 cards to form the starting hand.

## Gameplay

1. Players simultaneously choose and reveal a card from their hand for battle.
2. The higher-level card wins the battle.
3. Winner can use the card as build points on a portal of their choice (except for Comet cards).
4. If levels match, initiate a War (see War rules).
5. After each battle or war, players draw to replenish their hand to 7 cards.
6. Repeat until a win condition is met.

## War Rules

1. Both players lay out 3 cards face-up.
2. A fourth card is placed face-down, then revealed simultaneously.
3. Highest card wins all cards played in the War (for build points).
4. If fourth cards match, repeat the War process.
5. Level 7 Archangel card automatically wins if revealed.
6. If a comet(s) appears in a war it goes immediately into play on the battlefield.
7. If the same amount of Level 7 Archangels appear in a war it's a tie, repeat the war process until there's a clear winner.
8. Special abilities trigger only if they are the first or last card in the war and you win the war. Special abilities do not trigger if the card was face down.

## Portal Building

- Players can allocate build point cards to any portal in any order.
- When a portal's build cost is met, flip it face-up (open) and move build cards to the New Home pile as evacuees.
- Each card in the New Home pile counts as 1 evacuee point.

## Special Rules

- Comet cards always go into play when revealed, whether they win or lose.
- If the draw pile is exhausted, shuffle the discard pile to form a new draw pile.
- Unicorn cards can be played as either a Comet or a 4-point build card.

## Winning the Game

The game ends when either:

1. 7 Comet cards are in play: Player with the most evacuees wins.
2. A player opens all 6 of their portals: That player wins immediately.