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 as the fourth card.

Portal Building

- Players can allocate build points 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.

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.