

# The Unicorn Rainbow

## Roll and Write Dice Game

Players attempt to find just the right color combinations to dye the magical unicorn tail and mane the colors of the rainbow. Will you race to complete a column before other players or focus on unlocking special abilities?

For 1 to 4 players

### Components Needed

- 2 six-sided Red Dice
- 2 six-sided Yellow Dice
- 2 six-sided Blue Dice
- Pen or Pencil
- Printable Unicorn Rainbow Roll and Write Sheets

The illustration shows a game sheet with the following components:

- Color Grid:** A grid with 6 rows (Red, Orange, Yellow, Green, Blue, Violet) and 12 columns. Columns are numbered 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12. A 'Row' label is at the end. Each cell contains a square. Special abilities are indicated by circles: '±1' in column 5 and '0' in column 8.
- First:** A row of 12 squares, with the first square shaded.
- Extra:** A row of 12 squares. The first square is shaded. Below it, the text reads: "May spend 1 on other's turn to mark off an extra square". There are two '3+' icons and two '4+' icons.
- Scorekeeping:** A brown box containing:
  - others: [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]
  - yours: [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]
  - \_\_\_\_\_ x(2) - \_\_\_\_\_
  - \_\_\_\_\_ x(3) - \_\_\_\_\_
- Blue Square:** A blue square in the bottom right corner.

Printable Unicorn Rainbow Roll and Write Sheets at start of game

## Using the Palette

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Dice may be grouped as a single die or a pair of dice to get a number between 2 and 12. A single die will always be scored as the color of the die -- red, yellow, or blue. Two of the same colored dice when combined will stay the same color -- red, yellow or blue. Two different colored dice when combined will make a different color. Red and Yellow combine to make Orange; Yellow and Blue combine to make Green; Blue and Red combine to make Violet.

## On your turn

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1. Pick 3 dice and roll them.
2. Select two different ways to group the dice and mark off those numbers & colors with an X. A player that is unable to mark off two combinations takes 1 or 2 "yours" penalties. 1 penalty if they are unable to mark off one number & color or 2 penalties if they were unable to claim any number & color combination.
3. If you complete all the colors of a number before any other player mark off the "First" with a "1st". All other players add a dot to indicate another player was 1st.
4. After marking off all the numbers in a row, mark off the row bonus with an X.
5. When marking off 2 to 5 or 6 to 8 for a given color, gain a bonus ability. Circle it when gained. X it when used.

## Then the other player(s)

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The other player(s) is every player that did not pick which 3 dice to roll.

1. The other player(s) must choose one way to group the dice rolled and mark off that number & color with an X. A player that is unable to do this must take an "others" penalties.
2. The other player(s) **may** spend an "Extra" to mark off a second number & color with an X. Each player may only do this once on a turn. This may be done 9 times in a 2-player game, 12 times in a 3-player game and 15 times in a 4-player game.
3. All the player(s) that complete all the colors of a number before any other player mark off the "First" with a "1st". All other players add a dot to indicate another player was 1st.
4. Gain row bonuses and ability bonus as you would in steps 4 and 5 on your turn.

After all the other players have completed their actions, play continues by rotating the active player clockwise.

## When does the Game End?

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The game ends after one of the following conditions is met

1. A player completes three rows, with at least one of them being orange, green or violet.
2. A player takes 4 other penalties
3. A player takes 3 yours penalties

When the condition is met, finish the current turn and then score the game to see who is the winner.

## Bonus Abilities

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- +/-1 - Add or subtract one to a die value. This may be for one or two claims on a single turn (yours or others), but it only affects your value for the dice and not other players. A single die value may not be adjusted to be less than 1 or greater than 6.
- Flip - Flip the face of the die to the face down side. This may be for one or two claims on a single turn (yours or others), but it only affects your value for the dice and not other players. 1 swaps with 6, 2 swaps with 5 and, 3 swaps with 4.

A player may spend any number of bonus abilities on a turn. You may gain a bonus ability on the first half of a turn and spend it on the second half of the same turn.

## Scoring

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1. Count the X and 1st in each section
2. Count the unused extras
3. Multiply by the multiplier for each section. That is times 1 for unused extra, times 2 for marks in 2, 3, 4, & 5; times 3 for marks in 6, 7, & 8; times 4 for marks in 9 & 10; times 5 for marks in 11/12; and times 7 for marks in completed rows.
4. Add up the penalties accumulated in each penalty area
5. Multiple that by the penalty multiplier for that penalty type
6. Add the claimed sections and subtract the penalties to determine a final score

The player with the highest score wins.

If it is a tie, the player who used the fewest extras wins.

If it is still a tie, the player who completed the most rows wins.

If it is still a tie, the player with the most unused bonus abilities wins.

If it is still a tie, the player with the fewest penalty points wins.

If it is still a tie, the player with the most first points wins. If it is still a tie, the player with the highest first wins.

## Optional Rule

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Triple 1s is a special roll. When a player rolls three 1s, they mark off any number (2-12) that can be made with the faces of the dice rolled. For example rolling a 1 red, 1 red, and 1 yellow allows a player to mark of 2-12 red or 3-12 orange, or 2-6 yellow. Bonus Abilities may not be used to gain this ability.

## For Solo Play

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Pick and roll any three dice on your turn and follow the rules "On your turn" as in the multiple player game. Then roll the other three dice and follow the rules "Then the other player(s)" for the other three dice.

When scoring don't score the (column completed) 1st as normal. Instead if you have 2 or more completed columns in a section (i.e. 3, 4, & 5 is one section) add 1 to that section.

Score at least 150 to win the game.

<b>Score</b>	<b>Result</b>
195+	Perfect
185 - 194	Excellent
170 - 184	Good
150 - 169	Passable
less than 150	Lost

