



# Croque-Carotte

## la course des licornes

4+



2-4



20'

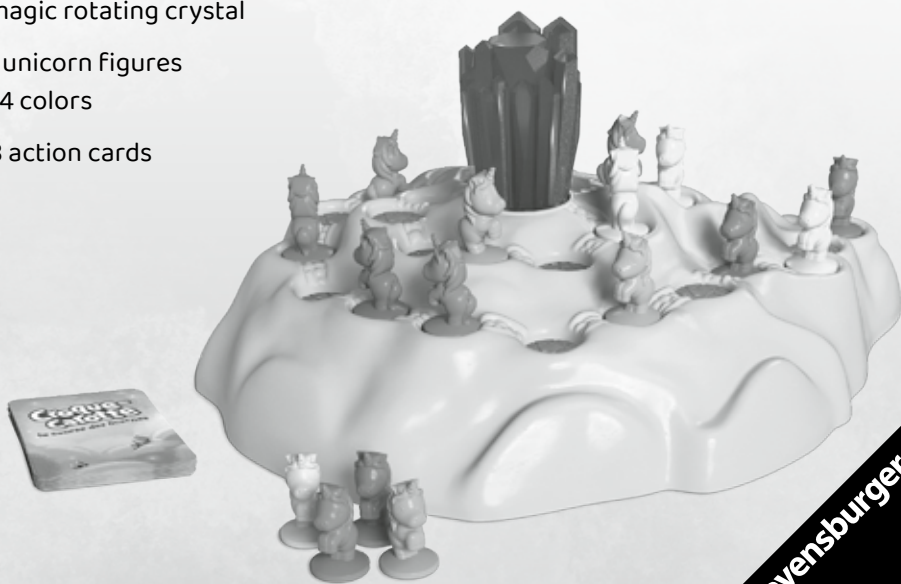


It's time for the annual race to the magic crystal in Unicorn Dreamland! You and your unicorns are ready to receive your magic powers. Bounce along the fluffy clouds, all the way to the top, where the magic crystal lies! Be careful, though, because the path contains hidden perils! Each time the crystal is turned, holes will open up that your unicorns may fall into!

Avoid the pitfalls and be the first to reach the magic crystal with one of your unicorns!

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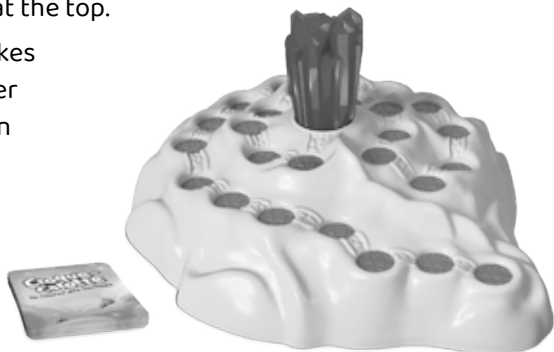
- 1 cloud mountain
- 1 magic rotating crystal
- 16 unicorn figures  
in 4 colors
- 48 action cards



Ravensburger

## Setting up the game

- Place the cloud mountain in the center of the table and insert the magic crystal at the top.
- Each player chooses a color and takes the four matching unicorns. If fewer than four people are playing, return the unused unicorns to the box.
- Shuffle the action cards and place them face down in a pile beside the cloud mountain.

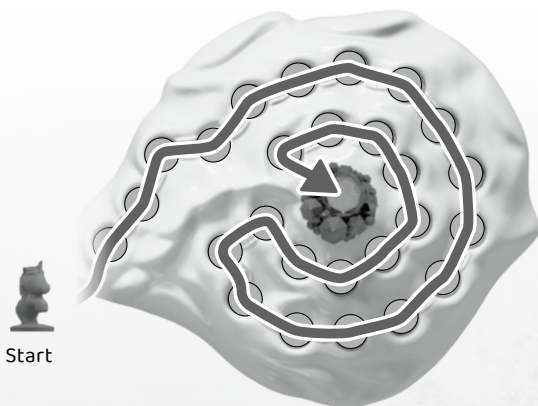


## Object of the game

Be the first player to reach the magic crystal with one of your unicorns.

## The race begins!

Place your unicorns at the bottom of the path leading up to the magic crystal. The biggest unicorn fan takes the first turn, then players continue taking turns in a clockwise order.



## On your turn

Flip over the top card of the draw pile.

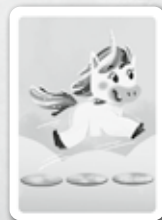
If it features a unicorn, move one of your unicorns along the path as many spaces are shown on the card.



**1 space forward**



**2 spaces forward**



**3 spaces forward**

On each turn, you may choose **any one** of your unicorns to move.

You may choose a unicorn that is already on cloud mountain, or start a new unicorn up the path.

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

When you are moving, **do not count occupied spaces** — simply **jump over** them.

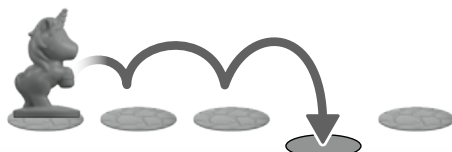
Holes **do count** as spaces. However, your unicorn only falls in if you end your move **exactly** on a hole.



2 spaces forward



3 spaces forward



Hole

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

## Important tip!

Always pay attention to the space where your unicorn will end its movement. Many spaces are safe, where nothing bad can happen. But there are also unsafe spaces that might open up into a hole when the magic crystal is turned!

## Turning the magic crystal

If you draw a card featuring the magic crystal, carefully turn the crystal at the top of the cloud mountain clockwise until it clicks into place. One of the path spaces may suddenly turn into a hole! If a unicorn is on a space when it turns into a hole, it will fall into the sea of clouds and is out of the game. If all four of your unicorns fall into the cloud over the course of the game, you are unfortunately out of the game and will have to wait until the next game to play again.



**Note:** If the draw pile runs out, simply shuffle the cards in the discard pile and place them face down to create a new draw pile.

## End of the game

When a player moves one of their unicorns onto the magic crystal, the game ends immediately and that player is the winner!

**Note:** When moving onto the magic crystal, you do not need to land on it exactly; you may ignore any extra movement shown on the card.



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

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**Illustration:** Giorgia Broseghini

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

**Graphic Design:** Alan Echison

**Product Imagery:** Melesh Studio

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