

Unstable Unicorns — Travel

· Stable-building card game · 2–4 · 30–45 min · [Travel edition](#)

BEFORE YOU START

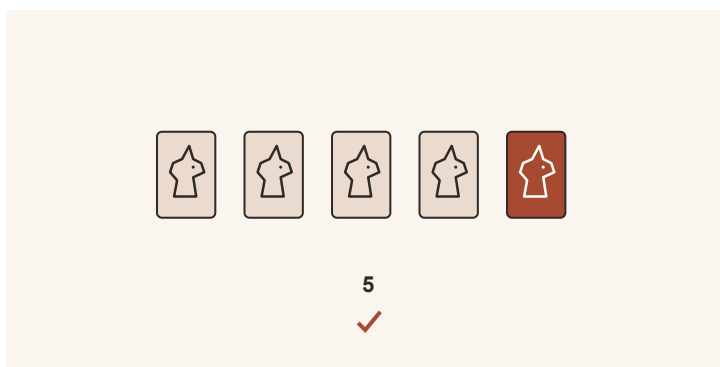
Travel Edition is not merely a smaller base-game box: it has 56 cards, supports 2–4 players and uses a five-Unicorn goal.

GOAL

Be first to collect 5 Unicorns in your Stable.

YOUR TURN

- Beginning: resolve mandatory and chosen “at the beginning of your turn” effects. If you forget an optional one before drawing, you lose it.
- Draw: take 1 card.
- Action: play 1 Unicorn, Magic, Upgrade or Downgrade; or draw 1 additional card instead.
- End: discard down to the hand limit, normally 7.



The fifth card completes the stable and triggers the win. The diagram is original.

Setup

Shuffle the deck and deal 5 cards each. Leave space for each Stable, with the draw and discard piles in the centre. For two players, follow your box’s sheet: the older 82-card Print & Play removes seven named cards and gives each player an extra Neigh. Do not automatically transfer that removal list to the smaller 56-card deck.

Neighs, effects and winning

Play Neigh only when someone attempts to play a card from hand; it cannot stop an already-active effect. A Neigh can stop another Neigh. Cards have effects in Stables, not in hands. Card text overrides general rules.

When 5 cards currently count as Unicorns in your Stable and all triggered effects are resolved, you win. If the deck runs out, reshuffle the discard pile as directed by the Travel rule sheet.

Sources: [Unstable Games — Travel Edition](#) · [Travel rules — original 82-card Print & Play reference](#) · [Travel deck edition comparison](#)