



HOW TO PLAY RAINBOW ROAD

The game is very simple, but promises plenty of thrills, fun and twists.

The winner of the game is the player whose unicorn is the first to arrive at the finish line and get to the golden crown. There are, however, loads of obstacles in the way: raging storm clouds, an evil witch, and other players.

The game can be played by three unicorns (three players) and one evil witch at a time. The evil witch cannot win; her job is to make it difficult for the unicorns to get to the finish line and give a cackle of laughter every time she succeeds in doing so.

Before the game starts, each player sets obstacles – the storm cloud pieces – on the other players' paths. The obstacles can be placed on any space except the evil witch's starting point – the black and white swirl. Read more about the difficulty levels below.

The unicorns start the race at the top; the red unicorn starts on red, yellow on yellow and green on green. The evil witch starts on the black and white swirl in the center. The player who throws the highest number on the die starts the game. The evil witch's turn is always after the green unicorn.

Each player moves forward as many spaces as shown on the die.

1. If a player lands on a space with a storm cloud, she must go 3 spaces back and the storm cloud is taken out of the game.
2. If a player lands on a space with any other player, that player goes back to the start.
3. If a player lands on a space with the evil witch, the evil witch goes back to her starting point – the black and white swirl.

The player whose unicorn arrives at the finish line first is **the winner**.



The Evil Witch



The evil witch cannot win Rainbow Road. Her task is to make the game difficult for the unicorns. Like the players, the evil witch throws the die and travels around. But unlike the unicorns, the evil witch can change direction in the intersections of individual roads.

1. If the evil witch lands on a space with one of the unicorns, the unicorn goes back to the start.
2. If the evil witch lands on a space with a storm cloud, she goes back to the swirl and the storm cloud is taken out of the game.

The evil witch must not land on any of the last five rainbow crossovers, a rainbow crossover being the space where all three roads come together. She can, however, land on the first rainbow crossover.

Difficulty Levels

Rainbow Road has three difficulty levels which differ in the number of obstacles on the road and the evil witch's role.

1. Easy

No storm clouds are placed on the board and there is no evil witch in the game. Other rules stay the same.



2. Advanced

Each player places one storm cloud before the game starts. The role of the evil witch is as described above.



3. Hard

Each player places three storm clouds before the game starts. The role of the evil witch is as described above.



You will find the game pieces and a die for Rainbow Road enclosed.

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Now let's play!

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