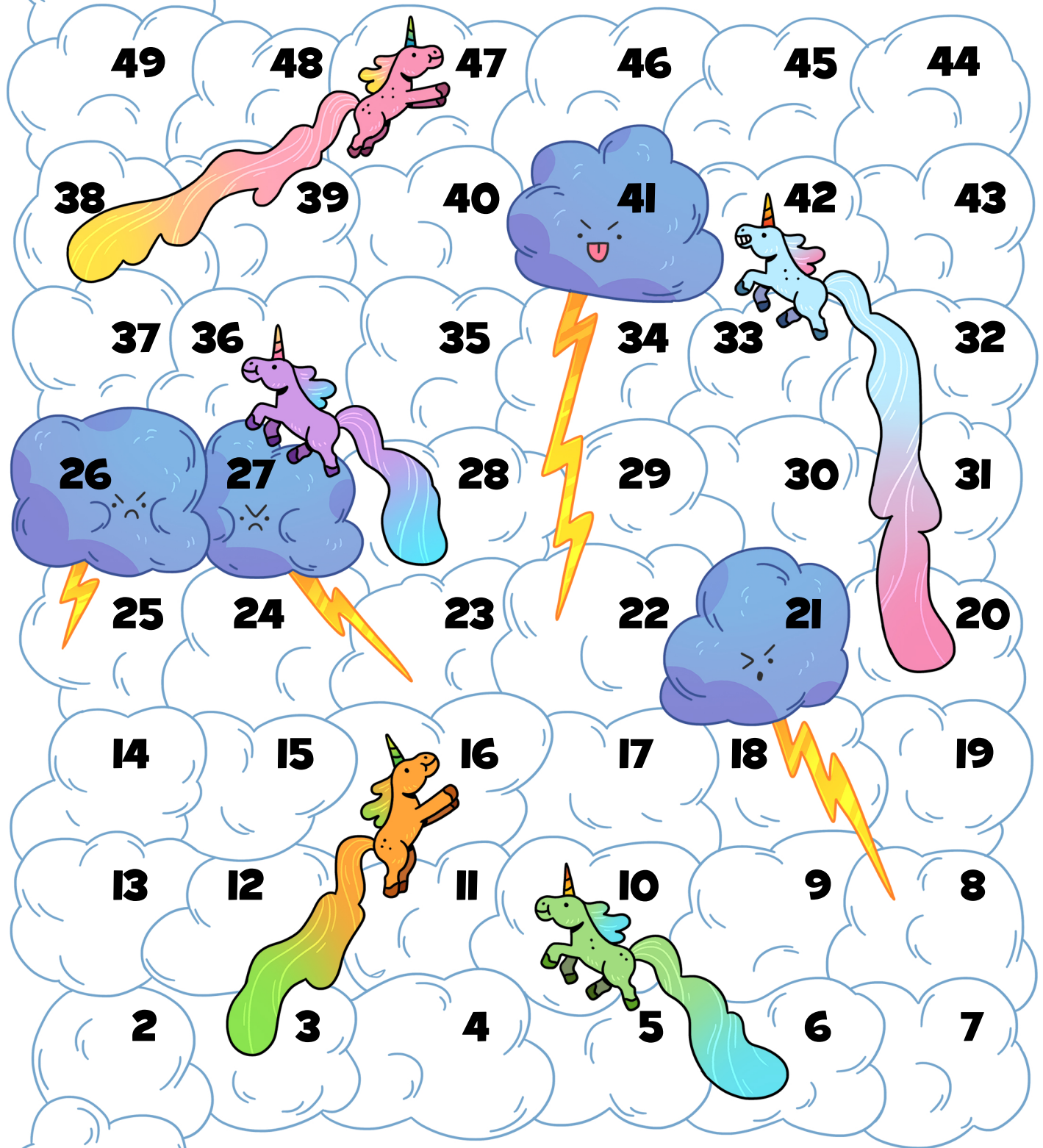


**50
Finish**

Storm Unicorn



**1
Start**

Each player puts their token next to the game board near the "1" square.
Roll a single die on your turn. Move your token forward the number of spaces shown on the die.
If your token lands on a unicorn tail you can move up to the top of the unicorn.
If your token lands on a storm cloud, you must slide down to the bottom of the lightning.
The first player to get to the "Finish" wins.