

This work explores artificial intelligence for the game Unstable Unicorns. This game started on Kickstarter and over the years, the game creators released several expansions. This work aims to implement a game simulator for this game, analyze the game, and design the artificial intelligence for this game. First, we will analyze the game rules, game mechanics, and artificial intelligence in similar games. We implemented the game simulator as close as possible to the original rules. Afterward, we developed three different artificial intelligence algorithms. These are rule-based agents, Monte Carlo agents and evolutionary agents. Finally, we ran the experiments and comparison tests with the implemented agents. The best-performing agent is the evolutionary agent. It is quick with the best win rate.