

4-7
years

2
4

15
min

SYLLABUS[®]

Chase your dreams!

When the astronaut animals – Tiger, Panda, Crocodile, and Octopus – woke up this morning, they realized they could no longer remember their dreams. What a shame! They were filled with such vivid pictures! Luckily, there's a way to help them remember: They must put on their spacesuits and travel from picture to picture across the sky to piece together their lost dreams. The lovely stars and moon are there to light their way, making their forgotten memories shine bright!

CONTENTS



49 double-sided Picture cards,
including 1 Moon card



5 double-sided Sky grids



20 Star tokens
(4 colors x 5)



4 Astronaut player markers



1 Moon marker

PLAYING THE GAME

The youngest player starts. Play then continues clockwise.

The astronauts' aim is to move between the spaces, collecting the five stars of their color.

To move your astronaut, say a word related to the picture it is standing on and then move your astronaut exactly the same number of spaces as there are syllables in the word. You cannot move fewer spaces than the number of syllables.

- Astronauts can move horizontally or vertically but not diagonally.
- You can pass through or stop on a space occupied by another player.
- You cannot return to a space already passed through during your turn.



Example: Tom says "Crocodile", a three-syllable word "CRO-CO-DILE", and moves his astronaut three spaces towards another star of his color. He has to move the exact number of spaces and cannot stop before then.



Strategy tip: Choose your word carefully so it has the same number of syllables as the number of spaces you want to move. Synonyms are a great way to quickly collect your stars.



Example: You could say "AL-LI-GA-TOR" to move four spaces or "TEETH" if you only want to move one space.

If your astronaut stops on a space containing a star of your color, pick up the star. If they stop on an empty space or a space containing a star of another player's color, nothing happens. Once you have finished moving, play passes to the next player.

When an astronaut has collected their five stars, they then have to get to the Moon space.


END OF THE GAME

The game ends when an astronaut lands on the Moon with their five stars.

Finish the round so that all players have had the same number of turns: All the astronauts who have landed on the Moon with their five stars during the last turn piece together their dream and win the game!

NOTES

This game is aimed at young children, so we recommend playing with oral syllables to keep things simple. In other words, split the words as they are usually pronounced in the most natural way possible.

 **Top tip:** Ask the children to clap their hands for each sound in the word.



Example: The word "Vegetable" has three syllables: "VEGE-TA-BLE".
The word "Camera" has two syllables "CAME-RA".

If there's a disagreement, decide which way of splitting the word sounds most correct.

UK
CA

Design : Urtis Šulinskas & Harris Tsagas

Artwork : Wouter Pasman

CE



WARNING! Choking hazard. Small parts.
Not suitable for children under 3 years.
Keep these details and address. 05-2023

 **hachette**
BOARDGAMES

Imported by:

Hachette Boardgames USA
520 Willamette street
P.O. Box 847, Eugene,
OR 97440, USA

Imported by:

Hachette Boardgames UK Ltd
Carmelite House
50 Victoria Embankment
London EC4Y 0DZ

® & © GIGAMIC 2023



ZAL Les Garennes
F 62930 - Wimereux - France
www.gigamic.com