



Playful UNIVERSE

for small adventurers

THE GAME COMPONENTS:

1 game board, 31 task cards, 4 pieces, 1 dice

Become a little adventurer and discover the Universe, meet the planets, and fulfil the missions for small astronauts. We believe you will learn something new. A cheerful game for curious and brisk children to refresh the basic knowledge of the Universe.

The goal of the players is to accomplish the tasks, get 4 cards and get to the centre of the solar system, the Sun, first.

GAME PREPARATION:

To get to know the Universe better, look at all of the back cards with tasks where there are planets, stars and other objects you can meet in the Universe.

Before the game, shuffle all the cards and put them pictures up in a deck next to the game board. Each player takes a piece of his colour and places it on any grey space of the outer (biggest) circle.

GAME RULES:

The youngest player starts the game. Players move across the game board after they throw the dice. Players can move around the Universe circles in any direction. They always have to move one dice throw in one direction. Players can use wormholes marked with pink arrows to move between circles. The wormhole movement works both directions. There may be only 1 piece in the space. The player who is about to end up in the occupied space moves ahead to the nearest free space. If the player ends in the black space, it means that he was struck by a meteor and therefore he does not play one round. When he stops in the space with the planet, he turns the top card out of the pack and follows the instructions on it. During the game, players must collect 4 cards. Whoever succeeds in doing so will take the shortest route to the centre of the game plan to the Sun. He proceeds again based on the throw of the dice. The player who will be the first to reach exactly the Sun space wins.

THE RULES OF GETTING THE CARDS:

Players perform tasks that are described directly on the face of the card during the game. After completing the task, the player immediately gets the card. In case of multiple winners, the other players will take the card from the top of the deck in turn. If the task is not fulfilled, the card will be returned back to the bottom of the deck. Players fulfil the tasks even when they have 4 cards and you are on the way to the Sun.

It is advisable to set a limit to accomplish the tasks. Players should fulfil the task without undue delay, if possible immediately. The players may count down the time, for example, up to 10 or according to the agreement.

RECOMMENDATION:

Fill the inventory with new tasks according to your imagination. A template for printing new cards can be found at <https://www.mojedino.com/shop-games/high-smir/html>. With more cards, more players can play.

Enjoy the game

