

Daydream



RULEBOOK

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TO DO LIST



Time to relax!

- Take care of the plants
- Decorate the shelf
- Count the stars
- Remember to daydream

COMPONENTS

- 5 foldable boards for relaxation
- 5 erasable markers for writing, checking off, coloring
- 5 cloths for removing mistakes
- 2 dice to let yourself go
- 1 rulebook to remember everything



GOAL OF THE GAME

Draw as many objects as possible on the shelves to earn points and win the game.

To do this, fill in your cloud grids simultaneously using the numbers indicated by the dice, while trying to ensure that each cloud row (horizontal or vertical) contains only different numbers.

Draw objects for each correctly completed row.

BEFORE PLAYING

- Find a quiet location



- Get yourself a hot drink



- Put on a little music (see the bottom of the box)



- Go Solo or find good company



SETUP

- Each player takes a board, a marker, a cloth. Place the 2 dice in the center of the table.
- Fold or unfold the board to choose the combination you want to play (see "Menu"). Everyone must play with the same combination.

Starting Numbers

Before playing, a random player rolls the 2 dice.

Then, all players simultaneously write the 2 numbers in 2 empty spaces  anywhere on their grid.
These are your starting numbers.

Tip : Preferably choose 2 spaces  far apart.



MENU

In Daydream, each board combination forms a new grid with its own specific rules!

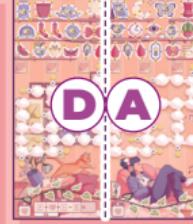
EASY

For gentle beginnings



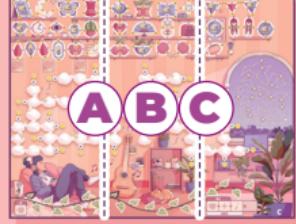
MEDIUM

For a stronger challenge



HARD

You should pour yourself some coffee first



GAME TURN

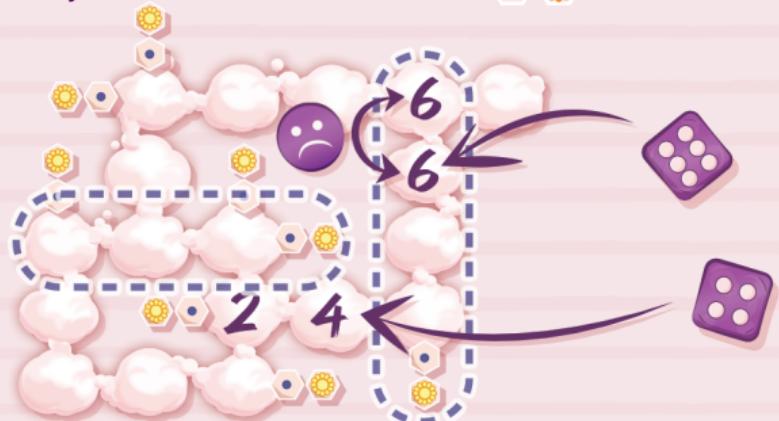
A game is played over multiple turns.

Players play **simultaneously**.

1 A player rolls the 2 dice.

2 All players simultaneously write the 2 numbers in 2 empty spaces  **ADJACENT** to filled ones, while trying not to repeat any number in the same cloud row .

A (cloud row ) can be horizontal or vertical and always ends with these two icons:  .



The 2 numbers can be written in any order. The second number may be written in a space  adjacent to the first one.

3 When all players have written down their numbers, the next turn starts with the same rules.

LEAVES

- In each turn, you have the option to skip **ONE** of the two dice. If you do, **circle** a leaf  at the bottom of the board instead and only write **ONE NUMBER** on your grid. Once circled, leaves  allow you to modify the value of the dice.



You can skip a die even if all leaves are already circled.

(At the beginning of the game, one or more leaves are already circled.)

- Before placing a die, you can **fill in** a **CIRCLED** leaf  to change the value of the die by + or - 1 (just for you). A filled in leaf can no longer be used.



You can fill in multiple leaves  to combine their modifiers on the same die (numbers can range from **0 to 9**).

DRAWING OBJECTS

Once you've filled **ALL** the spaces in a cloud row , it's time to draw objects on the shelves at the top of your board.

Immediately proceed to the next step before continuing your turn.

Repeating Numbers

If at least one number appears more than once in the row, cross out the icons   at the end of the row. You don't earn anything.

OOPS...

Different Numbers

If each number appears only once in the row, circle the dot .

WELL DONE !

Consecutive Numbers

If all the numbers are **CONSECUTIVE** in ascending or descending order (*Examples: 2-3-4-5 / 4-3-2-1*), the row is perfect! Circle the sun  instead of the dot .

PERFECT !



The circled icon shows how to draw the objects. Draw the objects from left to right, starting with the highest object. First, count the number of spaces  in the completed row, then draw as many lines as indicated using the rules below.

If you circled , draw as many lines as there are spaces . Each line must connect 2 dots .

Example: Elise filled a row of 3  with different but non-consecutive numbers.

She circles  and can draw 3 lines on an object, from dot to dot.



If you circled , draw as many lines as there are spaces . Each line must connect 2 suns .

Example: Tomy filled a row of 3  and all the numbers are consecutive. He circles the sun  and can draw 3 lines on an object, from sun to sun.



Bonus : If you finish an object with this symbol , circle one of the two available bonuses :

 : Draw an extra line to the next sun.

OR

 : Circle a leaf  immediately.

REMARKS

- When drawing an object, if your last line stopped on a dot ●, your next Sun line must connect that dot ● to the next sun ☀.
- You must finish one object before moving to the next.
- If you complete multiple cloud rows ☁ at the same time, resolve them in any order you like.
- When writing a number, you can skip the first die to **circle** a leaf 🍃 and immediately **fill in** a leaf 🍃 to modify the second die.



END OF GAME

The game ends when a player has numbered **ALL** the spaces ☁ of their grid **or** has drawn **ALL** the objects.



Count your **FULLY DRAWN** objects at the bottom of the board.

The player with the most objects wins. Unfinished objects score no points.



In case of a tie : the player who drew the most lines on the last unfinished object wins.

If you're playing with a combination other than A or D, the score takes into account the objects + specific features of the chosen combination (see "Combinations" on the back).

SOLO MODE

In solo mode, the rules are the same with one exception:

When you skip one of the 2 dice:

Circle a leaf 🍃 **AND** draw a thorn on the plant.

At the end of the game : 2 thorns = **minus 1 object**



Compare your score in the "Combinations" section (see back).

COMBINATIONS

Daydream includes **8 different grids** with their own specific rules. Fold and unfold your personal board to discover these combinations.

CALM MORNING



Basic rules apply.
No additional rules.

Ignore the stars in the spaces , polaroids and music notes .

Your score = Your objects

Solo score reference

| | |
|---------------|--------------------|
| 0 - 4 | Pillow malfunction |
| 5 - 8 | Gentle wake-up |
| 9 - 12 | Zen attitude |
| 13 + | Total serenity |

COFFEE BREAK



Basic rules apply.
The grid is slightly more difficult than combination A.

Ignore the moons in the spaces , polaroids and frames .

Your score = Your objects

Solo score reference

| | |
|----------------|------------------------|
| 0 - 4 | Cold coffee |
| 5 - 9 | Espresso |
| 10 - 13 | Large capuccino |
| 14 + | Double choco macchiato |

UNDER THE STARS



In addition to the basic rules, play with the constellation .

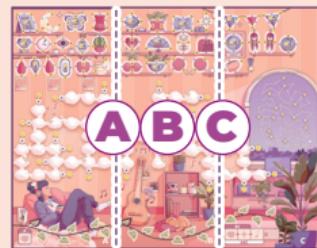
Ignore the music notes .

Your score = Your objects
+ Number of circled stars

Solo score reference

| | |
|----------------|-----------------|
| 0 - 7 | Cloudy sky |
| 8 - 15 | Calm evening |
| 16 - 23 | Enchanted night |
| 24 + | Shooting star |

EVENING MELODY



In addition to the basic rules, play with the constellation and music notes .

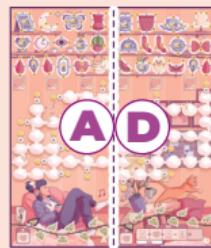
Ignore the polaroids .

Your score = Your objects
+ Number of circled stars +
Number of filled in noteheads

Solo score reference

| | |
|----------------|--------------|
| 0 - 12 | False notes |
| 13 - 30 | In harmony |
| 31 - 49 | Virtuoso |
| 50 + | Absolute ear |

WINTER MEMORIES



In addition to the basic rules, play with the polaroids .

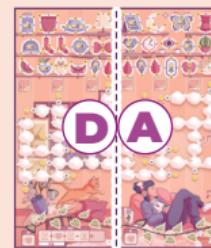
Ignore the music notes and frames .

Your score = Your objects + Polaroid bonuses or penalties

Solo score reference

| | |
|---------|----------------------|
| 0 - 6 | Blurry photos |
| 7 - 27 | Focusing |
| 28 - 39 | Capturing the moment |
| 40 + | Engraved forever |

SUMMER MEMORIES



In addition to the basic rules, play with the polaroids .

Ignore the music notes and frames .

Your score = Your objects + Number of circled polaroids .

Solo score reference

| | |
|---------|----------------------|
| 0 - 8 | Blurry photos |
| 9 - 25 | Focusing |
| 26 - 34 | Capturing the moment |
| 35 + | Engraved forever |

CATCH THE MOON



In addition to the basic rules, play with the moon garland .

Ignore the frames .

Your score = Your objects + Sum of the circled rewards on the garland .

Solo score reference

| | |
|---------|----------------|
| 0 - 6 | In the clouds |
| 7 - 14 | Moonlight |
| 15 - 21 | To infinity... |
| 22 + | And beyond! |

COLORFUL DREAMS



In addition to the basic rules, play with the moon garland and frames .

Ignore the polaroids .

Your score = Your objects + Sum of the circled rewards on the garland + Sum of the circled rewards from the frames .

Solo score reference

| | |
|---------|---------------------|
| 0 - 13 | Blank page |
| 14 - 32 | Subtle nuances |
| 33 - 54 | Painting with words |
| 55 + | Masterpiece |

CONSTELLATION



Some spaces are decorated with stars . When you write a number in one of these spaces, draw as many lines on the constellation.

Start from the lowest point and follow the dashed lines.

Circle each star you reach on the constellation.

At the end of the game, add the number of circled stars to your score.



MUSIC NOTES

In the interstices of the grid are music notes .

Single notes : Fill in the notehead if the 2 adjacent spaces of this note contain the same number.

Double notes : Fill in one notehead if 2 adjacent spaces to the double note contain the same number.

Fill in both noteheads if **ALL** adjacent spaces to the double note contain the same number.

At the end of the game, add the number of filled in noteheads to your score.

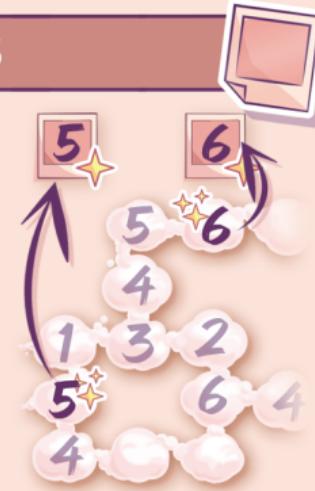


POLAROIDS

There are 6 polaroids above the grid. Each polaroid is linked to a space decorated with a star or a moon .

When you write a number in one of these spaces, place the same number in the polaroid of the corresponding column.

At the end of the game, the polaroid score changes depending on the combination (AD or DA).



AD Add up the numbers of the 3 star polaroids on one side, then **subtract** the sum of the 3 moon polaroids on the other side. This result will give you a bonus or penalty.

$$(5 \star \ 6 \star \ 3 \star) - (1 \circ \ 2 \circ \ 3 \circ) = 8$$

DA Circle each polaroid that contains a **different number**. If multiple polaroids have the same number, only circle one of them.

$$(1 \circ) \ (2 \circ) \ (3 \circ) \ (5 \star) \ (6 \star) \ (3 \star) = 5$$

Add the number of circled polaroids to your score.

If all **6 numbers** on the polaroids are **CONSECUTIVE** in ascending or descending order: the polaroids count double.

MOON GARLAND

Some spaces are decorated with a moon . When you write a number in one of these squares, write that **same number** in the first empty moon  of the garland, starting from the top.

If the number is **the same** as the number in the previous moon , connect these two moons  and circle the reward between them.

At the end of the game, add the sum of the circled rewards on the garland  to your score.



FRAMES

On the wall, there are 3 groups of frames  that divide the grid into different areas.

The first player to fill **ALL** the spaces  in the same group of frames  circles the **5** reward for that group at the bottom of the board. The other players cross it out, and it is no longer available.

Similarly, the second player to fill a group of frames  circles the **2**. Others cross it out.



A group of frames that is not completed or has no remaining rewards doesn't score any points.

If multiple players finish a group in the same turn, they all circle the highest available reward.

At the end of the game, add the sum of the circled rewards from the frames  to your score.

Solo Mode

In solo mode, when you start drawing the clover  on the shelf: cross out **ALL** the unearned **5** rewards.



When you start drawing the bowtie  on the shelf: cross out **ALL** the unearned **2** rewards.



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