

BOOK OF EXPANSIONS

# THE BOOK OF STEPS LOST AND FOUND

"Volume LV, ps6: A Book that guides the Dreamwalker through the labyrinth, following a predetermined path from the beginning. This obligation is compensated by spells, paid with the detours and the abandoned paths. Appraisal: recommended. Target audience: informed reader."

Librarian's note LV ps6

## Components:



8 GOAL CARDS



1 SPELLS CARD

## Set up

Shuffle the 8 Goal cards and place them face down in one row, then reveal those cards. Place the Spells card face up within easy reach, on its side showing the lowest spell costs (5, 7 and 10).

## New condition

You must now obtain the Door cards in the order shown by the 8 Goal cards.

When you obtain a Door card that matches the first face-up Goal card, place the Door card in front of you, and turn the Goal card face down.

If you obtain a Door card that doesn't match the first face-up Goal card, put the Door card in the Limbo pile instead.

If you decide to put a Door card you already have in the Limbo pile (for instance, when resolving a Nightmare card), you must also turn the corresponding Goal card face up.

This card is now considered to be the first face-up Goal card, and thus a Door card of that color must be obtained first.

## Game setup for one player



Draw  
pile



Your labyrinth



## The Spells card

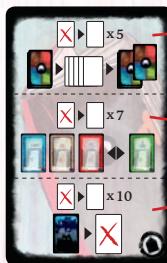
Three spells – each one with its casting cost – are printed on the Spells card.

The casting cost must be paid by removing discarded cards from the discard pile. Thus, the more cards discarded, the more spells you may cast.

The number of spells you may cast during a turn is not limited (as long as you can pay for it). You may also cast the same spell several times. A spell may be cast at any time.

You choose which card from the discard pile you want to remove from the game (though you may still look at them).

### The three spells:



**Paradoxical Prophecy** cost: remove from the game 5 (6) cards in the discard pile

Look at the 5 bottom cards in the deck, place one on top of the deck and the remaining 4 on the bottom of the deck, in the order of your choice.

**Parallel Planning** cost: remove from the game 7 (9) cards in the discard pile

Swap two Goal cards. Those cards do not have to be adjacent.

**Powerful Punishment** cost: remove from the game 10 (12) cards in the discard pile

Discard a Nightmare card just drawn without having to apply its effect.

### Variant: The Lost Steps

For a more difficult game, use the side of the Spells card that shows the higher costs (6, 9 and 12).

### Two-player game after several turns:

*The corresponding Door card was obtained by player B, but then reshuffled back into the deck to resolve a Nightmare card*



Player A's labyrinth



Player B's labyrinth



Draw pile



Discard

## THE GLYPHS

"I understood at this point that, as the power of the Prophecy had allowed me on numerous occasions to escape a dreadful fate, the Invocation of the Glyph was proving as marvelous, but much more warped. To sacrifice a single Room, and discover a Door, without any further ado? What a powerful temptation for the exhausted Dreamwalker! And yet, how large a risk, to vainly make use of the room where the fatal Glyph was encrypted..."

Diary of the Melancholic Walker, chapter 34

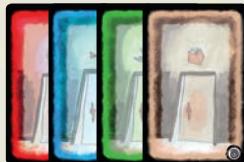
### Components:



8 GLYPH CARDS  
2 in each color  
(red, blue, green, brown)



4 DOOR CARDS  
1 in each color  
(red, blue, green, brown)



4 GOAL CARDS  
1 in each color (red, blue, green, brown), used with  
"The Book of Steps Lost and Found" expansion

### Set up

Shuffle the 8 Glyph cards and the 4 Door cards of this expansion in the deck. When playing with "The Book of Steps Lost and Found" expansion, shuffle the 4 Goal cards with the 8 Goal cards of the other expansion, and reveal those 12 cards in a row.

## Additional victory condition

In order to win the game, you must also have the 4 Door cards of this expansion on the table, along with the 8 Door cards of the basic game.

## Gameplay

The Glyph cards are Location cards. All rules that apply to Location cards apply to the Glyph cards. A Glyph card can be played as part of a series of 3 cards of the same color in order to get a Door card from the deck. Note that Glyph cards have a different symbol than the three symbols of the base game (Sun, Moon, Key); and like these symbols, it is forbidden to play two Glyph cards consecutively in the labyrinth row.

If you decide to discard a Glyph card from your hand (in phase 1 “Play or discard a card”), you trigger an Incantation.

**Incantation:** Reveal the top 5 cards of the deck.

If there is at least one Door card among those 5 cards, put one of those Door cards on the table, and the remaining 4 cards on the bottom of the deck in the order of your choice. The color of the Door card and the color of the discarded Glyph card do not need to be the same.

If there is no Door card among those 5 cards, put them all on the bottom of the deck in the order of your choice.

## Note:

The art of the Door cards from this expansion and the art of those from the base game are different. When playing with “The Book of Steps Lost and Found” expansion, this is irrelevant: observe only the color of the Door card.



## THE DREAMCATCHERS



"The link, the strong sympathy between the Dreamwalkers and the Lost Dreams isn't easy to explain. For the Walker, could it be about mercifulness? Saving a distant cousin from the Nightmares that persecute him. Is the Lost Dream a Walker that strayed a long time ago, becoming a dream himself? Or is a Lost Dream a dream from the walker's own past?"

Universal Cartography VII, #9

### Components:



4 LOST DREAM CARDS



4 DREAMCATCHER CARDS



2 FAILSAFE BOOK CARDS

### Set up

Shuffle the 8 Lost Dream cards in the deck. Put the 4 Dreamcatcher cards on the table, and the 2 Failsafe Book cards within reach.

### Additional victory condition

In order to win the game, you must also rescue the 4 Lost Dreams: i.e., on top of getting all the Door cards, the 4 Lost Dream cards must also be on the table, next to one or several Dreamcatcher cards. The fourth Lost Dream card may be placed on the table before or after the last Door card has been placed.

### The Lost Dreams

A Lost Dream card is a Dream card; all rules that apply to Dream cards apply to this card.

When you draw or reveal a Lost Dream card, put it immediately in the Limbo pile.

### Gameplay

Same as in the basic game except for the following:

If, at the end of any turn, there are one or more cards in the Limbo pile, do not shuffle those cards back into

the deck. Instead, put them all next to one empty Dreamcatcher card (i.e. a Dreamcatcher card that has no card(s) next to it).

All the cards that were in the Limbo pile this turn go next to the same Dreamcatcher card; thus, there can be several cards next to a single Dreamcatcher card.

If there is no free Dreamcatcher card, the Dreamcatchers are overloaded!

**OVERLOAD:** If there is at least one card in the Limbo pile at the end of your turn, and each Dreamcatcher card already has one or more cards next to it: remove one Dreamcatcher card from the game, put all the cards that were next to all Dreamcatchers in the Limbo pile, and shuffle all those cards back into the deck.

Note that if the last Dreamcatcher is removed from the game, you immediately lose the game (since you'll be unable to catch the Lost Dreams).

To avoid an Overload, you can trigger a Freeing.

**FREEING:** Shuffle all the cards next to one Dreamcatcher card back into the deck.

You can trigger a Freeing either when:

- Any effect forces you to reshuffle the deck (after searching in the deck for any card).
- You decide, at the beginning of your turn, to remove one Failsafe Book card from the game.

## Caught!

Some cards may stay until the end of the game next to a Dreamcatcher, if no Freeing is triggered, and/or no effects make you search for those cards – this is actually how you will be able to catch the Lost Dreams.

Note that when an effect allows you to search for a card in the deck, and a copy of this card lies next to a Dreamcatcher card, you may:

- take it immediately from the Dreamcatcher (without looking through the deck), or
- search the deck for another copy of the card (a Freeing will be triggered by the shuffling after the search), or
- search through the deck, not find the card, trigger a Freeing, and take the card from next to a Dreamcatcher.

## Preparing the adventure

Ignore the Dreamcatchers while you are drawing your initial hand of cards. The Dreamcatchers only become active from the first turn on.

## Variant: Impending Overload

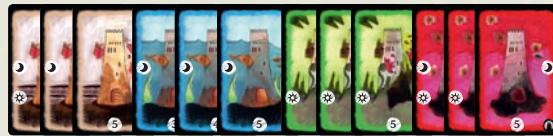
For a more difficult game, play without the Failsafe Book cards.

## THE TOWERS

"I realized with great dismay that I was faced with an insurmountable paradox: to build a Tower was exactly what was preventing me from climbing it, thus leaving me in the dark about what lay ahead. And to climb such a building – in order to see what was awaiting me – was precisely what prevented me from building it. Add to this an agonizing certainty: my quest wouldn't be complete if I didn't manage to erect one Tower of each color... "

Diary of the Melancholic Dreamwalker, chapter 5

### Components:



12 TOWER CARDS (3 brown, 3 blue, 3 green, 3 red)

### Set up

Shuffle the 12 Tower cards in the deck.

### Additional victory condition

To win, you must place an Alignment of Towers on the table: i.e., a row of 4 Tower cards, one of each color. You must still obtain all the Door cards. The fourth Tower card may be placed on the table before or after the last Door card has been placed.

Note: you are permitted to have two Tower cards of the same color in your Alignment, as long as the four Tower cards of different colors are next to each other.

### The Towers

These are Location cards, but have unique features, unlike other Location cards:

A Tower card is played as a Location card, but not in the labyrinth row; it is played in an additional row, made up of Tower cards only. In a two-player

game, there is still only one row of Tower cards, and both players are allowed to play cards in it.

The Tower cards have Sun and Moon symbols on one or both sides. Similar to the rules for Location cards, the following rule applies here: a Tower card may only be played next to another Tower card if the two do not share any symbols on adjacent sides.

A Tower card may be played on the right or on the left side of another Tower card. You cannot play a Tower card **between** two other Tower cards that are already on the table.



## Discarding a Tower

When you discard a Tower card from your hand during phase 1 “Play or discard a card”, you may look at the top 3, 4 or 5 cards of the deck (according to the number printed on the bottom of the Tower card); then put them all back on the top of the deck in the order of your choice.

## Effect of Nightmares on Tower cards

After drawing and resolving a Nightmare card, you must also discard a placed Tower card (the Tower cards in the hands of the player(s) are not affected). If several Tower cards are on the table, you choose the one you want to discard – you may even discard a Tower card placed between two other Tower cards – but only if the remaining cards may connect without violating the abovementioned rule.

### False Destruction

If you draw a Nightmare and do not want to discard a Tower card, you may choose the “False destruction” effect: resolve the Nightmare card as usual, but instead of discarding the Nightmare card, put it into the Limbo pile. When doing a “False Destruction”, you do not need to discard a Tower card.

### Power of the Alignment

If you manage to play 4 Tower cards, one of each color, these cards are not affected by the Nightmare cards anymore: you no longer have to discard a Tower card after resolving a Nightmare card.



*An Alignment of Towers*

## Variant: Scatter the Ruins

For a more difficult game, ignore the previous paragraph: the Tower cards on the table are always affected by Nightmare cards, even if you have an Alignment of Towers.

## HAPPY DREAMS AND DARK PREMONITIONS



"There is no consensus on the real nature of the Dark Premonitions. For some, they are fossilized nightmares, lurking, ready to wreak disaster as soon as the prophecy they silently portend is fulfilled. For others, they are artifacts, crafted by the Urincubus. (For what purpose is not clear: ritual, aesthetical, mnemonic?)"

Cartographic Oniversalis I, a56

### Components:



4 HAPPY DREAM CARDS



8 DARK PREMONITION CARDS

### Set up

Shuffle the 4 Happy Dream cards in the deck. Then, shuffle the 8 Dark Premonition cards and reveal 4 of them that you place face up on the table. Put the remaining Dark Premonition cards in a face-down pile next to the 4 revealed cards.

### The Dark Premonitions

A Dark Premonition card depicts two pieces of information: the trigger condition and the penalty. When the trigger condition is fulfilled, you must immediately apply the penalty; this Dark Premonition card is then removed from the game.

If several Dark Premonition cards have their trigger condition fulfilled at the same time, you decide in which order you resolve them (if resolving the first Dark Premonition removes the trigger condition of the second one, you do not have to resolve it, and it simply stays on the table). If you manage to place the last Door card on the table – and (if playing with other expansions) all other victory conditions are fulfilled – the game ends immediately: i.e., you do not need to resolve the last Dark Premonition card.

## The Dark Premonition cards



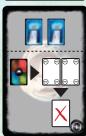
If two red Door cards are on the table:

Take all red Location cards (except the Tower cards) from the deck and discard them.



If two green Door cards are on the table:

Take one Nightmare card from the discard pile, and put it in the Limbo pile.



If two blue Door cards are on the table:

Take two Key cards from the deck and discard them.



If two brown Door cards are on the table:

Put a gained Door of your choice into the Limbo pile.



If two identical Door cards are on the table:

Put one of those Door cards into the Limbo pile.



If at least 5 Door cards are on the table:

Reveal 2 Dark Premonition cards (immediately triggered if the condition is fulfilled).



If at least one Door card of each color is on the table:

Take all Happy Dream cards from the deck and discard them.



If at least 3 Door cards are on the table:

Discard your hand (then draw a new hand of 5 cards, as if you had just resolved a Nightmare card); then, reveal one Dark Premonition card (it is immediately triggered if its condition is fulfilled).

## The Happy Dream cards

These are Dream cards.

When you draw a Happy Dream during phase 2 “Fill your hand”, you must choose one of the following options:

- remove one face-up Dark Premonition card from the game, without applying its effect, or
- reveal the top 7 cards of the deck; you may discard as many as you want, then put the rest back on the top of the deck in the order of your choice, or
- take from the deck one card of your choice, then shuffle the deck and put the chosen card on top of it.

After resolving the Happy Dream card, discard it.

## Variant: Darker Premonitions

For a more difficult game, reveal 5 or 6 Dark Premonitions at the beginning of the game.

## CROSSROADS AND DEAD ENDS

"The contract shall initiate in any so-called 'Crossroad' place, for such a place is very easy to find,  
thus saving time and money to both parties.

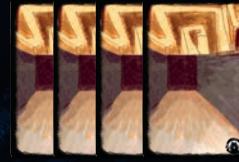
<...> The employee shall avoid at all costs the so-called 'Dead end' places, for such a place has the  
tendency to always stay in the path of the employee, costing considerable time and money to the guild."

Employment contract Treasure Keeper class C, paragraphs 35d/56c  
Guild of the Scrounger

### Components:



6 CROSSROAD CARDS  
3 Sun, 2 Moon, 1 Key



10 DEAD END CARDS

### Set up

Shuffle the 16 cards of this expansion in the deck.

### New locations

The **Crossroad cards** are Location cards that are four colors at the same time.

All rules that apply to Location cards apply to the Crossroad cards.



A Crossroad card can be played as the first, second, or third card of a series of 3 cards of the same color, in order to get a Door card from the deck; the color of the two other Location cards of the series determines the color of the Door you can get.

When drawing a Door card, regardless of its color, you can discard the Key Crossroad card to get the drawn Door card.

The Dead End cards are Location cards, but have unique features; unlike other Location cards:

- They can never be played on the table (neither in the Labyrinth nor the Tower row).
- They can never be discarded “one by one”: if you draw a Dead End card, you must keep it in your hand until the end of the game, unless you discard your whole hand at once (by resolving a Nightmare, a Dark Premonition, or by triggering an Escape – see below).
- When you draw a Nightmare card, if the penalty you choose is to reveal the top 5 cards of the deck, the Dead End cards are considered Dream cards: they are not discarded, but are put into the Limbo pile.

## Gameplay

Same as in the basic game, with the following exception:

In phase 1, you now have an additional option: trigger an **Escape**.

**Escape:** discard your hand and draw a new hand of 5 cards.

Note: this is the only way you can, by your own initiative, get rid of Dead End cards in your hand. Those cards go to the discard pile.

## Variant: Intersections

For a more difficult game, play with the following rule: a Crossroad card can be only played as the second card of a series. Obviously it can still be discarded.

# THE DOOR TO THE ONIVERSE

"Etching xxv, 8 sor

An engraving of the thirteenth Door, sometimes called 'The Door to things to come.'

Librarian's note Etchings cabinet, xxv

## Components:



16 DENIZEN OF THE  
ONIVERSE CARDS



1 DOOR TO  
THE ONIVERSE CARD

1 GOAL CARD,  
used when playing  
with "The Book of  
Steps Lost and  
Found" expansion

## Set up

Shuffle the 16 Denizen cards, and remove 8 from the game, without looking at them. Shuffle the 8 remaining Denizen cards and the Door card of this expansion in the deck. When playing with "The Book of Steps Lost and Found" expansion, shuffle the Door to the Oniverse Goal card with the 8 Goal cards of the other expansion, and reveal those 9 cards.

## Additional victory condition

In order to win the game, you must also have the Door to the Oniverse card on the table, along with the 8 Door cards of the basic game. The Door to the Oniverse card is considered any of the four colors: any series of three cards of the same color (regardless of that color) in the Labyrinth row allows you to search for it, and you may discard any Key to get it when you draw it.

## Gameplay

Same as in the base game. The Denizen cards are Dream cards. All rules that apply to Dream cards apply to the Denizen cards, except for this rule: when you draw a Denizen card (in phase 2), you must immediately decide if you want to rally this Denizen.

Rally a Denizen: choose a card from your hand and discard it in order to put the Denizen card in front of you. Once in the game, you will be able to use its special ability. There is no limit to the number of Denizen cards you can have in front of you.

If you do not want to (or cannot) discard to rally a Denizen card, it is discarded without effect.

## Note

- Discarding a card to get a Denizen card will leave you with 3 cards (or less) in your hand: as always, when completing your hand, make sure you draw one card after the other.
- If you play with the “Crossroads and Dead Ends” expansion, you **may not** discard a Dead End card in order to rally a Denizen card.



### The Architect:

You may play a card that has the same symbol as the previously played card in the Labyrinth row. Discard the Architect.



### The Cyclobot:

Trade one Location card in your hand with a Location card from the discard pile. Discard the Cyclobot.



### The Squirrel Spies:

Look at the top 5 cards of the deck and put them back in the order of your choice. Discard the Squirrel Spies.



### The Harpoon Hunter:

Discard the Harpoon Hunter to reveal the top 5 cards of the deck. Discard all Nightmare card(s) among the revealed cards, and put the remaining cards under the deck in the order of your choice.



### The Hammer Bird:

Discard the last card played in your Labyrinth row along with all the cards of the same color played immediately before it. Discard the Hammer Bird.



### The Chromatic Chaos:

Change the color of a Door. It can be a Door you just drew, a Door in the deck, or a Door in a Dreamcatcher. Discard the Chromatic Chaos.



### The Mirror:

Put a Nightmare card you just drew into the Limbo pile, without resolving it. Discard the Mirror.



### Repentant Treasure Keeper:

Put a card from your hand under the Repentant Treasure Keeper, then fill your hand as if you had played or discarded the card.

From now on, this card is not considered as a part of your hand (it is not affected by Nightmares, Dark Premonitions or Escapes), but you can still play or discard it at anytime, instead of a card from your hand – when you do, discard the Repentant Treasure Keeper.

## Note on the Chromatic Chaos:

When playing with “The Book of Steps Lost and Found” expansion, the Goal cards are not affected (they are not “fooled”) by the Chromatic Chaos, and stay the same.

*Example: The next Goal card is blue; you may “change” a blue Door you just drew, to get it with a red Key card you have in your hand; or you may “change” a blue Door in the deck to get it with a series of three green cards you just played – this respects the order of the Goal cards.*

*However, you could not “change” a brown Door you got into a blue one (e.g., by playing a series of three brown Locations), in order to put it on the table: the next Goal card is still blue and you must get a blue Door.*

## APPENDIX: THE LITTLE INCUBUS



"None know the true purpose of the little incubus.  
It should be noted that where it appears, a thirteenth chapter is oft mentioned."

Oneiric researcher's personal notes

### Set up

Place the Little Incubus pawn within reach.

### Gameplay

As in the base game, with the addition of the use of the Little Incubus. Three difficult levels exist for the Little Incubus. Due to its appendix nature, the Little Incubus does not like to mingle with expansions.

#### A. New Dreamwalker: *This level makes the game easier, it is recommended for beginners.*

Once during the game, you may use the Little Incubus to cancel the effect of one Nightmare card.

Simply discard the Nightmare card (without suffering any effect), and return the Little Incubus to the box.

#### B. Apprentice Dreamwalker: *The Little Incubus gives you a new option for your turn, at a cost.*

At any time during the game, instead of your normal turn, you may anticipate a Nightmare with the help of the Little Incubus. Anticipating a Nightmare is done in three steps:

1. Reveal the first card from the deck. If it is a Dream or Door card, place it in the Limbo pile, and continue doing so until you reveal a Location card. Put this Location card under the Little Incubus (this indicates that it has been activated).
2. Resolve the effect of a Nightmare (choose one of the 4 usual effects) as if you had just drawn a Nightmare card.
3. Continue your turn normally, by refilling your hand and shuffling the Limbo pile back into the deck, if necessary.

Once the Little Incubus is activated, if you draw a Nightmare card, you can discard the card placed under the Little Incubus in order to discard that Nightmare card without having to suffer any effect (in a manner of speaking, you have already suffered the effect of that Nightmare). The Little Incubus can be used again: you must first place a card under it, etc.

#### C. True Dreamwalker: *The Little Incubus is still willing to assist, but at a higher cost.*

As with the *Apprentice Dreamwalker*, but activating the Little Incubus requires two cards. Thus, you will need to reveal cards until you reveal a second Location card. Once you've placed 2 cards under the Little Incubus, proceed with step 2, as described above.