

DREAMSCAPE



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WELL CUT GAMES

BUILD YOUR DREAMS

A game by
David Ausloos

You are a light sleeper...

Lost in the meanders of your sleepless nights, wandering for a way to take back control of your dreams, your mind rambles and eventually brings you to the edge of an unexplored world, where landscapes move continuously. Eager to discover what lurks in those mysterious places, you decide to dive into them in a lucid dream-like experience and find the key to a peaceful night.

In Dreamscape, you will travel between 6 dream locations and collect shards of dreams to build your own Dreamscape. This landscape will be composed of elements offering tranquility, and, above all, a good night's sleep. Unusual powers will help you shape your Dreamscape and let your dreamer stroll along and observe it to acquire peace of mind.

But Mr. Nightmare is lurking here, ready to infest your dreams, so you'd better try to optimize your moves and repel his unwelcome influence. Then you will be able to gather the ideal collection of shards to create the most beautiful of dreams, and finally enjoy restful and peaceful nights in your Dreamscape.

Game Components

4 double-sided Dreamscape boards

These are the players' personal boards on which you will build your own little dream landscape, consisting of the Dreamshards you have collected during your travels. Each board has its collect zone on the right, the Hands, to hold collected Shards. The reverse side is used when playing with the Nightmare rules.



Representing you as you drift off to discover the Dreamscapes.

50 Dreamcards

Each card has a specific building challenge. You will draw these cards and try to build the landscapes they show in your Dreamscape, to score Slumber points. Dreamcards come in 3 levels of difficulty, easily distinguished by their backs.



Title

Describes what you are trying to build and explore.

Slumber points

Scored if you manage to complete the card.

Power slot

Put a Dreamhard here to activate the card Power, or simply to store the shard.

1 Dreamworld board

Composed of 6 locations, 6 planes of dreams in which you will find the precious Dreamshards needed to build your Dreamscape and receive the benefits of useful Powers.

109 Dreamshards

These colored wooden tokens are the essence of dreams, the material you need to build a beautiful Dreamscape.

They are separated into 5 types:

- 20 Grass (green),
- 28 Water (blue),
- 23 Rocks (gray),
- 23 Land (brown),
- 15 Movement (white).

1 Dreamshard bag

To hold all the Dreamshards.



16 Dream Purpose tiles

By providing goals available to all players, these tiles will let you score more Slumber points at the end of the game.



12 trees

To make your Dreamscape even more soothing and beautiful.



4 Sleepers

Your Sleeper symbolizes your spirit wandering in the Dreamworld, trying to collect Dreamshards.



4 Slumber tokens

Use these to tally your Slumber points on the track surrounding the Dreamworld board.



4 Initiative markers

Numbered from 1 to 4, they allow you to determine the order of play and to use Location Powers. They have an active side (colored), and used side (black and white).



1 Alarm Clock

To mark the 6 Cycles and wake you up at the end of your wanderings.



1 Purpose board

The alarm clock tracks the 6 cycles at the top, Dream Purpose tiles are displayed in the centre, and the decks of Dreamcards are set out at the bottom.



25 Nightmare shards & Mr Nightmare

Represents the evil character that travels the Dreamworld board spreading nightmares (red shards). Only used in Nightmare rules.

Follow the listed steps, from 1 to 10, to set up the game. The example is a 3-player game.



Game

1) The Dreamworld

Place it in the center of your playing area.

2) Initiative markers

Take those corresponding to the number of players and give each player one at random.

For this 3-player game example, leave the 4 marker in the box.

3) The Purpose board

Place it next to the Dreamworld board, visible and reachable by all players.

4) The Alarm Clock

Put it in position 1. It will be used to mark the 6 Cycles of the game.

5) The Dream Purpose tiles

Shuffle all Dream Purpose tiles, draw 4, and put them face up in their slots.

Take 1 blue, 1 green, 1 gray, and 1 brown Shard from the bag and randomly put 1 of them in each slot marked on the tiles, if slots are present.

Put any unused Shards back into the bag.

6) The Dreamcards

Separate the Dreamcards into 3 piles according to the level on their back, from 1 to 3. Place these piles face down on the appropriate bottom slots of the Purpose board.

Starting with the first player, draw from pile 1 a number of cards equal to the number of your Initiative marker. Then, each player select one of these cards to place face up in front of them. Discard the rest to the bottom of pile 1.



Setup



7) Player pieces

Each player chooses a color and places that **Slumber token** on the first position of the track surrounding the board.



Place the **Sleeper** of your color on the Dreamworld location corresponding to your Initiative marker.

Take the **Dreamscape board** of your color and place 1 **Dreamer** next to it.

Take the **Candle** of your color and place it on the left of your Dreamscape, on the first slot.



8) Trees

Form a pool with trees, depending on the number of players:

| Players | 2 | 3 | 4 |
|---------|---|---|----|
| Trees | 6 | 9 | 12 |

For this 3-player game, we should put only 9 trees in our pool.



9) Dreamshards and their bag

Put all remaining shards in the bag, except the red ones, which will only be used in Nightmare rules (see page 14). Then draw shards and put them randomly in the 6 locations, on the circular slots showing a number of dots equal to, or less than the number of players.

In this example of this 3-player game, only place shards on the slots marked with 2 or 3 dots, leaving the slots with 4 dots empty.

10) Ready to create your dream?

All unused tiles, Initiative markers, and meeples are returned, face down if applicable, to the box.

You are now ready to enter the Dreamworld and build your Dreamscape!

How to play

Dreamscape is played in 6 Cycles, after which the player with the most Slumber points wins the game.
Each Cycle consists of 3 phases:

1) Emergence *to prepare the Dreamworld*

First, Emergence is resolved simultaneously by all players.

Let us now look at the 3 phases in detail:

1) Emergence

Specific elements are adjusted to create new opportunities in the Dreamworld. Emergence is only resolved from the 2nd Cycle and onwards:

A) Refill

Draw shards and put them randomly in the 6 locations, one on each circular slot with a number of dots no greater than the number of players. If there are already at least enough shards on a location, simply skip this location.



B) Next Cycle

The Alarm clock is moved along one position. If it is already on the sixth slot, it is time for End of Game and Final Scoring on page 9.



C) Restore

All Dreamshards that were previously stored on Dreamcards return to the Hands, on the right of each Dreamscape (see Using Dreamcards on page 11).



D) Initiative

The player whose Sleeper is in the Dreamworld location with the lowest number receives Initiative marker “1” and will act first. The player on the next lowest location receives “2”, and so on, until all players have received an Initiative marker. If 2 or more Sleepers share a location, the Sleeper positioned on top will receive the lower marker.



Starting with 1 and finishing with 4, the Initiative Markers will determine the order of play during the following phases of this Cycle.

2) Travel

During this phase, you can use **up to 4 action points** with your Sleeper, in the order of your choice. Any unused points are lost. If needed, you can track your action points on the left of your Dreamscape with your Candle.

For **1 action point**,
you can choose to either:
- Collect a Dreamshard.
- Move your Sleeper.

For **no action point**, you can also:

- Use a **Key Movement** if you already have the **right color of shard**, or if there is no shard present where your Sleeper is moving to.
- Use the **Power of the location** where your Sleeper is found, once per Cycle.
- Use the **Power of one of your Dreamcards** by putting a shard on it (see *Using Dreamcards* on page 11).

Collecting Dreamshards

The main goal of your Travel is to collect as many Dreamshards as possible, in order to prepare your Creation. **You can take one or more Dreamshards**, that are positioned in your Sleeper current location, **each for 1 action point**, by following these 2 rules:

- a) Dreamshards have to be collected one by one, starting with the rightmost (the one closest to the hand symbol).



If you want to collect all the shards from this location, you need to start with gray (1), then white (2), green (3), and blue (4).

As you already hold 2, you cannot collect more brown shards during this Cycle.



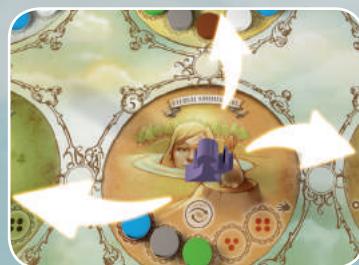
- b) After collection, each shard is put in your Hands, on the right of your Dreamscape board. There is no limit to the number of shards your Hands can hold, but if you **already hold 2 (or more, see page 11)** of a kind in your Hands, you

cannot collect more of this specific color. This limit only applies if you collect the shard, not if you pick it from the bag.

Note that there could already be shards in your Hands when the Travel phase starts, due to the Restore step in Emergence.

Moving to other Dream locations

To move your Sleeper to another location, follow the links between locations, and spend **1 action point** each time you enter a location. Thus, you can not move your Sleeper diagonally.



For 1 action point, you can move to any adjacent linked location.

Using Key Movements

You may have noticed a **key symbol** next to the **first Dreamshard** slot of each location, associating every shard on this slot to the key.

- If you have this color of shard in your Hands, you spend no action points to move to this location from an adjacent location. The shard used for the Key Movement is not discarded from your Hands.
- In addition, moving to an adjacent location that holds no shard is always free as it requires no key shard to enter.



You have a blue shard in your Hands, and there is a blue shard on the next location key symbol. So you may enter this location without using up an action point.

However, you may not use any those Key Movements if you don't have at least one action point left.

Using Dreamworld Powers

Anytime during your Travel, you may use the Power of the location where your Sleeper is found. As **you can only use one Power per Cycle**, flip your Initiative marker over to indicate that you have done it.

If you want to know the details of all the Powers, go to page 13.

In order to remodel your Dreamscape, you use the Clockwork Golem's Power. As this is allowed once per Cycle, you flip back your Initiative marker to indicate this.



In addition, you can use the Power of each Dreamcard you own, once per Cycle, at anytime during your turn.

Further details on using Dreamcards are on page 11.

When you have ended your Travel, lay your Sleeper down. If there are one or more Sleepers in this location, put yours on top of the others. This will determine the play order for the next Cycle (see *Initiative*, page 6).

3) Creation

Variant: You may, if you prefer, play this phase simultaneously. The only difference is that you won't be able to use some Powers from cards during this phase (see page 13).

Now you have the opportunity to use the Dreamshards in your Hands to create your Dreamscape, mainly attempting to complete building challenges introduced by your Dreamcards.

Though you are not required to place your shards following the patterns on your Dreamcards, you must **always follow these rules:**

- A) The **first shard** placed in your Dreamscape is to be positioned on the **entry slot** (at the bottom center of your Dreamscape).



Being the first in your Dreamscape, this gray shard is placed on the entry slot.

- C) Your Dreamer may **enter** your **Dreamscape** whenever you want, **freely**, but always on top of a shard positioned on the entry slot.



Your Dreamer always enters the Dreamscape by a shard on the entry slot. This does not cost you anything.

- B) Any other shard must be placed adjacent to a shard, or on top of an empty shard (**one with nothing on top of it**). **Nothing can ever be slipped under any other element** (another shard, your Dreamer, a tree...).



There are 5 places you could put your brown shard: one of the 4 slots adjacent to the already placed shards, or on top of the blue shard.

- D) If any shards still remain in your Hands at the end of the phase, they must be discarded to the shard bag. It will often be better to put them all in your Dreamscape even if they are not useful for now, or to store them on your Dreamcards (see *Using Dreamcards* page 11).

Discarding Shards

At any time during Creation, but only during this phase, you may discard shards from your Hands to the bag to receive some benefits. Please note that none of these discard actions cost action points, they can be taken as long as you have enough shards in your Hands:



Discard white shards to move your Dreamer.

Each white shard discarded allows you to move your Dreamer on top of any adjacent shard. It may only stop on a shard that is empty (see example on page 10).



Discard 2 shards of the same color (except red, see *Nightmare rules* on page 14) to choose one other from the bag and put it in your Hands.

You may take a shard, even if you already have 2 or more of this specific color in your Hands.



Discard 1 green shard to plant a tree (if one is still available in the pool) on any empty shard of your Dreamscape.

Once planted, score 1 Slumber point per tree now in your Dreamscape (see example on page 10).

At the end of the game, when scoring Dream Purposes (see page 12), each tree counts as an additional shard of the same type as the shard on which it stands, thus doubling that shard value.

End of Cycle

Your turn ends by following these 2 final steps:

- return all shards left in your Hands to the bag,
- discard your Initiative marker to the center of the table.

After all players have completed their Travel and Creation phases, the Cycle ends,

initiating Emergence of the next one.

Repeat this until the end of Cycle 6, after which you can proceed to the Final Scoring.

End of Game & Final Scoring

At the end of the 6th Cycle, perform just the Restore and Initiative steps of Emergence. The shards back in your Hands can now be positioned in your Dreamscape or discarded for their benefits.

No more Dreamcard Powers can be used at this time. If a card is completed, score its Slumber points, but do not draw new cards.

Next, follow these steps for the final scoring:

- Score Slumber points for each Dream Purpose (see page 11).
- Lose 5 Slumber points for each uncompleted Dreamcard.

The player with the most Slumber points wins the game. If there is a tie, the player who completed the most Dreamcards wins. If the tie persists, players share victory.

A sequence of play

Now let's have a look at some possible actions taken during your turn. You will discover many other ways to achieve your goals in Dreamscape. In this example, some Dreamworld Powers and shards particularities will be used. *If you want more explanations about them, please see pages 10 to 13.*

- 1 During Travel, you flip your Initiative marker to use the Power of the King of Dreams. You choose to draw your 6 cards from deck II, and keep Memory Rock.

Using King of Dreams' Power is the only way to have more than 1 Dreamcard to complete at once.



You draw cards when you complete one, or use the Power of the King of Dreams. See page 11 for more details.

- 4 You can now place your Grass, your Rock, and your Water shards into your Dreamscape, as required on your Memory Rock card.



- 2 As the shards you collected match the requirements of this new card better than your older one, Whispering Wind Bay, you decide to complete it first.



Each color of shard has its own particular rule. For further details, see page 10.

- 3 Now, in your Creation phase, you use the Power of your Memory Rock card, putting your blue shard on it and moving a blue and a brown shard back to your Hands.



- 6 Finally, you discard your 2 brown shards to take a gray from the bag. Once it is placed, your Dreamcard is complete and you score 9 points.



Once completed, your card is turned face down. The blue shard on it will remain. You can now draw new cards to continue your dreams.

The Dreamshards

Each type of Dreamshards offers your Dreamer some unique functions that help you to move and explore the Dreamscape.



Water Shards *blue*

Let you take a refreshing bath or a thrilling dive.

This cool sensation immediately scores you 1 Slumber point each time your Dreamer passes or stops on top of a Water shard.



Land Shards *brown*

Form paths for your Dreamer to move swiftly through the Dreamscape.

Every time your Dreamer steps on top of a land shard, you gain immediately 1 more movement point (see *Motion Shards* on the right). Any other action loses you this free move.



Grass / Trees Shards *green*

During Creation, Grass shards can be placed in your Dreamscape, or discarded (see *Discarding Shards* on page 8) to make a tree grow on an empty shard.

Once you discard a Green shard to take a tree, you have to plant it immediately. It can never be stored for later use.

After a tree is planted, score as many Slumber points as the total number of trees now in your Dreamscape. At the end of the game, when scoring Dream Purposes (see page 12), each tree counts as an additional shard of the same type as the shard on which it stands.



After this second tree is planted, you immediately score 2 Slumber points, as you already have scored 1 when planting the first one.

At the end of this game, your trees will raise your total count to 3 blue shards and 2 gray.



Rock Shards *gray*

Create panoramic views for your Dreamer, allowing you to contemplate and discover the beauty of your Dreamscape.

A stack containing at least 2 rock shards directly above one another forms a mountain, including if other shards are above or below the 2 rock shards. When your Dreamer passes or stops on top of a mountain, immediately score 2 Slumber points.

Each mountain can give you points only once per Cycle.



Movement Shards *white*

These ethereal shards can be discarded (see *Discarding Shards* on page 8) to move your Dreamer.

For each white shard spent, move your Dreamer to any adjacent shard. You can spend several to move farther. The shard where you stop must be empty.

As you can only stop on an empty shard, you can move your Dreamer to this Water shard, spending 2 white shards.



Your Dreamer has just entered your Dreamscape on top of a Water shard, scoring you 1 Slumber point. The 3 white shards in your Hands allow you up to 3 moves. As you cannot stop on a shard with a tree, you need 2 of your white shards to cross it and stop on the brown (1). Of course, when crossing the Water shard, you get 1 Slumber point, and once on top of the brown, you get 1 free move. You use it (2) to climb on top of the Mountain covered by the Water shard, scoring you 2 for the Mountain, and 1 for the Water. Your last move is used to go down, back onto the brown (3), granting you another free move. You choose not to use it and stop your turn. You are now in a good place to finish your card on the next Cycle.





The Dreamcards

Each Dreamcard represents a desire for exploration and for shaping of your dream. The unique structure depicted on the card must be matched within your Dreamscape to create the desired dream. Additionally, Dreamcards offer you the benefit of Powers you can perform during your turn (see *The Dreamworld Powers* on page 13).

Building Dreamcards

In order to complete a Dreamcard, you must reproduce the exact configuration depicted on the card in your Dreamscape.

“Exact” means that there can be nothing on top of the pictured elements, nor under them.

Yet, the structure may be built in any position and direction you choose.

Obviously, as your Dreamer watches the scene you just built, they need to be on the exact position shown on the card to complete the structure and score the Slumber points.



The structures can be made in any direction, but with no other element than those asked.

Completing a Dreamcard

As soon as the structure of your Dreamscape matches your card, score its Slumber points and put the Dreamcard face down, in a single pile holding all your completed structures.

Should there be a shard on the Power slot of the card you just completed (See *Using Dreamcards on the right*), move it together with the card to the top of your completed card stack.

If there was already a shard on the top card of this card stack, choose 1 to keep on the pile and discard the other to the bag.

After completion, you may draw new Dreamcards, as described in the next section.

Please note that the Power slot appears on the back of each Dreamcard. So, as your last completed card will be on top of your completed card stack, its Power will remain visible and available for activation with a shard, until you complete the next card.



Once complete, each card is put on top of your completed Cards pile.

Drawing Dreamcards

When you complete a Dreamcard structure or make use of The King of Dreams Location Power (see page 13), you may draw additional Dreamcards from one and only one deck.



As you completed a card with your Sleeper on location 3, you draw 3 cards. You either keep 1 or discard them all.

Draw from 1 to 6 cards from the top of the chosen deck, according to the number of the current location of your Sleeper in the Dreamworld.

Now you must choose wisely whether to **keep 1 card or discard them all**, as, at the end of the game, each uncompleted Dreamcard costs you lose 5 Slumber points. Measure all the risks! If you chose a card, place it face up next to your Dreamscape. Discard the rest below the matching deck.

Remember that you draw as many cards as the number of the location on which your Sleeper is found, so if you plan to complete a card on this Cycle, it may be wise to finish your turn on a higher location number.

Using a Dreamcard

Any shard (except red, see Nightmare Rules page 15) can be put on a card to activate its Power.



Each Dreamcard lists a Power you can perform at any time during your turn. You can use it as soon as the card is acquired, and as long as the Power icon is visible.

To use it, simply **move 1 shard of any color** (except red, see *The Nightmare rules* on page 15) **from your Hands onto the Power icon**. This shard will return to your Hands at the start of the next Cycle. A Power ceases to be available as long as there is a shard on its icon.

You are never forced to use a Power, so you can put a shard on a card just to store it until next Cycle, so it does not have to be discarded.

The Dream Purposes

These common goals are the final way to make peaceful dreams. Check them at the end of the game, and score Slumber points if your Dreamscape meets the requirements. **Each eligible player gets the Slumber points, even if tied.**

Don't forget the huge benefit of a tree: it always counts as an additional shard of the same type as the shard on which its stands, thus doubling its value.



NIGHTMARE RULES ONLY



The Dreamworld Powers

All along your Travel, you will discover 6 different locations. They are not only full of Dreamshards, but they also provide you Powers that can be used to draw cards or shards, or affect the Dreamworld or your Dreamscape.

Activate them by moving to the right location, or by using your cards. Wielding them smartly can be crucial to make sweeter dreams and achieve victory.

Using a Power from a Location

- You can use a Location Power on the Dreamworld during your Travel phase.

To do so, you just need to be present with your Sleeper on the correct location and to flip your Initiative marker onto its used face.

Muse Archives



Pick 1 shard at random from the bag, and put it on your Hands, even if you already have 2 of this color.



Picking this blue shard from the bag, was not a collect action, so you can keep it even though you already have 2 of this color.

Draw

Dream Harvesters



Pick 2 shards at random from the bag. Choose one or two locations to put them in, in the order of your choice.



Once picked from the bag, you could choose to put these 2 shards on these 2 locations.

Dreamworld

Tower of Wandering



Move up to 2 shards out of your Dreamscape to your Hands. For each move, choose any shard that has **nothing on top of it** (another shard, your Dreamer, a tree...).



You can move out the gray and blue, or the gray then the green. The others all have something on top of them.

Dreamscape

Using a Power from a Dreamcard

- To use the Power listed on a Dreamcard, you simply need to put a shard from your Hands onto it. Note that Dreamcards have the same special power on both front and back, so you can also always employ the Power shown on the top card of your personal completed card stack.

Powers that affect the Dreamworld have a blue background on Dreamcards. If you play the Creation phase in simultaneous mode, these Powers can only be used during your Travel phase.

King of Dreams



Draw 6 cards from 1 deck of your choice and keep 1, or discard them all, as described in the “Drawing Dreamcards” section on page 11.



You can draw your cards from the deck of your choice, but all must be drawn from the same deck.

Draw

Eternal Summer Lake



Choose any location and rearrange all its shards in the order of your choice.



Dreamworld

Because you already hold 2 green shards and need a blue, it could be nice to reorder this location.

Clockwork Golem



Use up to 3 moves in your Dreamscape. For each move, choose any shard, and move it 1 space away, still adjacent to, or on top of an adjacent shard. **Any elements on top of the chosen shard always move together with it.**



To have the bottom green shard on top, start by moving your gray shard (1) then the green (2) on top of it. Then you can still move the brown shard with the tree (3), or the other brown with your Dreamer on top.

Dreamscape

The Nightmare rules (Advanced)

Once you are familiar with the basic rules of Dreamscape, after a couple of games, or if you want an extra challenge in your dreams from the start, try these Nightmare rules.

When playing with these advanced rules, Mr. Nightmare comes to infest your dreams with his Nightmare shards that he sows on the special slots linking locations to each other.

Moving from location to location is going to be more tricky as you have to deal with Nightmare shards placed by Mr. Nightmare, each costing you 3 Slumber points at the end of the game if you do not succeed in getting rid of them.

Also, the presence of Mr Nightmare in a location blocks this Location Power, so that you can use him to create obstacles for other players.

Here you will find all changes and additions due to the presence of Mr. Nightmare and his red shards.

All other rules remain the same as usual.

The phases of each Cycle change as follows:

1) Emergence

2A) Travel

Once your Travel phase is finished, resolve your Nightmare phase, before the next player takes their Travel phase, and so on.

2B) Nightmare

(to move Mr. Nightmare and seed his Nightmare Shards)

3) Creation

Setup

- During setup, put Mr. Nightmare on the Power icon of the King of Dreams location (number 6).

You may have noted the **special slots linking the locations**. They symbolize the infestation of the Dreamworld by nightmares.

- Put 1 red shard on each of the linking slots of location 6 (to location 3, and 5), and form a reserve with all remaining Nightmare shards.
- Flip your Dreamscape board to its advanced side (with red shards above the Hands).
- Finally, put 3 red Nightmare shards in the bag.



2A) Travel

Each time you cross a slot linking 2 locations that holds a shard, **you must collect it and put it in your Hands**. Do not spend an action point for this collect.

At this point, remember the essential rule: you cannot collect a shard if you already have 2 or more shards of its color in your Hands.

As a result, collecting shards on special links is mandatory, unless you already have 2 (or more) red shards in your Hands. If you do, simply ignore any additional red shards in your way.



When you pass through a shard between 2 locations, collect it automatically, with no action point cost.

2B) Nightmare

Place Mr. Nightmare on the Power icon of the location where your Sleeper ended up on your Travel phase. If you ended your Travel phase on the same location as Mr. Nightmare, this evil character will not move.

Then, take a red shard from the reserve and choose one **empty special slot linked** to the location to put it on. If no linked slot is empty, do nothing.

While moving from one location to another, a Sleeper passing through one of these special slots must immediately take any shard present and put it in their Hands, without spending an action point.



By finishing your Travel on this location, you move Mr. Nightmare to its Power icon. Now put a red shard on one of the free slots.

The Power of a location cannot be used as long as Mr. Nightmare haunts it. It becomes possible to use it again once Mr. Nightmare leaves the place.

3) Creation

- A Nightmare shard cannot be put on top of anything. Nothing can be put on top of a Nightmare shard, except your Dreamer.
- Whenever your Dreamer passes or stops on top of a Nightmare shard, you lose 1 Slumber point.
- By the end of your Creation phase, all Nightmare shards must be placed in your Dreamscape. You can not discard them, unless...

Discarding Nightmare Shards



You can discard 3 Nightmare shards from your Hands to choose one other from the bag. You may keep it, even if you already have 2 or more of the same color in your Hands.

Using a Power from a Location

As long as Mr Nightmare is present on a location, no player can use the Power of this location.

Using a Power from a Dreamcard

You may never put a Nightmare shard on a card, whether for storage or use of a card Power.



Nightmare Shards *red*

Sometimes you have to confront your nightmares. And it is always a dangerous thing. When your Dreamer steps on top of a Nightmare shard, you lose 1 Slumber point.

At the end of the game, each Nightmare shard costs you 3 Slumber points.

Dealing with Nightmares

Of course it will be tricky not to collect Nightmare shards.

As they cannot be discarded unless you have 3 of them, you must place them in your Dreamscape by the end of your turn. They will then block potentially valuable spaces, and cost you 3 Slumber points each at the end of the game.

Alternatively, if you manage to have 3 Nightmare shards in your Hands, you will be able to get rid of them, and at the same time choose another shard from the bag.

As collecting them costs you no action points, they end up being very interesting for someone who knows how to deal with them.

Final Scoring

- Check the Dream Purposes, and score Slumber points for each of them.
- Each uncompleted Dreamcard scores -5 Slumber points.
- Each Nightmare shard in your Dreamscape scores -3 Slumber points.

If there is a tie, the player with the least Nightmare shards in their Dreamscape wins. If the tie persists, then the player who completed the most Dreamcards wins the game. In the unlikely case of a persistent tie, players share the victory.



Credits

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DREAMSCAPE

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1) Emergence

- A) Put shards on every slot corresponding to the number of players.
- B) Move the Alarm Clock one position further.
- C) Put back on the Hands each shard on Dreamcards.
- D) Distribute the Initiative markers depending on the location numbers.

2A) Travel

Spend up to 4 action points to:

- Move from a location to another adjacent location.
- Collect 1 shard from the location, starting by the rightmost. You can not collect more than 2 shards of the same color.

Without spending any action point, you may:

- Once per Cycle, use a Power when on the corresponding location, and flip your Initiative marker.
- Use a Dreamcard Power by putting a shard on it (also during Creation).
- Move to an adjacent location of which you have the key shard, or that has no shard.

2B) Nightmare *(Nightmare rules only)*

Move Mr Nightmare to the location of your Sleeper, and put 1 red shard on an empty slot linked to this location. As long as Mr. Nightmare is here, the Location Power can not be used.

3) Creation

Put shards from your Hands to your Dreamscape, following these rules:

- A) The first shard placed in a Dreamscape is to be positioned on the entry slot (decorated center slot at the bottom).
- B) Any other shard must be placed adjacent to an already placed shard, or on top of a shard that does not have already anything on top of it. Nothing can never be placed under any other element (another shard, your Dreamer, a tree...).
- C) Freely and when you want, make your Dreamer enter your Dreamscape on top of a shard positioned on the entry slot.
- D) If any shards still remain in your Hands by the end of the Creation phase, they must be discarded to the Dreamshard bag.

Final Scoring

After Cycle 6, take back shards from your Hands and use them one last time. Don't use Powers, don't draw cards.

Next, follow these steps for the Final Scoring:

- Score Slumber points for Dream Purposes.
- Each uncompleted Dreamcard = -5 Slumber points.
- Each Nightmare Shard = -3 Slumber points (*advanced*).

The player with the most Slumber points wins the game. Break ties with the least Nightmare shards (*advanced*), then the most Dreamcards. If tie persists, players share the victory.