



ASCENSION

DREAMSCAPE

Endless possibilities await...

For the first time since most of its inhabitants can remember, New Vigil is at peace. Rallied by their champions, the four factions drove the Cult of Deofol back into the shadows. This time of prosperity gave way to a cultural and intellectual renaissance that had never been seen before.

Free to once again pursue their own passions, the monks and seers began to catch glimpses of a new realm, seemingly always at the edge of their perception, like a mirage shimmering just beyond the edges of reality. Dismissed as merely visions at first, the shared experiences soon revealed that this was something more, a pocket of creation left behind in the wake of Adayu's ascendancy.

This Dreamscape, as the first visitors referred to it, reflected the possibilities and impossibilities that awaited New Vigil and the people that inhabited it, but where there are dreams, there are also nightmares.

As more people gained access to the dream world, they brought with them their own goals and desires, for better or worse. Seeing the potential for abuse of the new power, the factions chose Pasythea, an Askaran warrior, to serve as the Dreamscape's guardian in the event that it should need one.

Now, as the factions gain new insight into the possibilities that await them in the Dreamscape, they must also be on guard for those who might abuse the power for their own nefarious ends. Join them in a world of infinite possibilities as they explore the glorious future that awaits New Vigil.

New in ASCENSION

DREAMSCAPE

Dreamscape & Dream Deck

The biggest new feature in *Ascension: Dreamscape™* is the Dreamscape—a hidden set of cards players have access to during the game. Unlike center row cards, each player's Dreamscape cards are purchasable only by that player. These cards are purchasable during the game with a new resource called Insight (●).

At the beginning of the game, each player is dealt five Dream cards from the Dream deck, from which they will choose three that they then add to their personal Dreamscape. The two remaining unchosen cards should be kept hidden from the other players and are shuffled back into the Dream deck. Set the Dream deck aside for easy access during the game.

The Dream deck includes Heroes, Constructs, and Visions (see next page). In addition to unique frames, Dream cards can also be identified by their gold borders.

Each player has their own Dreamscape that should be placed face down in front of them. Players may look at the cards in their Dreamscape at any time, but it should be kept hidden from everyone else. Players may purchase cards from their own Dreamscape during their turn at any time they could normally acquire cards from the center row.



Dream Cards

Insight

Insight (●) is gained through various card effects and **Dreamborn** cards (see below). Unlike other resources, you do not lose unspent Insight at the end of your turn.

Dreamborn Cards

Dreamborn cards are new types of Heroes and Constructs that have an effect when they enter the center row and when they are acquired.

Whenever a **Dreamborn** card enters the center row, EACH player gains 1. Also, whenever a **Dreamborn** card is acquired, the player that acquired that card gains 1.



Dreamborn Construct & Hero

Vision Cards

Visions are a new card type found in the Dream deck in *Ascension: Dreamscape™*. When a Vision is acquired from a player's Dreamscape, it isn't added to that player's deck. Instead, the card has an immediate effect on the game. Resolve the effect on the card, then banish it unless it has an **Ongoing** effect. Visions with **Ongoing** effects stay face up in front of the player. That effect is considered to be in play for the rest of the game.



Getting Started

In *Ascension: Dreamscape™*, players compete to learn the secrets of the Dreamscape. Starting with a small group of loyal but untrained followers, you acquire mighty Heroes and powerful Constructs to aid you in your quest to defeat evil Monsters and achieve victory.

Each turn, you will play cards to gain resources. These resources will allow you to acquire new Heroes and Constructs for your deck and defeat Monsters to earn rewards. At the end of the game, the player with the most Honor from cards they have acquired and Monster rewards is the winner.

CONTENTS

- 1 Game board
- 25 Clear 1-Honor tokens
- 25 Red 5-Honor tokens
- 10 Large 5-Insight tokens
- 20 Small 1-Insight tokens
- 98 Center deck cards
- 35 Dream deck cards
- 4 Personal 10-card starting decks (8 Apprentice & 2 Militia)
- 41 Always available cards: 1 Cultist, 20 Mystic & 20 Heavy Infantry

SETUP

Ascension: Dreamscape™ can be played with 2-4 players on its own and can support up to 6 players with additional expansions. Team and single-player variant rules can be found on page 14.

Each player has a white-bordered starting deck consisting of eight Apprentices and two Militias. Everyone shuffles their starting deck and draws five cards (leaving five cards in their deck).

Take the silver-bordered Heavy Infantry, Mystic and Cultist cards and set them to the side in reach of all players. These cards represent characters in your kingdom and are always available to be acquired or defeated on your turn.

After players have selected their Dreamscape cards, shuffle the remaining gold-bordered cards together to create the Dream deck, and set it to the side so that all players can access it. (For more, see Page 2.)

Shuffle all of the black-bordered cards face down to form the center deck. From the center deck, flip six cards face up in a row between all players. This forms the center row. Place the center deck on one side of the center row, and reserve a space next to it for the void. When a Monster in the center row is defeated or any other card is banished, it goes to the void. (See “Game Layout” on Page 5).

Place 30 Honor tokens in the Honor pool for each player. Randomly determine which player goes first and proceed clockwise from there.

Number of Players	2	3	4
Total Honor Tokens	60 ★	90 ★	120 ★

Game Layout

Center Deck

Always Available Cards
(Mystic, Heavy Infantry & Cultist)



Dream Deck



Center Row



Void



Starting Hand
(5 cards) Starting Deck
 (remaining 5 cards)

Your Dreamscape
(hidden from other players)

Personal Deck

(10 cards: 8 Apprentice & 2 Militia)

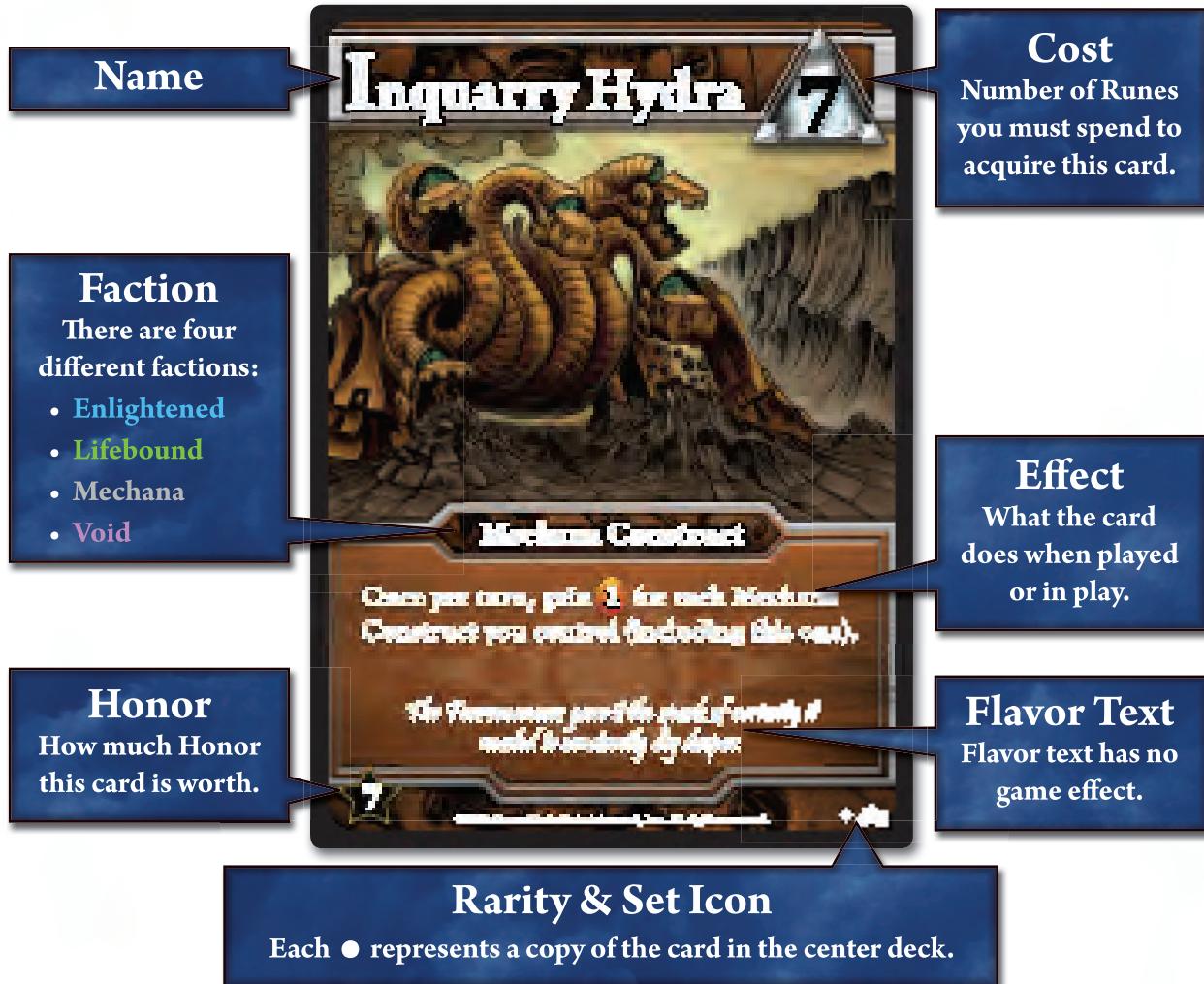
Hero Cards

Heroes are the allies you acquire to aid you in your quest to protect the realm of New Vigil. You can play any number of Hero cards from your hand each turn. When you play a Hero from your hand, gain the effect listed on the card. It stays in front of you until the end of your turn, and then it goes to your discard pile.



Construct Cards

Constructs are the many weapons, magical items, and fantastical devices you may acquire to use in your battles. Unlike Heroes, when you play a Construct, it stays in play and continues to help you turn after turn. However, they can also be destroyed by card effects (usually on Monster cards). When a Construct is destroyed, it is placed into your discard pile from play.



Monster Cards

Monsters represent the forces of evil that are trying to destroy the world of New Vigil. Whenever you defeat a Monster, banish it to the void and you get its reward immediately.

Defeating Monsters gives you rewards, including Honor, which is the victory condition of *Ascension: Dreamscape™*. When you earn Honor for defeating a Monster, simply collect the appropriate number of Honor tokens from the Honor Pool and place them in front of you.



Gameplay

General Rules

At any time, if your personal deck is empty and you need to draw a card or reveal a card from the top of your deck, reshuffle your discard pile to replenish your deck. If the center deck runs out, reshuffle the void to replenish it.

Hero cards played during your turn go into the discard pile at the end of your turn. (In other words, don't reshuffle Hero cards you've played this turn if you need to reshuffle your discard pile in the middle of your turn.)

Cards you acquire during your turn are placed in your discard pile.

Whenever a card leaves the center row, replace it immediately from the center deck. This happens before anything else occurs. Any time a player is making a decision, the center row should be full.

Many cards will have text that contradicts these rules. If card text ever contradicts the rules, follow the card text instead.

Turn Breakdown

1. Play cards from your hand to gain Runes (), Power (), Insight (), and Honor (). Acquire Heroes and Constructs, and put them in your discard pile for future turns. Defeat Monsters for rewards and Honor. Spend  to acquire cards from your Dreamscape.
2. Place played Hero cards and cards in your hand in your discard pile at the end of your turn.
3. Draw five cards from your personal deck.

To play a Hero card from your hand, simply place the card face up in front of you, announce its effect, and follow the instructions on the card. Any choices required by the card must be made at that time and any conditionals must be met for additional effects, though any  or  generated can be spent until the end of your turn. You do not have to pay any costs to play Heroes from your hand.

Example: Caustic Conjurer says, "Gain . You may banish a card in your hand or discard pile." When you play Caustic Conjurer, you decide whether to banish a card and gain the  immediately, but you do not have to spend your .

Constructs are played just like Heroes, except Constructs remain in play and can be used every turn. If a Construct has multiple abilities, each one may be used.

Example: Dreamwillow says, "Once per turn, gain . The first time you play a Lifebound Hero each turn, gain ." You may choose to gain  at the beginning of your turn, and still gain  from playing a Lifebound Hero later that same turn.

Acquiring Heroes and Constructs

You need Runes () to acquire Heroes and Constructs. Runes come from Heroes played from your hand or from Constructs you have in play. You may acquire any number of cards as long as you have enough Runes. To find out how many Runes you get from a card, look in the text box of the card. If a card provides Runes, there will be a Rune icon with a number.

You may acquire any Hero or Construct in the center row as well as Mystics and Heavy Infantry, which are always available. When you acquire a card, place it in your discard pile and replace the card in the center row with the top card of the center deck.

Defeating Monsters

To defeat a Monster, a player must have enough Power (generated by cards with  in their text box—e.g., Heavy Infantry). The amount of Power a card generates is found in its game text box represented by the Power icon with a number.

The Defeat Cost of a Monster is listed in the upper-right corner of the card. This cost has a Power icon behind it.

When you defeat a Monster, you gain a Reward. Most rewards include Honor, and how much Honor you gain is equal to the number indicated on the Honor symbol (). If the Monster has another effect as part of its reward, that effect occurs immediately after the card is replaced in the center row.

After defeating a Monster, place it in the void and replace it in the center row. You may defeat any number of Monsters as long as you have enough Power.

The Cultist is always available to defeat and is never banished to the void. There is no limit to how many times you can defeat the Cultist in one turn.



Rust Gremlin
requires 2 Power
to defeat.



Heavy Infantry
generates 2 Power.

Banishing Cards

Some cards allow you to banish cards in either the center row or your own deck. When a card tells you to banish from the center row, put the card into the void, then place the top card of the center deck into the center row. If a card instructs you to banish multiple cards from the center row, place all of those cards into the void, then put that many cards from the center deck into the center row.

When a card tells you to banish a card in your hand and/or your discard pile, you may put a card from that zone into the void. If a card allows you to banish a card in your hand, you may not banish a card that you've already played that turn, as that card is no longer in your hand. Banishing your weaker cards allows you to draw your more powerful cards more frequently, so make sure to banish your Apprentice and Militia cards whenever you get the opportunity.

Ending Your Turn

After you are done playing cards from your hand, acquiring Heroes and Constructs, and defeating Monsters, place any remaining cards in your hand and any Heroes played during your turn into your discard pile. You lose all unspent  and .

Draw five cards to replenish your hand. If you run out of cards in your deck and need to draw more, simply reshuffle your discard pile into your deck. When you end your turn, play passes clockwise around the table.

Game End

The game ends when a certain amount of Honor has been earned, based on the number of players.

Number of Players	2	3	4
Total Honor Tokens	60 	90 	120 

Set this much Honor aside in Honor tokens before starting the game. When the final Honor token is earned, the game ends at the end of the current round (after the last player to start the game takes a turn). Thus, each player will play the same number of turns during the course of the game. Players can still gain Honor even when the set number of Honor tokens is gone. Use additional Honor tokens left over to track any Honor earned by players before the game ends.

Cards in each player's deck are also worth Honor, indicated by the number in the Honor symbol () on the bottom left corner of the card. When the game is over, count the Honor from Heroes and Constructs (this includes your hand, deck, discard pile, and played Constructs), along with all Honor tokens acquired during the game. The player with the most total Honor is the winner!

If multiple players have the same number of Honor Points, the last player to start wins (i.e., the starting player loses all ties, the second player loses to third and fourth, etc.).

F.A.Q.

Q: I defeated Puppetmaster (Reward: Gain . Take  from each opponent.), and my opponent had no . A Dreamborn card entered the center row when I defeated the Puppetmaster. When does a player get the  exactly?

A: Players don't gain the  from a Dreamborn card until after any effects, such as Monster rewards, are finished resolving. So in this case, you wouldn't get  from the Puppetmaster's reward effect since your opponent didn't have any when the effect resolved.

Q: I have an Aura of the Askara in my Dreamscape. If I copy the effect of an Enlightened Hero played this turn, would that count as playing two Enlightened Heroes with the same name and allow me to acquire Aura of the Askara without paying its cost?

A: No. Copying the effect of a Hero doesn't count as actually playing that Hero. You must actually play two physical cards with the same name.

Q: I have Nairi's Blessing in play and then played a Lifebound Hero. Would that then count as playing a second Lifebound Hero in the turn for cards that count the amount you've played?

A: Yes, it does! The effect of Nairi's Blessing counts as one, and the hero you played would count as a second Lifebound Hero that turn.

Q: I am playing Ascension: Dreamscape, with older sets of Ascension. Some cards, such as Druids of the Stone Circle ("Acquire a hero with cost  or less and put it on top of your deck"), allow players to acquire heroes without paying their cost. Can I use them to acquire cards from my Dreamscape?

A: No. You can only interact with the Dreamscape with cards that specify that they can do so.

Have questions about Ascension™ strategies and gameplay? Wondering what happens when you combine this set with other cards and expansions? Check out the official Ascension F.A.Q. at www.AscensionGame.com/FAQ.

Glossary

Banish: When a card is banished, it is placed in the void pile. Always Available cards and starting deck cards do not go to the void when banished. Starting deck cards are set aside outside the game and always available cards are put back in their appropriate Always Available zone when banished.

Constructs: Constructs are the many weapons, magical items, and fantastical devices you may acquire to use in your battles. After you play a Construct from your hand, you can gain an effect from it every turn it remains in play.

Destroy: Destroy means to put into the discard pile from play and generally refers to Constructs.

Heroes: Heroes are the allies you can acquire to aid you in your quest to save the realm of New Vigil. When you play a Hero from your hand, you gain the effect listed on the card, and then it goes to your discard pile at the end of your turn.

Honor (★): Honor is the key to victory in Ascension. Whoever earns the most Honor wins the game.

Insight (●): Insight is a new resource used to acquire cards from your Dreamscape and activate other card effects. Unlike other resources, you do not lose unspent Insight at the end of your turn.

Monsters: Monsters are the minions of Deofol that are trying to conquer New Vigil. Defeating Monsters gives you rewards, including Honor that wins you the game.

Ongoing: After a card with **Ongoing** is acquired or defeated, it remains in front of you and its effect is permanent unless banished.

Power (◆): Power is one of the two main resources in the world of Ascension. Power is used to defeat Monsters and earn rewards.

Runes (▲): Runes are one of the two main resources in the world of Ascension. Runes are used to acquire Heroes and Constructs so you can add them to your deck.

Unite: Cards with the **Unite** keyword have additional effects that occur if you play them in the same turn as other Heroes that share the same faction.

Gameplay Variants

Team Rules (*4-6 Players in teams of 2*)

- Set aside 30 Honor tokens per player.
- Teammates sit across from one other.
- Your teammate is not harmed by the rewards from any Monsters you defeat (e.g. if you kill a Hulking Crab, your teammate does not have to destroy a Construct they control).
- You may spend one additional  when you acquire a card to add that card to your teammate's deck instead of yours.
- At the end of the game, combine your Honor total with that of your teammate's to determine the winning team!

Solitaire Rules (*1 Player*)

- Set aside 50 Honor tokens.
- Lay out the center row as normal, but whenever a card leaves the center row, the replacement card always enters on the left-hand side and the remaining cards slide over to the right.
- You take the first turn of the game. At the end of each of your turns, the Cult is considered to acquire or defeat the two cards furthest to the right in the center row.
- All cards acquired by the Cult are set aside and only used to determine its Honor total at the end of the game.
- Any Monsters defeated by the cult go to the void, and the Cult receives any Honor from their reward. All other effects are ignored.
- Continue playing this way until the last Honor token is gone, then compare your score to the total Honor earned by the Cult. If you have more Honor, you win!

Credits

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