Dreamscape: Rules

## General Setup

1. Arrange the twenty-five board pieces into a 5x5 a square to construct the Dreamscape. (The four “corner” pieces should be in the corners, and one of the “crossroad” pieces should be in the exact center.)
2. Put a D6 into the “Secret Bottle”, and place it in the middle of the center piece.
3. Choose one player to be the Dreamer, and three other players to be the Invaders. Each of them should put a player marker in the middle of a different corner piece.
4. Give the Dreamer a D12. Give each of the invaders a D6.
5. Cut the following page in half, and give each half to the appropriate players.

## The Goal of the Game The Invaders are trying to steal the Secret Bottle and escape with it. The Dreamer is attempting to kick the players out of the Dreamscape before they can do so. The game ends when the Secret Bottle has moved outside of the Dreamscape’s boundaries, or there are no Invaders left in the Dreamscape.

## The Dreamer

On the Dreamer’s turn, they can do any combination of two of the following. (You can pick the same one more than once.)

* Roll the D12, and move that many spaces.
* Rotate two board pieces. (They must always be at right angles.)
* Battle an Invader that is on the same board piece as you. You and that Invader each roll your die. If you win, that Invader is kicked out of the Dreamscape and can no longer help. If the Invader wins, they move you to the center of an adjacent board piece. Additionally, if the Invader in question currently has the Secret Bottle, they roll the additional D6 inside when battling the Dreamer.

The Dreamer cannot pass or share a space with the Invaders or the Secret Bottle, and can not move outside of the Dreamscape.

Cut here please. Give the top half to the Dreamer and the bottom half to the Invaders.

## The Invaders

On the Invader’s turn, each Invader still in the Dreamscape can do one of the following:

* Roll the D6, and move that many spaces.
* Rotate a board piece. (They must always be at right angles.)
* Battle the Dreamer if they are on the same board piece as you. You and that Invader each roll your die. If you win, that Invader is kicked out of the Dreamscape and can no longer help. If the Invader wins, they move you to the center of an adjacent board piece. Additionally, if the Invader in question currently has the Secret Bottle, they roll the additional D6 inside when battling the Dreamer.

Invaders and the Secret Bottle can share a space or pass each other freely, but cannot pass or share a space with the Dreamer. If an Invader is on the same space as the Secret Bottle, they can take it with them across the rest of the board. If an Invader is defeated by the Dreamer while carrying the Secret Bottle, the Secret Bottle remains where it is.