

DREAM WEAVERS



Overview

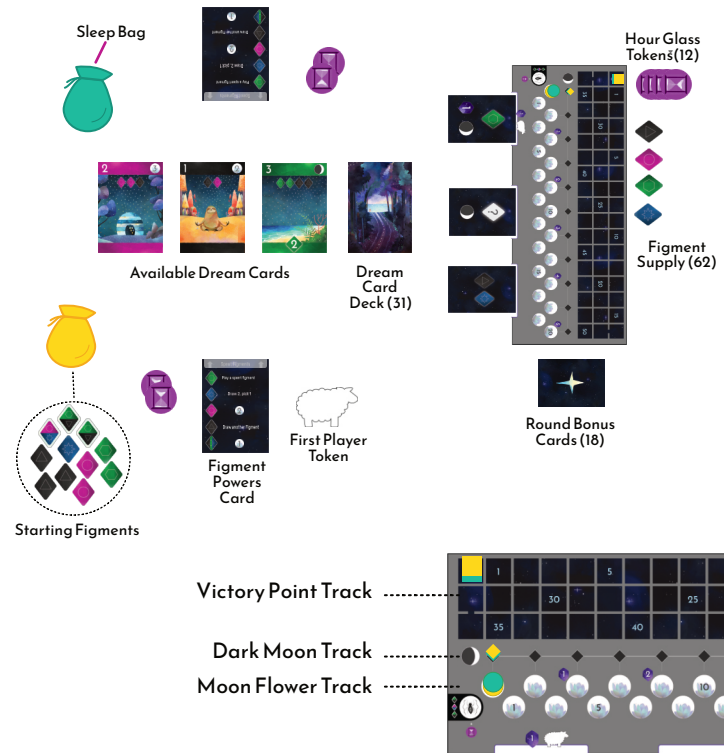
Night has fallen in the Land of Sleep, and it's time to see who can weave the greatest dream!

Goal

Collect Dream Cards over 5 nights to score Victory Points while building end-game bonuses.

Setup

- Shuffle the Dream Cards and draw three and place them faceup in the middle of the table.
- Give each player 2 Hourglass tokens and a Sleep Bag with 11 Figments in it: 3 Wild Figments, 3 black, 2 pink, 2 green and 1 blue.
- Setup the scoreboard with player's tokens on the score, dark moon, and moon flowers tracks.
- Shuffle the round bonus cards and return three to the box. Place three on the the bonus spots at the bottom of the scoreboard.
- Place the remaining figments and hour glass tokens at the top of the board.
- The Player that went to bed earlier last night goes first and takes the first player token.



No looking in your Bag!

During the game players are not allowed to look in their Sleep Bag at any point!

Round Structure

The game lasts 5 rounds and each round you:

1. **Claim Dream Cards**
2. **Resolve the Moon Flower track**
3. **Setup the next round**

Claim Dream Cards

During the main phase of the game, players take turns trying to claim Dream Cards.

On their turn players can decide to:

Draw a Figment

OR

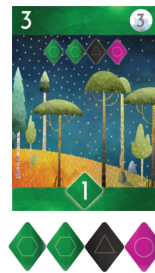
Stop and exit the round

- Every Dream Card needs a combination of Figments to claim it.



Required Figments

- The first player to meet a card's requirements wins the card!
- The player then places their figments onto the card and puts the card in front of them.
- When you win a card, you also immediately score the victory points and take the bonus in the right corner!



Completed



The Other Player's Figments

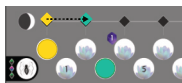
If the other player has figments on a won card those figments go onto the player's Spent Figments section of their player card.



- Moonflower bonuses move your token up on the moonflower track.



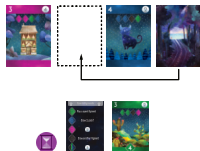
- Dark moon bonuses move your start position on the Dark moon track.



- Hourglasses give you an hour glass token.



- When a Dream Card is claimed a new one is immediately drawn from the Sleep Deck.

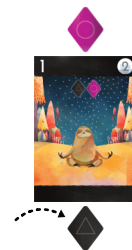


Drawing a Figment

The first action you can choose is to draw a Figment from your Sleep Bag without looking.

Once drawn you have two options:

Place the Figment on your side of a Card that requires that color.



OR

Use a Figment's Special Power:



Pull and play another figment



Gain 2 Moon Flowers



Play one of your spent figments



*Draw 2, Pick 1 to use.
Put other back in bag*



Gain 1 Moon Flower

Note: After resolving the power the Figment is placed on top of your figment power card as a **Spent Figment**

Wild Figments

When drawing Figments from the Sleep Bag you always have the chance to pull Wild Figments!

- Wild Figments count as one of the 4 figment colors. When played point that color toward the card.
- Wild Figments have no special powers and must be placed on a card.
- If 3 Wild Figments are drawn a Nightmare (bust) is triggered.
- A Nightmare ends a player's round and moves their moonflower token to the Nightmare Spot.
- A player who triggers a Nightmare loses any Victory Points marked on the Moon Flower track but gains a hour glass



When a Nightmare is triggered, flip over your player card



Hourglasses

Hourglasses can be used on your turn to:

Immediately take another turn

OR

Place a just pulled Wild Figment back into your Sleep Bag

***Note:** You can use multiple Hourglasses on a turn.*



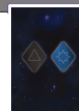
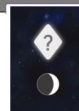
Resolve the Moonflower Track

The round ends after both players have either decided to stop or are forced to stop by a Nightmare.

Whichever player's moonflower token is further along (or on top of the other token) get's to pick a round end bonus card first!



Round winner



Round Bonus Cards

Setup the Next Round

- Round end bonus cards allow you to take the figments, victory points, dark moons and hourglasses on the card.



*Any figment
& a Dark moon*

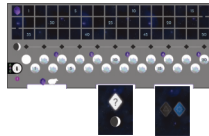
- If you choose the first card you get a 1 VP bonus and get the first player token and will start the next round.



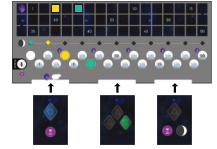
- Player's also score the last victory points marker they past on the Moon track.



- After the round winner takes their bonus card the other player chooses between the two remaining bonus cards and scores any unlocked victory points.



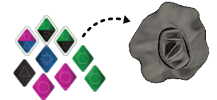
- Discard the current round bonus cards and draw three more.



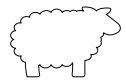
- Reset the player's moon flower token to the start position of their Dark Moon token.



- Players place all of their figments back in their Sleep Bag.



- Whoever has the start player token starts the next round.



End of the Game

After 5 rounds (there are no more Round Bonus cards) the game ends!

- Players score end-game bonuses based on the cards they collected.
- If the player collected any of the three special gray cards they add in those bonuses as well

The player with the highest Victory points is the greatest Dreamweaver and the new Lord of Sleep!
If tied, the player with the least Dream cards wins.

Credits

Game Design: Jason Corace & Matteo Uguzzoni

Contact: corace@gmail.com

Note: All Art is a placeholder only to show a potential direction.

End Game Bonuses



Most black cards

6VP

Note: If tied, no player wins the bonus



Total number of cards

2: 3VP 3: 5VP

4: 8VP 5: 12VP



Card Combos examples

Pair  **4VP**

Run(3)  **8VP**

Two Pair  **10VP**

3 of a kind  **12VP**

Note: Cards can only be used in one scoring bonus



Blue cards x Blue Figments

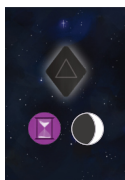
 x  = **9VP**



Bonuses detailed on card

+VPs

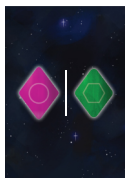
Round End Bonus Symbols



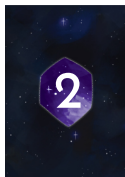
Take one resource of
the type shown



Take any figment



Take either figment



Earn victory points