

Dream Catchers Rule Book

1.Introduction

Dream Catchers is a cooperative game for 2 – 4 players. Players in the game represents dream catchers who visits children in their sleep each night to create sweet dreams, catch nightmares, and capture monsters hiding under the bed!

To successfully complete your task for the night, players must work together closely through constant communication and assessing the priority for the team and act decisively. A good night's rest is very hard work!

Objective of the game

To win the game, players must work together to catch enough sweet dreams to put the child to blissful sleep before the night is over. The team wins once the sweet dream counter reaches the end of the sweet dream scoring track!

However, the game is lost when the following happens;

1. The players fail to win the game before the night ends.
2. The nightmare scoring counter reaches the end of the nightmare scoring track.
3. 3 monsters are hiding under the bed

2.Setup for your first game

Set-up preparations

- The player who sleeps latest each night is the starting player. The starting player will keep track of the sweet dreams, nightmare and time scoring track. (Other players can help!)
 - The starting player also determines the placement orientation of the dream tiles, as seen in the layout map in the next page.
- Separate up the different decks and shuffle them well. Set aside the decks and cards following the layout map on the next page.
- The Monster attack die will be used when you attempt to catch a monster in the game, set it aside the playing space for use later.

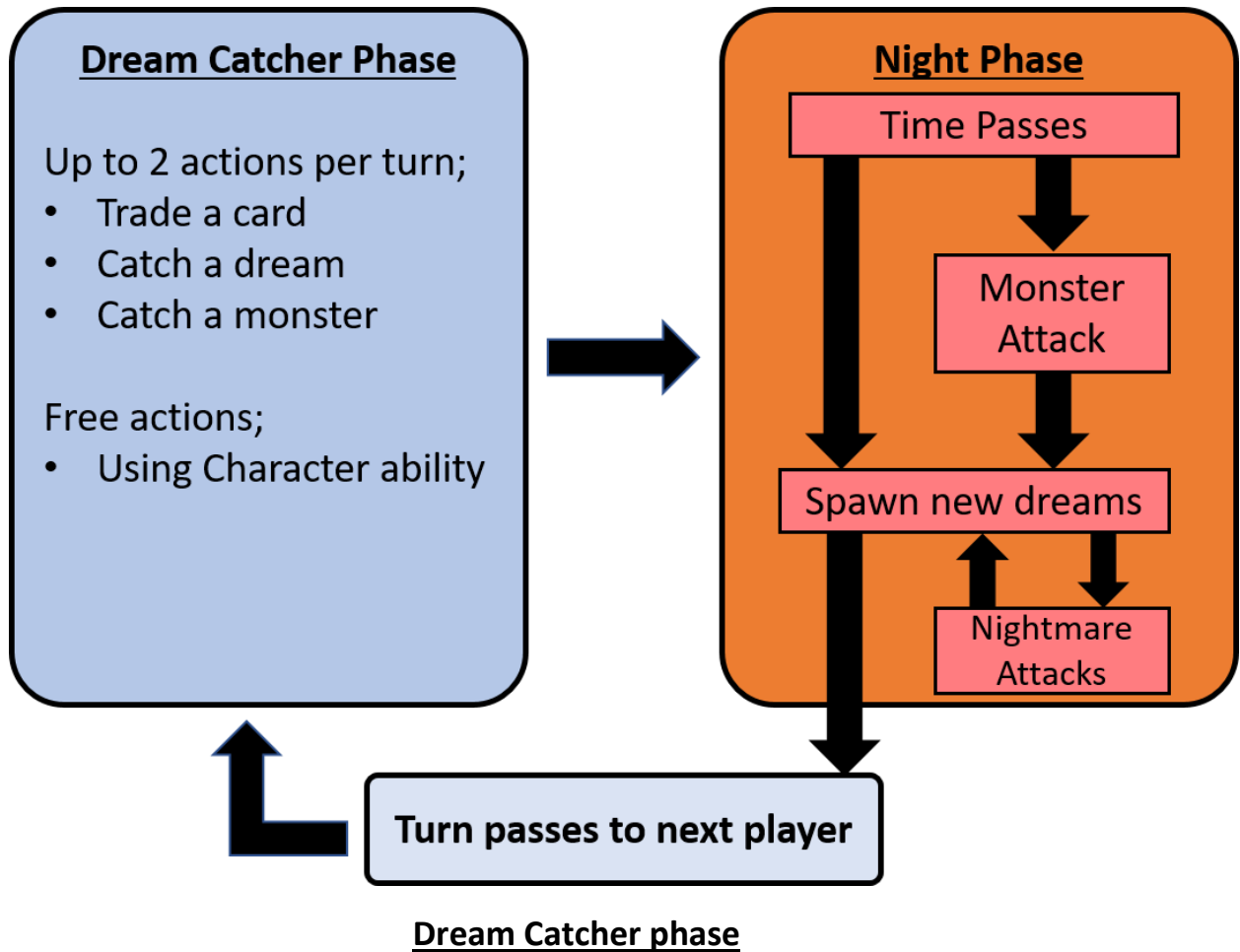
<u>Game Components</u>	
• 6 Dream Catcher Character Cards	• 1 Bedroom Game Board
• 33 Power Cards	• 12 Treasure Chest Card
• 16 Sweet Dream Tile	• 1 Sweet Dream Score Counter
• 16 Nightmare Tile	• 1 Nightmare Score Counter
• 8 Monster Tile	• 1 Time Counter
• 4 Turn Reference Card	• 6 Monster Counter

Setting up for your first game

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- 4** Select a Bedroom tile and place it face up in the center of the play space.
*For your first game, we recommend you start with tile #3
- 5** Place the Time, Monster, Sweet Dream and Nightmare counters at their respective starting location.
- 7** Shuffle the Monster deck and place it face down next to the Bedroom tile
- 8** Deal 9 dream tiles from the dreams deck face up in a 3 x 3 grid above the bedroom tile. This grid is also known as the Dreamscape.
- Starting player Hand**
- Dreamscape**
- Player 2 Hand**

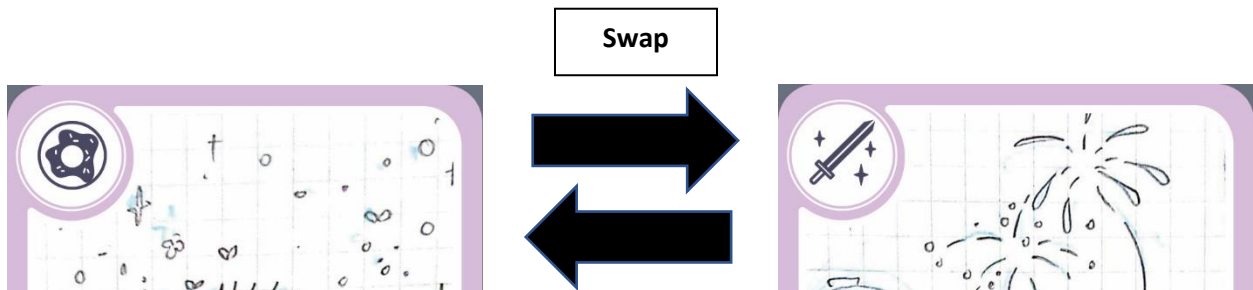
4. Game Phase

Each player's turn is broken up into the Dream Catcher phase, followed by the Night phase in the following sequence.



During this phase of the turn, you may take up to 2 actions in any order;

Trade a power card



You can use 1 action to exchange a single power card from your hand for another card from a team mate.

*Each card swapped costs 1 action. If you wish to swap 2 cards, you will need to spend 2 actions!

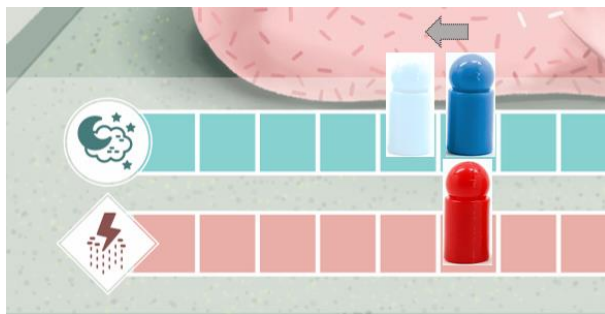
Catch a Sweet Dream

Discard



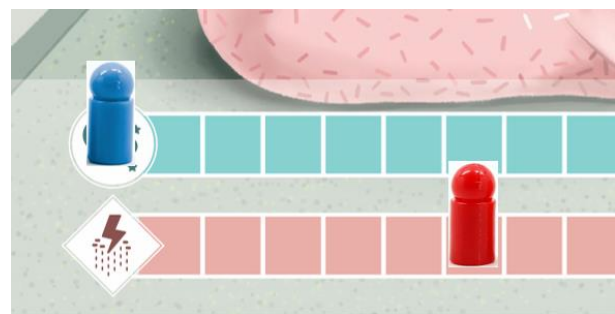
To catch a sweet dream for the sleeping child, you will have to discard the corresponding power cards in your hand and spend 1 action of your turn.

Once caught, sweet dream tiles are removed from the dreamscape and discarded. Increase the sweet dream score by 1 and move the sweet dream scoring counter 1 square to the left.



Scoring:

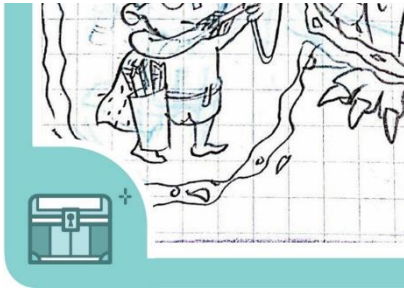
Move the scoring counter 1 square to the left after catching a sweet dream tile.



Game won:

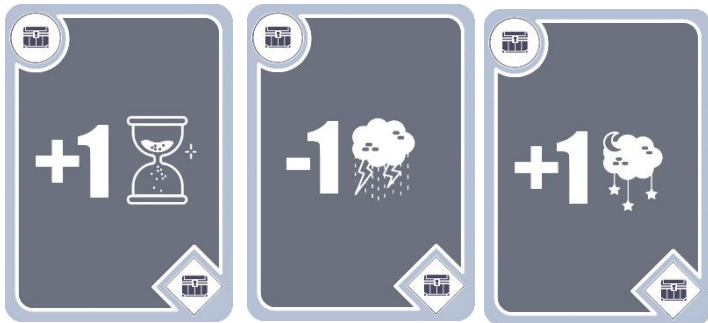
When the scoring counter reaches the end of the scoring track, the team wins!

Treasure Chest



Treasure Chest:

Draw and reveal a treasure chest card immediately when you catch a sweet dream tile with treasure chest icon.



Treasure Chest:

All treasure chests cards have an immediate effect. Discard the card and apply the effect right away...



Treasure Chest:

Play this card on a monster when drawn to reduce the monster's strength by 1 permanently.

If there is no monster when the card is drawn, discard it!

Catch a nightmare



Players have to catch nightmares lurking in the dreamscape before they attack the sleeping child!

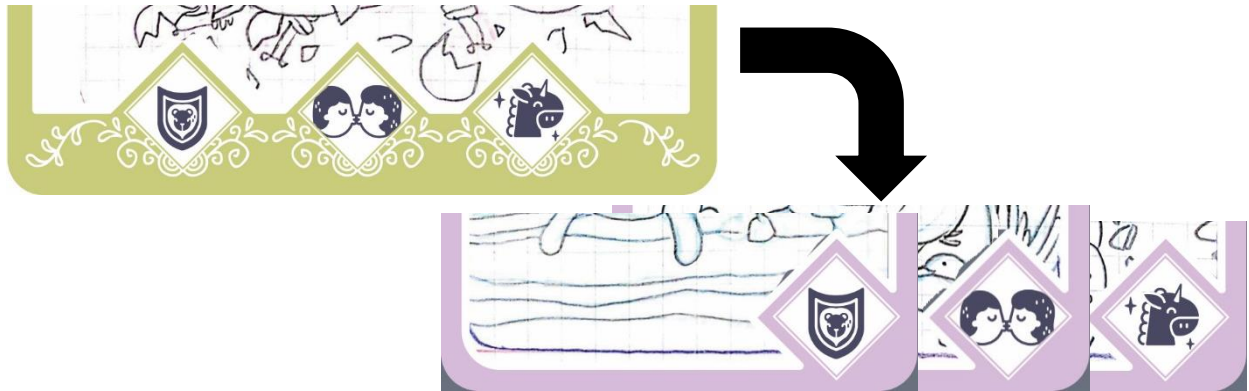
To catch a nightmare, spend 1 action and discard the corresponding power cards in your hand.

Some nightmares only require 1 card to be captured while other nightmares are more powerful and require 2 cards to catch!

Once caught, nightmare tiles are removed from the dreamscape and discarded. **The nightmare score does not change when you catch a nightmare!**

Catch a Monster

Catching a monster is a challenging task that requires the team to work together and overcome the monster!



To catch a monster, you need to ensure you have all the required power cards in hand....

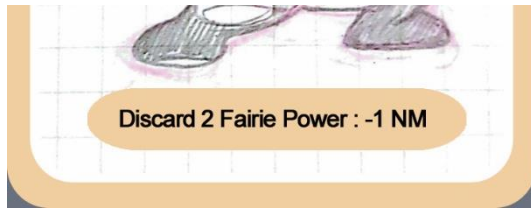


... Then, send 1 action and roll a dice. If the die roll is equals to or greater than the monster's strength, the monster is caught! Discard the power cards and the monster tile.

If the die roll is lower than the monster's strength, the monster evades you and remains hidden under the bed! **You do not need to discard any power cards** and may spend 1 more action to make another attempt to catch the monster.

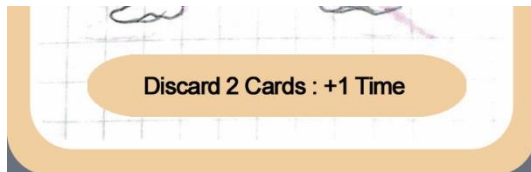
Using character abilities

Some players have character's whose abilities may be activated during their turn. Activating these abilities do not cost any available action. But you must discard the required cards to activate the ability.



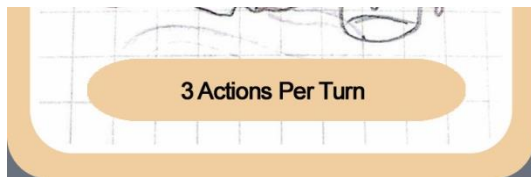
Cost: Discard 2 power cards of the same symbol

Ability: Move the Nightmare counter by 1 to the right.



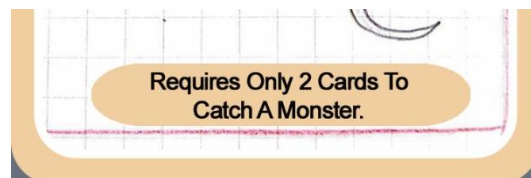
Cost: Discard 2 power cards of the same symbol

Ability: Move the time counter by 1 towards the right.



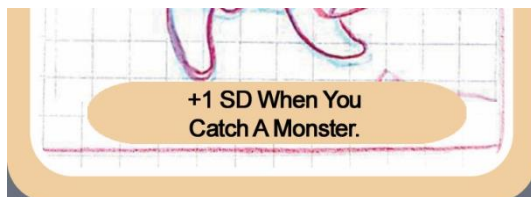
Cost: Passive

Ability: You may play up to 3 actions each turn.



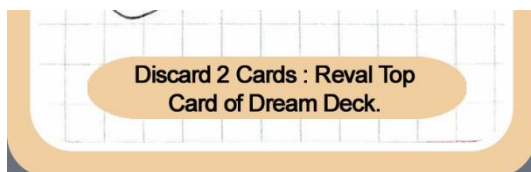
Cost: Passive

Ability: You only require 2 out of the 3 required power card to catch a monster!



Cost: Passive

Ability: When you catch a monster, move the Sweet Dream counter by 1 to the left.



Cost: Discard 2 power cards of the same symbol

Ability: Reveal the top card of the dream deck, use this ability to plan ahead!

End of Dream Catcher Phase

After you have taken all the available actions, including activation of character ability, you may end the Dream Catcher phase.

Draw back up to 4 power cards in your hand, and the turn proceeds to the Night phase.

Dream Action phase

The Night Phase begins after the Dream Catcher Phase ends.

During the Night phase, time passes in the night, nightmares and monsters waits for an opportunity to attack the child's sleep with harrowing visions and wake them up in fear!

Time passes



Time Passes: Move time counter to left.

At the start of the dream action phase, move the time counter 1 square to the left.

Monster Appears



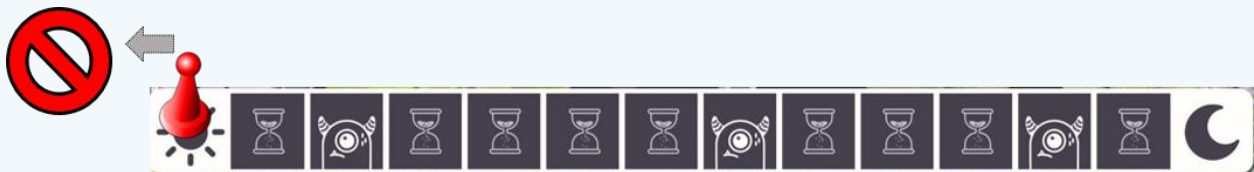
Monster appears: Discard the monster counter and begin the monster phase.

If the counter lands on a spot with a **monster counter**, the Monster phase begins. Discard the monster counter and proceed to the monster phase.

Otherwise, proceed to the spawn new dreams phase.

Game loss: Day Break!

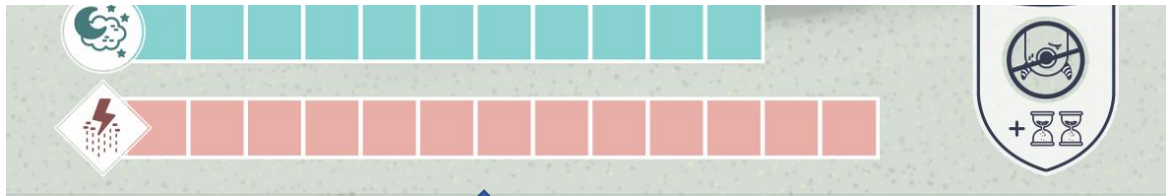
If the time counter is at the last square at the start of the Night Phase and cannot be moved, the game is lost!



Day Break: The child wakes and the game is lost!

Monster Phase

During the monster phase, creepy monsters appears and hide under the bed of the sleeping child. Some of these creatures also eat up sweet dream tiles when they appear!



Draw a monster tile and place it under the bedroom tile.



This monster eats sweet dreams with the “Love” symbol.

All sweet dream tiles with the “Love” symbol on the dream scape is discarded!

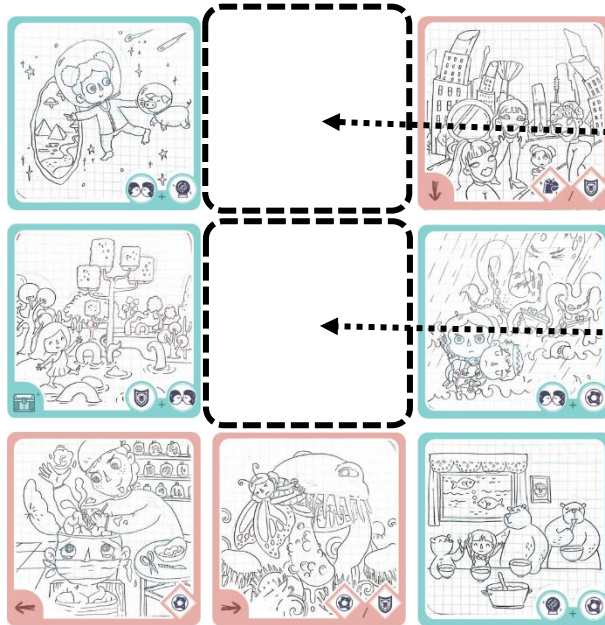
Game Loss: Monsters!



The game is lost if 3 monsters are hiding under the bed!

Spawn New Dreams

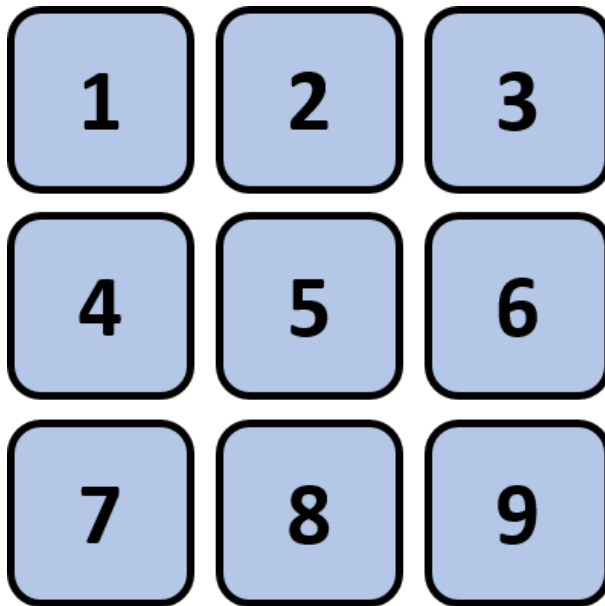
During this phase, new dreams are spawned to fill up the dream scape. Any newly spawned nightmares try to attack the child in their sleep!



During the spawn new dream phase, each empty space in the dream scape will be replaced with a new tile.

1 tile at a time is drawn from the dreams deck and place onto the dream scape.

Each drawn tile is resolved first before the next tile is drawn!



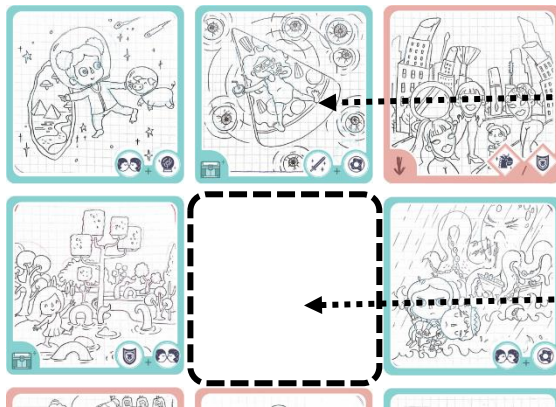
The tiles drawn are placed onto the dream scape following the priority as shown.

1st row tiles are to be filled before the 2nd and 3rd row.

If multiple tiles are to be replaced on the same row, they will be added from left to right.

Placement of new tiles: Priority of tile placement

New dream spawned: Sweet dream

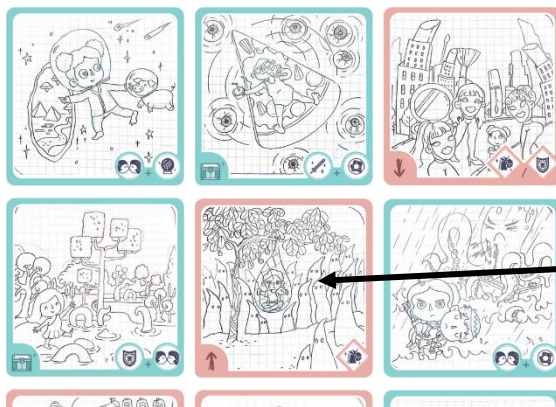


If a sweet dream tile is spawned, nothing happens, and the team is safe!

Continue to draw a new tile from the dream deck to replace the opening in the dream scape

New dream spawned: Sweet dream is spawned. Safe!

New dream spawned: Nightmare!

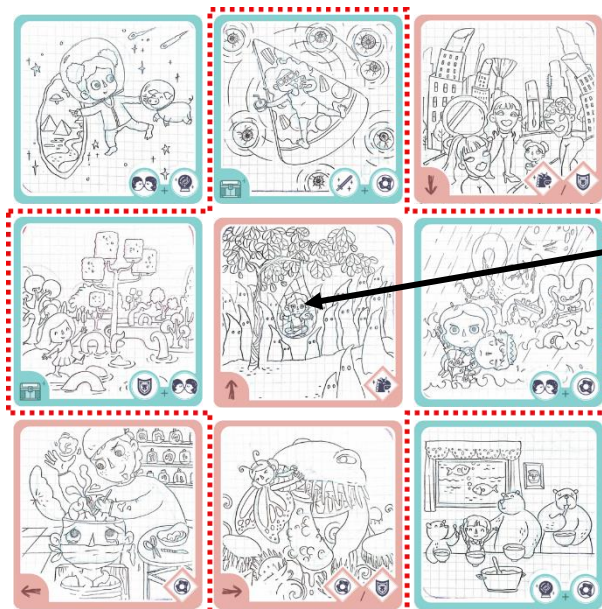


If a nightmare tile is spawned, the nightmare attacks!

This newly spawned nightmare tile is also known as the active tile.

New dream spawned: Nightmare is spawned, haunting begins!

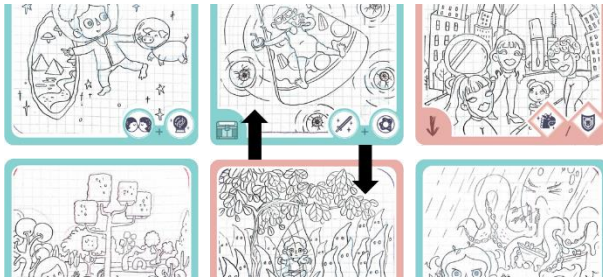
1. Nightmare attacks: Check adjacent tiles



The active nightmare tile checks its **adjacent** tiles for any other nightmare tiles with **at least 1 matching power symbol**.

In this example, no matching tiles are found.

2. Nightmare attacks: Nightmare moves



Failing to find a match, the active tile will move **only once** to a new position.

Follow the direction sign on the tile and **swap** its position with adjacent tile in the indicated position.

**If the adjacent position is empty, the tile simply moves into the vacant spot.*

3. Nightmare attacks: Nightmare checks again



After moving to its new position, the active tile will check again **for the last time** for a nightmare tile with **at least 1 matching power symbol**.

A matching tile is found!

If a match is still not found, the tile is no longer active. The attack ends. **If there are still empty spaces on the dream scape, continue to draw new dream tiles.*

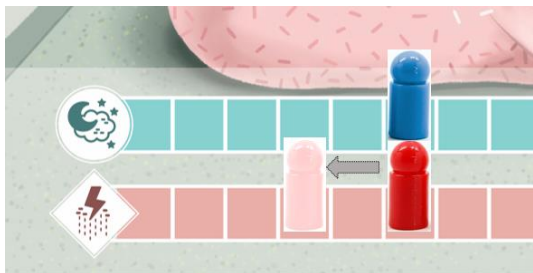
Otherwise, the dream action phase ends and play passes to the next player.

4. Nightmare attacks: Matching tile found



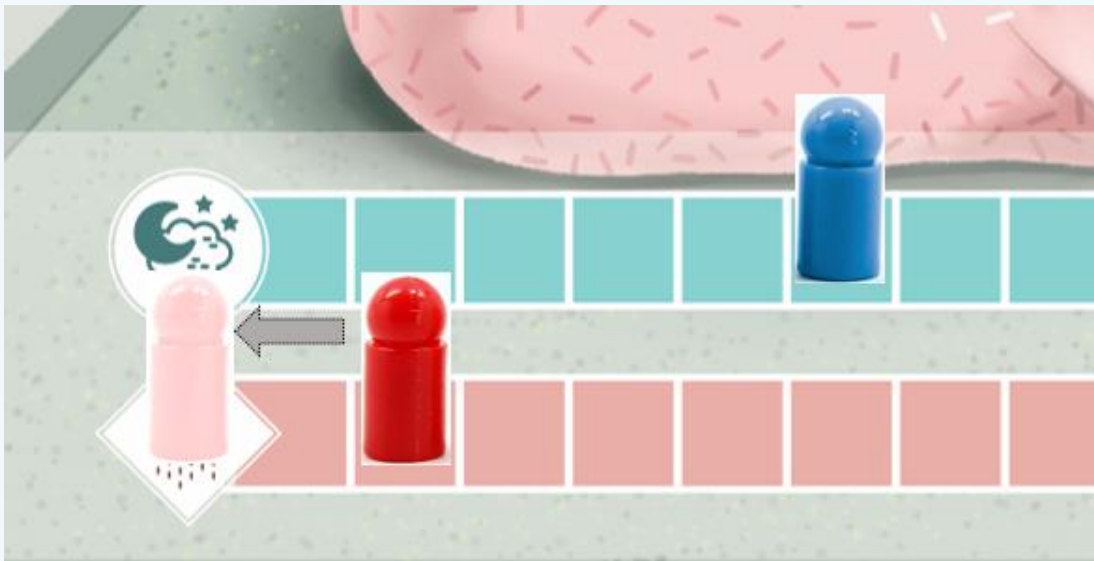
When one or more matches are found. The active tile and all matching nightmare tiles are discarded.

Continue to draw new dream tiles to fill in the discarded tiles.



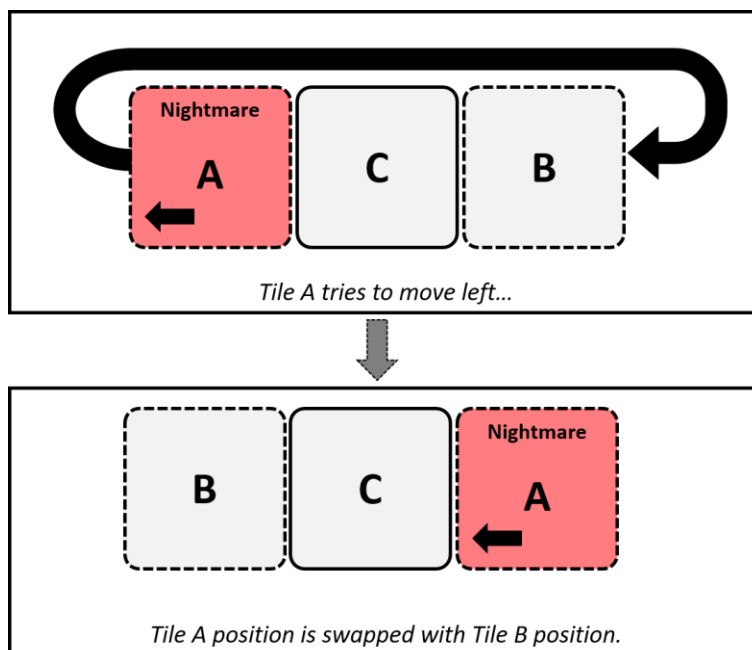
Move the nightmare counter to the left according to the number of nightmare tiles discarded in the haunting.

Game loss: Nightmare!



If the nightmare scoring counter reaches the end of the scoring track, the child is woken up in horror and the game is lost!

Additional notes on Nightmare tile movement:



Tile movement: Wrap around

When nightmare tiles on the edges tries to move out of the dreamscape, it will swap its position with the tile on the opposite side of the dreamscape instead.

Example:

If a nightmare tile on the left of the dreamscape tries to move left, it instead swaps its position with the tile on the opposite side of the dreamscape.

Frequently Asked Questions:

- Can I use my faerie ability more than once?
 - Yes! You can use abilities more than once as long as you have the cards to discard.
- Can I use my faerie abilities outside my turn?
 - No! You can only use your ability during your turn, before the end of the faerie phase.
- I tried to catch a monster and failed, what happens now?
 - The monster stays under the bed. You used up 1 action for the turn. You keep your cards and can roll the dice again IF you still have actions left for the turn.
- I caught a sweet dream with a treasure chest. When can I draw the treasure chest card?
 - Immediately. You have to draw the treasure chest right away and apply the bonus effect before the end of the faerie phase.
- I just caught a sweet dream and my sweet dream counter reached the end of the scoring track, do I still need to carry out the dream phase?
 - No. You and your team win the game immediately.
- The time counter is at the end of the time track at the start of my turn, is the game lost already?
 - No. You may still play out your last faerie phase. The game is only lost at the end of your faerie phase.