

Dream Creatures

Your dreams host every kind of inhabitants most of the time discreet. You could meet one at any time, hiding in the bend of a path. And you would be surprised to discover that those tiny creatures don't ask much to follow you.

Sometimes clever, sometimes playful, and all different, this Dream Creatures ask a small price for the precious help they are ready to provide. Are you willing to lure them?



Expansion Components

25 Creatures :



5 Dolphins
5 Foxes
5 Owls
5 Rabbits
5 Squirrels



1 Wheel of Favors

The 5 Dream Creatures are on this board to show the value of their Favor. Each Cycle, if they have been used, they will move around, making their values change.



4 Lure tiles

Each has a bottom slot and 4 top slots to lure Creatures.

Only shards from the bottom slot will come back to your Hands; all others will be lost.

The shards on it must always be of different colors.



2 Dream
Purpose tiles



10 Favor token

These indicate the values of the Favor on the Wheel.

How to play

Expansion Setup

Add these steps to the regular setup:

- During step 5, shuffle all Dream Purpose tiles from *Dream Creatures* together with the others.
- Put the Favor Wheel beside the Dreamworld board, and put 1 Creature of each kind next to its picture. Then form a reserve with all remaining Dream Creatures.
- Put 1 random Favor token face up on each slot, according to the icon on its back: those with a small circle on the inner ring slots, the rest on the outer ring slots. Put the 2 remaining tokens back in the box.
- Finally, each player takes a Lure tile to put next to their Dreamscape board.



Luring a Dream Creature

You can lure a Dream Creature at any time during your turn, by following these rules:

- Take a shard of the Creature color you want to lure from your Hands, and put it on your Lure tile.
- Move 1 additional shard from your Hands to the Lure tile for each other Creature already present in your Dreamscape.
You can only have one shard of each color on your Lure card.
- Take the Creature you just lured from the reserve, and put it on a shard that has nothing on top of it.
You can have only one Creature of each kind in your Dreamscape.
- Benefit from the Creature Favor, according to its value on the Favor Wheel (see next section).



To lure the Squirrel, you previously put a Green shard on your Lure tile. Now, if you want to lure the Fox, you need a Brown shard, and another shard for the Creature already present in your Dreamscape.

As the Lure tile only has one slot that stores shards, only the green shard will come back into your Hands at the beginning of next Cycle (See Emergence, on last page).

Taking advantage of the Creature Favors

Each Dream Creature has a different Favor to give. You benefit from it at the moment you lure it into your Dreamscape. Additionally, it may be used once a Cycle by putting a shard of the Creature's color onto your Lure tile.

Remember, however that you can never have more than one shard of each color on your Lure card.

You will find below the Favors of the 5 Dream Creatures. The X in each description refers to the value of the Creature on the Wheel of Favors, making each Favor evolve during the game.



The Owl

Randomly **pick X Dreamshards** from the bag and immediately put them in your Dreamscape. Standard shard placement rules apply.



The Fox

Take a shard **from another player's Dreamcard** and put it in your Hands. This player scores X Slumber points. This Dreamcard may now be used again.



The Squirrel

Collect X Dreamshards from the location where your Sleeper is and put them in your Hands. Standard collect rules apply.



The Rabbit

Get X movement points to **move your Dreamer and/or your Creatures** in your Dreamscape. Standard movement rules apply, so you can move through a tree, or any element on top of a shard, but you may never stop on one of them. Ignore the specificities of the shards when Creatures pass or stop on them.



The Dolphin

Take a shard **from any of your cards** back to your Hands, and score X Slumber points. This card may now be used again.

Note that you can also use a white shard to move any Creature in your Dreamscape, like your Dreamer.

Final Scoring

At the end of the game, each Creature in your Dreamscape counts as a Dreamshard of its color. Furthermore, it does not prevent the shard on top of which it is of being visible.

Dream Creatures on cards



You have just completed this card and you have a Fox and a Squirrel on its pattern. You get 9 for the card +1 for each Creature, making 11 points altogether.

The Dream Creatures make your dreams even more pleasant.

When you score points for **any type of card**, score also as many points as the total number of Dream Creatures present on the pattern of your card.

Emergence

Before step C) Restore, follow these steps:

- Make each Creature moves one step clockwise on the Creature board for each shard of its own stored on the Lure tile of any player.
- Return to the Hands of each player the shard stored on the bottom slot of their Lure tile.
- Discard all other shards from the Lure tiles to the bag.

On the Lure cards of the players there are 2 Blue shards, 1 Gray, and 1 Green. Thus, the Dolphin will move 2 steps, and the Owl and the Squirrel 1. Note that as a result, the Fox and the Squirrel share the same place.



Dream Purposes



The most completed level-1 Dreamcards.



The most Dream Creatures next to your Dreamer.

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