

Will O' The Wisp

Night after night, roaming your Dreamscape, you end up believing it holds no secret for you anymore. But when you see for the first time the eyes of a Wisp, you immediately understand how wrong you were. You remember some tales of the ancients, mentioning those tiny creatures waiting for a kind soul to show them the way to follow, in exchange for granting tremendous wishes.

It is decided! Saving these cute Wisps from limbo will become part of your mission, and for sure, Will O' The Wisp won't forget your brave actions.



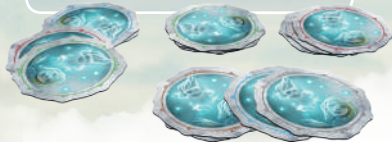
Expansion Components

Will O'
Roaming the
Dreamworld to reward
your good actions.



18 Wish Tiles

You will be able to claim one of them each time you save a Wisp.



18 Wisps

Waiting for you to save them from the limbo of your Dreamscape.



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How to play

Expansion Setup

Add these steps at the end of the regular setup:

- Sort all Wish tiles by color to form 6 decks.

Shuffle these decks, then place them face up next to the Dreamworld board.



- Place Will O' on The Muse Archives (location 1).

- Randomly, make groups of 3 Wisps equal to the number of players + 1.

- From the last to the first, each player chooses one group and freely places one Wisp on each slot of their Dreamscape indicated in the picture.



Will O's Blessings

Before your Travel phase, you ask Will O' for help.

Each Cycle, for **each Wisp out** of your Dreamscape (see next page), you earn **1 Blessing** that **must** be used to make Will O' act in one or more of these ways:

- **For 1 Blessing, you can either:**

- Move Will O' to an adjacent Dreamworld location.
- Pick a shard from the bag to replace any other shard in the location where Will O' is found, or in any special slot linked to it.

- **For 2 Blessings:**

- Pick a shard from the bag and put it in any empty slot of the location where Will O' is found, or in any special slot linked to it.



With 3 of your Wisps secured, you earn 3 Blessings. You choose to move Will O', and pick a new shard from the bag to put on a special slot linked to the location where Will O' is.

Advanced rules:

As long as Will O' is present on a location, you can still use the Power of this location, even if Mr Nightmare is there too.

Save a Wisp, make a Wish!

Whenever your Dreamer comes onto a shard adjacent to a Wisp, you save it.

Take the top Wish tile matching the color of the Wisp and place it at the bottom of your Dreamscape board.

Finally, put your new friend on the Wish tile, over the leftmost Wisp shape if relevant.



As soon as your Dreamer reaches the Land shard adjacent to the gray Wisp, take the first gray Wish tile, and put the saved Wisp on top of it.

There are 2 different types of Wishes:

- Those giving you more Slumber points, to be checked during Final Scoring.
- Those that can be activated once per Cycle, during your turn, to take advantage of them.

Final Scoring Wishes

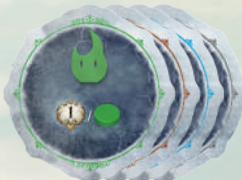
These Wishes take effect at the end of the game.



Score twice as many Slumber Points as the number of the location where Will O' is found.



For each of your uncompleted cards, lose as many points as the number of the location where Will O' is found.
Replaces the standard 5 points.



Score 1 Slumber point for each shard of this color in your Dreamscape.
Each tree on this color of shard counts as 1.



Score 1 Slumber point for each 2 shards of any color in your Dreamscape.
Each tree counts as 1 shard.

Make Wishes

You can make these Wishes once per Cycle, anytime during your turn. To do this, move the Wisp to the shape on the right.

Put it back on the left at the beginning of next Cycle.



Use the power of the location where Will O' is found.



Move your Sleeper to the same location as Will O'.



If your Sleeper is on the same location as Will O', score 1 point per saved Wisp.



Change 1 of your trees into a Grass shard, or vice-versa.



Move one of your trees onto any empty shard.



Move your Dreamer onto any empty shard.



Move your Dreamer. Can be used twice per Cycle.



Draw as many cards as the number of the location where Will O' is found, and **keep 1**.



Pick 1 shard from the bag and place it on any Dreamcard of **any** player to use its Power.



Steal 1 shard from the Hands of a player whose Sleeper is on the same location as Will O'.



Steal 1 point from each player on the same location as Will O'.