



BOOK OF RULES

GAME OVERVIEW

*You are a Dreamwalker, lost in a mysterious labyrinth...
Your goal: find the eight oneiric doors!*

Onirim is a solo/cooperative game for two players.
You play against the game, alone, or with a partner.

The 8 oneiric Doors are the object of your quest: having all 8 Door cards on the table is the victory condition of the game.

The Locations are the magical places of the labyrinth you will explore in your search for the eight Doors.

These are the cards you will have in your hand. Play and discard them skillfully in order to obtain the Door cards!

Components: The basic game contains 76 cards



8 DOOR CARDS

- 2 Observatory Door cards
- 2 Aquarium Door cards
- 2 Garden Door cards
- 2 Library Door cards



58 LOCATION CARDS

- 16 Observatory cards
- 15 Aquarium cards
- 14 Garden cards
- 13 Library cards



10 DREAM CARDS: NIGHTMARE

*Beware: you are not alone in the labyrinth!
Horrible nightmares dwell in the hallways,
ready to thwart your quest by any means possible!*

Nightmare cards are also shuffled within the deck of cards that represents the labyrinth.

To draw such a card will force you to choose one penalty, which will compromise the success of your adventure.

There are two ways to obtain a Door card :

- 1) By playing three Location cards of the same color consecutively.
- 2) By discarding a Key card (it's the rarest and most powerful type of Location card) when you draw a Door card of the same color.

Find the eight oneiric Doors before your dream runs out of time!

You lose the game if the deck is exhausted before you manage to get the eight Door cards on the table.

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RULES FOR 1 PLAYER

A. Set up

Shuffle the 76 cards from the basic game (the cards without expansion symbols): this is the deck that represents the labyrinth to be explored.

Note: the expansion symbols are    ... and are found in the lower right-hand corner of the cards. Once you have mastered the basic game, feel free to explore the various expansions. Add and combine them at will – they are all stand-alone and compatible with one another.

Draw your opening hand of cards: draw the top 5 cards from the top of the deck. If you draw any Door or Dream cards, set them aside, and replace them with the top card of the deck, until you have 5 Location cards in hand. Then, re-shuffle all cards set aside back into the deck.

Note: in the basic game, there is only one type of Dream cards: the Nightmare cards.

The Limbo pile

During the game, some effects may cause you to shuffle cards back in the deck. Put these cards aside temporarily in an area called the Limbo pile; at the end of each turn, all cards in the Limbo pile are shuffled back into the deck.

Example: the player draws 5 cards: 3 Location cards, 1 Dream card, and 1 Door card.

He sets aside the Dream and the Door cards into the Limbo pile, and draws 2 replacement cards: 1 Location card and another Door card.

He sets the other Door card aside, and draws another replacement card: it's a Location card. He now has 5 Location cards in hand; he shuffles the Limbo pile (i.e. the 3 cards set aside) into the deck.

B. Game turn

A turn is divided into three phases:

- 1 - Play or discard a card
- 2 - Fill your hand
- 3 - Shuffle the Limbo pile

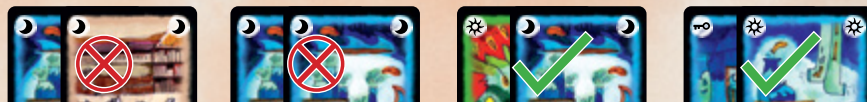
1 - Play a card

Initiate (if it's the first round) or continue (for the rest of the game) the row of cards which represents the part of the labyrinth you are exploring (the Labyrinth row), by playing **one** Location card from your hand face up in front of you.

The card should be played in such a way that the previously played card remains partly visible.

There is one **golden rule**: the card played may not have any symbol in common with the last card played.

There are three symbols: Sun, Moon and Key.



Discovering a Door card

If the card just played is the third in a row of the same color, you obtain a Door card of that color: you may search this card in the deck, then place it on the table in front of you, and shuffle the deck.

Important!

If a card is the fourth in a row of the same color, it counts as the first card of a new series of that same color.



The player has just played her third green card, and she may search for a green Door card in the deck.

The player has just played the brown card, but her series of brown cards is broken by a green card; in this case, she may not search for the brown Door card.

OR: Discard a card

Choose a card from your hand and discard it onto the discard pile. If it is a Moon or Sun card, go to phase 2 “Complete your hand.”

If the discarded card is a Key card, you trigger a **Prophecy**, after which you go to phase 2.

Prophecy: look at the top 5 cards of the deck, discard one of them (this is mandatory), and put the 4 remaining cards back on top of the deck in the order of your choice.

Note: if there are less than 5 cards remaining in the deck, reveal all those cards, discard one of them, and put the remaining cards back in the order of your choice.

2 - Fill your hand

You must replenish your hand to five cards, by drawing the top card from the deck.

There are three possibilities:

I. It is a Location card. This card simply replaces the card just played or discarded this turn.

II. It is a Door card. You may immediately discard from your hand a Key card of the same color. If you do, you obtain the Door card and place it in front of you.

If you do not have a Key of the same color or do not want to use the Key, place the Door card in the Limbo pile.

III. It is a Dream card. You have to resolve the effect of this card immediately.

Resolve a Dream card

In the basic game, there is only one type of Dream card: the Nightmare.

When you draw a Nightmare card, you have to choose one of the following four options:

- I. Discard a Key card from your hand.
- II. Place one of your gained Door cards in the Limbo pile.
- III. Reveal the top 5 cards from the deck: discard all those cards, *except* Door and/or Dream cards, which are placed into the Limbo pile.
- IV. Discard your whole hand and draw a new hand of 5 cards, using the method described for the beginning of the game: draw cards until you have 5 Location cards in your hand, putting aside any Door and/or Dream card into the Limbo pile (the Dream cards are not resolved, and you cannot obtain a Door card by discarding a Key card).

Once the Nightmare card has been resolved, discard it.

If you have 5 cards in your hand, go to phase 3 “Shuffle the Limbo pile.”

Otherwise, continue to replenish your hand and draw the top card from the deck.

Note: if you have less than 4 cards, you draw – and, if necessary, resolve – one card after the other.

3 - Shuffle the Limbo pile

Shuffle all cards set aside in the Limbo pile back into the deck. If no cards were put in the Limbo this turn, skip this step: there is no phase 3 this turn.

The turn is then over. Play one turn after another until the end of the game.

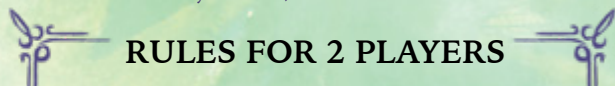
C. End of the game

Victory

You win if, at any point, all 8 Door cards are in play at the same time. The game ends immediately (you don't have to replenish your hand).

Defeat

You lose if you must draw a card to fill you hand, and there is no card left in the deck.



RULES FOR 2 PLAYERS

The rules for 2 players are the same as the solo rules, with the following exceptions:

A. Set up

Shuffle the 76-card deck and reveal the top 8 cards. Set aside any Door or Dream cards into the Limbo pile, and replace them with the top card of the deck, until you have 8 Location cards.

Re-shuffle all cards set aside in the Limbo pile back into the deck.

Each player takes one of the 8 revealed cards, until each player has 3 cards in their hand. These 3 cards are called **Personal resources**.

The 2 remaining cards are called **Shared resources** and remain face up.

Personal resources/Shared resources

When a player decides to play or discard a card, he can choose a card from his Personal resources or from the Shared resources.

His hand is actually made up of the cards from both groups.

Hence, if he decides to discard his whole hand (as a result of a Nightmare card, for instance), he must discard all the cards from his Personal resources (in his hand) and the cards from the Shared resources (on the table). When he replenishes his hand afterwards, he first draws the 3 cards of his Personal resources, then the 2 cards of the Shared resources (putting aside in the Limbo pile any Dream and Door cards, and drawing replacement card(s)).

B. Game turn

Play a card

Each player builds up one row of cards – each Dreamwalker explores a different part of the labyrinth, so each player has their own row. Playing a card in the other player's row is **not** allowed.

Discard a card

In addition to discarding a card, the active player may also immediately swap a card from his Personal resources with a card from the Shared Resources.

The players take turns until the game ends in victory or defeat.

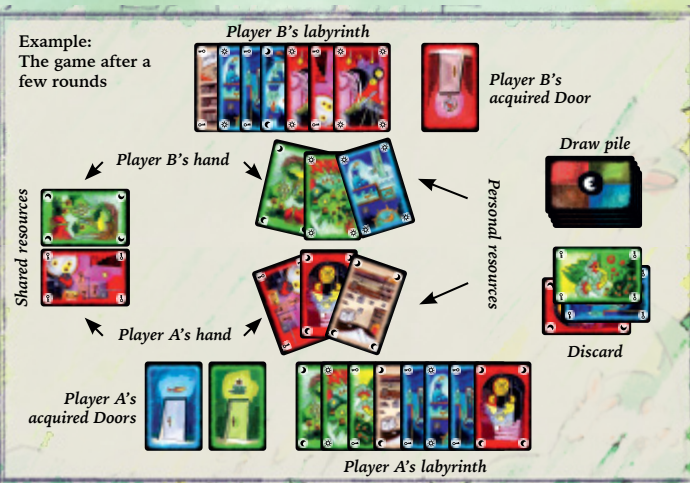
C. End of the game

Victory > Each player must have 4 Door cards, **one of each color**, at the same time. The game ends immediately (the active player does not replenish his hand). When a player gets his fourth Door card, he keeps playing until the common victory condition has been reached.

D. Ways of playing

Various ways of playing the cooperative game are possible, from total silence (the players do not trade any information about the cards in their Personal resources and have to guess the best play possible according to the other player's actions) to open play (the players place their Personal resources face up on the table and discuss strategies openly).

We recommend that the players agree before starting the game how they intend to play.



THE BOOK OF STEPS LOST AND FOUND



"Volume LV ps6: A Book that guides the Dreamwalker through the labyrinth, following a predetermined path from the beginning. This obligation is compensated by spells, paid with the detours and the abandoned paths. Appraisal: recommended. Target audience: informed reader."

Librarian's note LV ps6

Components:



8 GOAL CARDS



1 SPELLS CARD

Set up

Shuffle the 8 Goal cards and place them face down in one row, then reveal those cards. Place the Spells card face up within easy reach, on its side showing the lowest spell costs (5, 7 and 10).

New condition

You must now obtain the Door cards in the order shown by the 8 Goal cards.

When you obtain a Door card that matches the first face-up Goal card, place the Door card in front of you, and turn the Goal card face down.

If you obtain a Door card that doesn't match the first face-up Goal card, put the Door card in the Limbo pile instead.

If you decide to put a Door card you already have in the Limbo pile (for instance, when resolving a Nightmare card), you must also turn the corresponding Goal card face up.

This card is now considered to be the first face-up Goal card, and thus a Door card of that color must be obtained first.

Game setup for one player



The Spells card

Three spells – each one with its casting cost – are printed on the Spells card.

The casting cost must be paid by removing discarded cards from the discard pile. Thus, the more cards discarded, the more spells you may cast.

The number of spells you may cast during a turn is not limited (as long as you can pay for it). You may also cast the same spell several times. A spell may be cast at any time.

You choose which card from the discard pile you want to remove from the game (though you may still look at them).

The three spells:



Paradoxical Prophecy cost: remove from the game 5 (6) cards in the discard pile
Look at the 5 bottom cards in the deck, place one on top of the deck and the remaining 4 on the bottom of the deck, in the order of your choice.

Parallel Planning cost: remove from the game 7 (9) cards in the discard pile
Swap two Goal cards. Those cards do not have to be adjacent.

Powerful Punishment cost: remove from the game 10 (12) cards in the discard pile
Discard a Nightmare card just drawn without having to apply its effect.

Variant: The Lost Steps

For a more difficult game, use the side of the Spells card that shows the higher costs (6, 9 and 12).

Two-player game after several turns:

The corresponding Door card was obtained by player B, but then reshuffled back into the deck to resolve a Nightmare card



THE GLYPHS



"I understood at this point that, as the power of the Prophecy had allowed me on numerous occasions to escape a dreadful fate, the Invocation of the Glyph was proving as marvelous, but much more warped. To sacrifice a single Room, and discover a Door, without any further ado? What a powerful temptation for the exhausted Dreamwalker! And yet, how large a risk, to vainly make use of the room where the fatal Glyph was encrypted..."

Diary of the Melancholic Walker, chapter 34

Components:



8 GLYPH CARDS
2 in each color
(red, blue, green, brown)



4 DOOR CARDS
1 in each color
(red, blue, green, brown)



4 GOAL CARDS
1 in each color (red, blue,
green, brown), used with
"The Book of Steps Lost and
Found" expansion

Set up

Shuffle the 8 Glyph cards and the 4 Door cards of this expansion in the deck. When playing with "The Book of Steps Lost and Found" expansion, shuffle the 4 Goal cards with the 8 Goal cards of the other expansion, and reveal those 12 cards in a row.

Additional victory condition

In order to win the game, you must also have the 4 Door cards of this expansion on the table, along with the 8 Door cards of the basic game. With 2 players, each player must acquire at least one Door card of each color. The remaining Door cards can then be acquired by either player.

Gameplay

The Glyph cards are Location cards. All rules that apply to Location cards apply to the Glyph cards. A Glyph card can be played as part of a series of 3 cards of the same color in order to get a Door card from the deck. Note that Glyph cards have a different symbol than the three symbols of the base game (Sun, Moon, Key); and like these symbols, it is forbidden to play two Glyph cards consecutively in the labyrinth row.

If you decide to discard a Glyph card from your hand (in phase 1 "Play or discard a card"), you trigger an Incantation.

Incantation: Reveal the top 5 cards of the deck.

If there is at least one Door card among those 5 cards, put one of those Door cards on the table, and the remaining 4 cards on the bottom of the deck in the order of your choice.

The color of the Door card and the color of the discarded Glyph card do not need to be the same.

If there is no Door card among those 5 cards, put them all on the bottom of the deck in the order of your choice.

Note:

The art of the Door cards from this expansion and the art of those from the base game are different. When playing with "The Book of Steps Lost and Found" expansion, this is irrelevant: observe only the color of the Door card.

THE DREAMCATCHERS



"The link, the strong sympathy between the Dreamwalkers and the Lost Dreams isn't easy to explain. For the Walker, could it be about mercyfulness? Saving a distant cousin from the Nightmares that persecute him. Is the Lost Dream a Walker that strayed a long time ago, becoming a dream himself? Or is a Lost Dream a dream from the walker's own past?"

Universal Cartography VII, #9

Components:



4 LOST DREAM CARDS



4 DREAMCATCHER CARDS



2 FAILSAFE BOOK CARDS

Set up

Shuffle the 4 Lost Dream cards in the deck. Put the 4 Dreamcatcher cards on the table, and the 2 Failsafe Book cards within reach.

Additional victory condition

In order to win the game, you must also rescue the 4 Lost Dreams: i.e., on top of getting all the Door cards, the 4 Lost Dream cards must also be on the table, next to one or several Dreamcatcher cards. The fourth Lost Dream card may be placed on the table before or after the last Door card has been placed.

The Lost Dreams

A Lost Dream card is a Dream card; all rules that apply to Dream cards apply to this card.

When you draw or reveal a Lost Dream card, put it immediately in the Limbo pile.

Gameplay

Same as in the basic game except for the following:

If, at the end of any turn, there are one or more cards in the Limbo pile, do not shuffle those cards back into the deck. Instead, put them all next to one empty Dreamcatcher card (i.e. a Dreamcatcher card

that has no card(s) next to it). All the cards that were in the Limbo pile this turn go next to the same Dreamcatcher card; thus, there can be several cards next to a single Dreamcatcher card. If there is no free Dreamcatcher card, the Dreamcatchers are overloaded!

OVERLOAD: If there is at least one card in the Limbo pile at the end of your turn, and each Dreamcatcher card already has one or more cards next to it: remove one Dreamcatcher card from the game, put all the cards that were next to all Dreamcatchers in the Limbo pile, and shuffle all those cards back into the deck.

Note that if the last Dreamcatcher is removed from the game, you immediately lose the game (since you'll be unable to catch the Lost Dreams).

To avoid an Overload, you can trigger a Freeing.

FREEING: Shuffle all the cards next to one Dreamcatcher card back into the deck.

You can trigger a Freeing either when:

- Any effect forces you to reshuffle the deck (after searching in the deck for any card).
- You decide, at the beginning of your turn, to remove one Failsafe Book card from the game.

Caught!

Some cards may stay until the end of the game next to a Dreamcatcher, if no Freeing is triggered, and/or no effects make you search for those cards – this is actually how you will be able to catch the Lost Dreams.

Note that when an effect allows you to search for a card in the deck, and a copy of this card lies next to a Dreamcatcher card, you may:

- take it immediately from the Dreamcatcher (without looking through the deck), or
- search the deck for another copy of the card (a Freeing will be triggered by the shuffling after the search), or
- search through the deck, not find the card, trigger a Freeing, and take the card from next to a Dreamcatcher.

Preparing the adventure

Ignore the Dreamcatchers while you are drawing your initial hand of cards. The Dreamcatchers only become active from the first turn on.

Variant: Impending Overload

For a more difficult game, play without the Failsafe Book cards.

THE TOWERS



"I realized with great dismay that I was faced with an insurmountable paradox: to build a Tower was exactly what was preventing me from climbing it, thus leaving me in the dark about what lay ahead. And to climb such a building – in order to see what was awaiting me – was precisely what prevented me from building it. Add to this an agonizing certainty: my quest wouldn't be complete if I didn't manage to erect one Tower of each color. . . "

Diary of the Melancholic Dreamwalker, chapter 5

Components:



12 TOWER CARDS (3 brown, 3 blue, 3 green, 3 red)

Set up

Shuffle the 12 Tower cards in the deck.

Additional victory condition

To win, you must place an Alignment of Towers on the table: i.e., a row of 4 Tower cards, one of each color. You must still obtain all the Door cards. The fourth Tower card may be placed on the table before or after the last Door card has been placed.

Note: you are permitted to have two Tower cards of the same color in your Alignment, as long as the four Tower cards of different colors are next to each other.

The Towers

These are Location cards, but have unique features, unlike other Location cards: A Tower card is played as a Location card, but not in the labyrinth row; it is played in an additional row, made up of Tower cards only.

In a two-player game, there is still only one row of Tower cards, and both players are allowed to play cards in it.

The Tower cards have Sun and Moon symbols on one or both sides. Similar to the rules for Location cards, the following rule applies here: a Tower card may only be played next to another Tower card if the two do not share any symbols on adjacent sides.

A Tower card may be played on the right or on the left side of another Tower card. You cannot play a Tower card **between** two other Tower cards that are already on the table.



Discarding a Tower

When you discard a Tower card from your hand during phase 1 "Play or discard a card", you may look at the top 3, 4 or 5 cards of the deck (according to the number printed on the bottom of the Tower card); then put them all back on the top of the deck in the order of your choice.

Effect of Nightmares on Tower cards

After drawing and resolving a Nightmare card, you must **also** discard a placed Tower card (the Tower cards in the hands of the player(s) are not affected). If several Tower cards are on the table, you choose the one you want to discard – you may even discard a Tower card placed between two other Tower cards – but only if the remaining cards may connect without violating the abovementioned rule.



An Alignment of Towers

False Destruction

If you draw a Nightmare and do not want to discard a Tower card, you may choose the "False destruction" effect: resolve the Nightmare card as usual, but instead of discarding the Nightmare card, put it into the Limbo pile. When doing a "False Destruction", you do not need to discard a Tower card.

Power of the Alignment

If you manage to play 4 Tower cards, one of each color, these cards are not affected by the Nightmare cards anymore: you no longer have to discard a Tower card after resolving a Nightmare card.

Variant: Scatter the Ruins

For a more difficult game, ignore the previous paragraph: the Tower cards on the table are always affected by Nightmare cards, even if you have an Alignment of Towers.

HAPPY DREAMS AND DARK PREMONITIONS

"There is no consensus on the real nature of the Dark Premonitions. For some, they are fossilized nightmares, lurking, ready to wreak disaster as soon as the prophecy they silently portend is fulfilled. For others, they are artifacts, crafted by the Urincubis. (For what purpose is not clear: ritual, aesthetical, mnemonic?)"

Cartographic Universalis I, a56

Components:



4 HAPPY DREAM CARDS



8 DARK PREMONITION CARDS

Set up

Shuffle the 4 Happy Dream cards in the deck. Then, shuffle the 8 Dark Premonition cards and reveal 4 of them that you place face up on the table. Put the remaining Dark Premonition cards in a face-down pile next to the 4 revealed cards.

The Dark Premonitions

A Dark Premonition card depicts two pieces of information: the trigger condition and the penalty. When the trigger condition is fulfilled, you must immediately apply the penalty; this Dark Premonition card is then removed from the game.

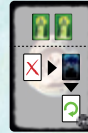
If several Dark Premonition cards have their trigger condition fulfilled at the same time, you decide in which order you resolve them (if resolving the first Dark Premonition removes the trigger condition of the second one, you do not have to resolve it, and it simply stays on the table). If you manage to place the last Door card on the table – and (if playing with other expansions) all other victory conditions are fulfilled – the game ends immediately: i.e., you do not need to resolve the last Dark Premonition card.

The Dark Premonition cards



If two red Door cards are on the table:

Take all red Location cards (except the Tower cards) from the deck and discard them.



If two green Door cards are on the table:

Take one Nightmare card from the discard pile, and put it in the Limbo pile.



If two blue Door cards are on the table:

Take two Key cards from the deck and discard them.



If two brown Door cards are on the table:

Put a gained Door of your choice into the Limbo pile.



If two identical Door cards are on the table:

Put one of those Door cards into the Limbo pile.



If at least 5 Door cards are on the table:

Reveal 2 Dark Premonition cards (immediately triggered if the condition is fulfilled).



If at least one Door card of each color is on the table:

Take all Happy Dream cards from the deck and discard them.



If at least 3 Door cards are on the table:

Discard your hand (then draw a new hand of 5 cards, as if you had just resolved a Nightmare card); then, reveal one Dark Premonition card (it is immediately triggered if its condition is fulfilled).

The Happy Dream cards

These are Dream cards.

When you draw a Happy Dream during phase 2 "Fill your hand", you must choose one of the following options:

- remove one face-up Dark Premonition card from the game, without applying its effect, or
- reveal the top 7 cards of the deck; you may discard as many as you want, then put the rest back on the top of the deck in the order of your choice, or
- take from the deck one card of your choice, then shuffle the deck and put the chosen card on top of it.

After resolving the Happy Dream card, discard it.

Variant: Darker Premonitions

For a more difficult game, reveal 5 or 6 Dark Premonitions at the beginning of the game.

CROSSROADS AND DEAD ENDS

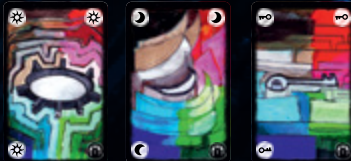


"The contract shall initiate in any so-called 'Crossroad' place, for such a place is very easy to find, thus saving time and money to both parties.

< . . . > The employee shall avoid at all costs the so-called 'Dead end' places, for such a place has the tendency to always stay in the path of the employee, costing considerable time and money to the guild."

Employment contract Treasure Keeper class C, paragraphs 35d/56c
Guild of the Scrounger

Components:



6 CROSSROAD CARDS
3 Sun, 2 Moon, 1 Key



10 DEAD END CARDS

Set up

Shuffle the 16 cards of this expansion in the deck.

New locations

The **Crossroad cards** are Location cards that are four colors at the same time.

All rules that apply to Location cards apply to the Crossroad cards.

A Crossroad card can be played as the first, second, or third card of a series of 3 cards of the same color, in order to get a Door card from the deck; the color of the two other Location cards of the series determines the color of the Door you can get.

When drawing a Door card, regardless of its color, you can discard the Key Crossroad card to get the drawn Door card.

The Dead End cards are Location cards, but have unique features; unlike other Location cards:

- They can never be played on the table (neither in the Labyrinth nor the Tower row).
- They can never be discarded "one by one": if you draw a Dead End card, you must keep it in your hand until the end of the game, unless you discard your whole hand at once (by resolving a Nightmare, a Dark Premonition, or by triggering an Escape – see below).
- When you draw a Nightmare card, if the penalty you choose is to reveal the top 5 cards of the deck, the Dead End cards are considered Dream cards: they are not discarded, but are put into the Limbo pile.

Gameplay

Same as in the basic game, with the following exception:

In phase 1, you now have an additional option: trigger an **Escape**.

Escape: discard your hand and draw a new hand of 5 cards.

Note: this is the only way you can, by your own initiative, get rid of Dead End cards in your hand. Those cards go to the discard pile.

Variant: Intersections

For a more difficult game, play with the following rule: a Crossroad card can be only played as the second card of a series. Obviously it can still be discarded.

THE DOOR TO THE ONIVERSE



"Etching xxv, 8 sor

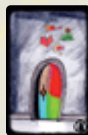
An engraving of the thirteenth Door, sometimes called 'The Door to things to come'."

Librarian's note Etchings cabinet, xxv

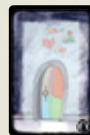
Components:



16 DENIZEN OF THE
ONIVERSE CARDS



1 DOOR TO
THE ONIVERSE CARD



1 GOAL CARD,
used when playing
with "The Book of
Steps Lost and
Found" expansion

Set up

Shuffle the 16 Denizen cards, and remove 8 from the game, without looking at them. Shuffle the 8 remaining Denizen cards and the Door card of this expansion in the deck. When playing with "The Book of Steps Lost and Found" expansion, shuffle the Door to the Oniverse Goal card with the 8 Goal cards of the other expansion, and reveal those 9 cards.

Additional victory condition

In order to win the game, you must also have the Door to the Oniverse card on the table, along with the 8 Door cards of the basic game. Any series of three cards of the same color (regardless of that color) in the Labyrinth row allows you to search for it, and you may discard any Key to get it when you draw it. With regard to the victory condition in a 2-player game as well as the Dark Premonitions, this Door is considered colorless.

Gameplay

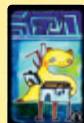
Same as in the base game. The Denizen cards are Dream cards. All rules that apply to Dream cards apply to the Denizen cards, except for this rule: when you draw a Denizen card (in phase 2), you must immediately decide if you want to rally this Denizen.

Rally a Denizen: choose a card from your hand and discard it in order to put the Denizen card in front of you. Once in the game, you will be able to use its special ability. There is no limit to the number of Denizen cards you can have in front of you.

If you do not want to (or cannot) discard to rally a Denizen card, it is discarded without effect.

Note

- Discarding a card to get a Denizen card will leave you with 3 cards (or less) in your hand: as always, when completing your hand, make sure you draw one card after the other.
- If you play with the "Crossroads and Dead Ends" expansion, you **may not** discard a Dead End card in order to rally a Denizen card.



The Architect:

You may play a card that has the same symbol as the previously played card in the Labyrinth row. Discard the Architect.



The Cyclobot:

Trade one Location card in your hand with a Location card from the discard pile. Discard the Cyclobot.



The Squirrel Spies:

Look at the top 5 cards of the deck and put them back in the order of your choice. Discard the Squirrel Spies.



The Harpoon Hunter:

Discard the Harpoon Hunter to reveal the top 5 cards of the deck. Discard all Nightmare card(s) among the revealed cards, and put the remaining cards under the deck in the order of your choice.



The Hammer Bird:

Discard the last card played in your Labyrinth row along with all the cards of the same color played immediately before it. Discard the Hammer Bird.



The Chromatic Chaos:

Change the color of a Door. It can be a Door you just drew, a Door in the deck, or a Door in a Dreamcatcher. Discard the Chromatic Chaos.



The Mirror:

Put a Nightmare card you just drew into the Limbo pile, without resolving it. Discard the Mirror.



Repentant Treasure Keeper:

Put a card from your hand under the Repentant Treasure Keeper, then fill your hand as if you had played or discarded the card.

From now on, this card is not considered as a part of your hand (it is not affected by Nightmares, Dark Premonitions or Escapes), but you can still play or discard it at anytime, instead of a card from your hand – when you do, discard the Repentant Treasure Keeper.

Note on the Chromatic Chaos:

When playing with "The Book of Steps Lost and Found" expansion, the Goal cards are not affected (they are not "fooled") by the Chromatic Chaos, and stay the same.

Example: The next Goal card is blue; you may "change" a blue Door you just drew, to get it with a red Key card you have in your hand; or you may "change" a blue Door in the deck to get it with a series of three green cards you just played – this respects the order of the Goal cards. However, you could not "change" a brown Door you got into a blue one (e.g., by playing a series of three brown Locations), in order to put it on the table: the next Goal card is still blue and you must get a blue Door.



APPENDIX: THE LITTLE INCUBUS



"None know the true purpose of the little incubus.

It should be noted that where it appears, a thirteenth chapter is oft mentioned."

Set up

Place the Little Incubus figure within reach.

Oneiric researcher's personal notes

Gameplay

As in the base game, with the addition of the use of the Little Incubus. Three difficult levels exist for the Little Incubus.

A. The Protector: *This level makes the game easier, it is recommended for beginners.*

Once during the game, you may use the Little Incubus to cancel the effect of one Nightmare card. Simply discard the Nightmare card (without suffering any effect), and return the Little Incubus to the box.

B. The Guide: *The Little Incubus gives you a new option for your turn, at a cost.*

At any time during the game, instead of your normal turn, you may anticipate a Nightmare with the help of the Little Incubus. Anticipating a Nightmare is done in three steps:

1. Reveal the first card from the deck. If it is a Dream or Door card, place it in the Limbo pile, and continue doing so until you reveal a Location card. Put this Location card under the Little Incubus (this indicates that it has been activated).
2. Resolve the effect of a Nightmare (choose one of the 4 usual effects) as if you had just drawn a Nightmare card.
3. Continue your turn normally, by refilling your hand and shuffling the Limbo pile back into the deck, if necessary.

Once the Little Incubus is activated, if you draw a Nightmare card, you can discard the card placed under the Little Incubus in order to discard that Nightmare card without having to suffer any effect (in a manner of speaking, you have already suffered the effect of that Nightmare). The Little Incubus can be used again: you must first place a card under it, etc.

C. The Adversary. *From now on, the Entity will stand against you...*

Once during the game, before acquiring the last Door, you must, at the beginning of your turn, resolve the effect of a Nightmare (choose one of the 4 usual effects) as if you had just drawn a Nightmare card*. Remove the figure from the game (return it to the box).

You cannot win the game if the figure is still in play.

*You may not do this if you are playing with the Crossroads and Dead Ends expansion and have a Dead End card in your hand.