

BOOK OF RULES

The illustration is a vibrant, stylized scene. In the foreground, a yellow, blob-like creature with a white belly patch sits on the left end of a seesaw. A black cat with a white belly patch and red eyes sits on the right end. The seesaw is set within a rectangular frame filled with yellow sand. The background features a fantastical landscape with purple and green hills, a blue body of water, and a city with colorful buildings and towers under a bright yellow sky with fluffy white clouds. A single red flower grows in the foreground.

You are the archon of the library-city of dreams, where for eons the Incubi (sad, negative dreams) and the Sognae (happy, positive dreams) have dwelled as opposed but complementary forces. Your task is to maintain or reestablish the delicate balance between these dreams: place them in the various districts of the city and harness their power so that neither group becomes more powerful than the other. You must also make sure that the Chaos (wayward and confused dreams) do not cause too much trouble and fit as best they can in the city. And beware the Emptiness, a dreadful entity that thrives on discord and isolation...

Urbion is a solo/cooperative game for two players.

To win the game, you must claim all the City cards (twelve in the base game). To claim a City card, you must first balance it: a City card is balanced when the sum of the powers of all the Dream cards next to it is equal to zero. Play your positive and negative Dream cards around the City cards wisely or discard them to trigger powerful effects that will help you achieve your goal.

COMPONENTS

BASE GAME



72 Dream cards

32 Incubi cards and 32 Sognae cards

These cards represent the inhabitants of the city of dreams, who aspire to dwell side by side in harmony.

Each card shows one element symbol and one power icon.

The symbols (earth, water, fire or air) show which City card(s) you may place a Dream card next to when you play it from your hand. The power icon is used to establish whether a city card is balanced or not. The power of the Incubi cards ranges from -1 down to -3, and the power of the Sognae cards from +1 up to +4.



8 Chaos cards

These rogue dreams are very hard to handle and will make it difficult for you to establish balance in the city. These cards show a power of +/- 5.

During the game, these cards will either be played next to a City card, always on the more powerful side, increasing the imbalance, or they will trigger negative effects, like discarding Dreams next to balanced City cards or discarding cards from the Dream deck.



12 City cards

These cards represent the various districts of the city.

Each City card in the base game shows two element symbols. These symbols indicate which Dream cards you may play next to this City card.

There are four symbols: earth , water , fire , and air .



2 Polarity cards

These cards are used in the 2-player game to determine which Dream cards each player may play from their hand next to a City card.

EXPANSIONS

This box includes seven expansions.

Each expansion is independent from the others, and they can be freely combined.



12 City cards

(4 Arch-Squares, 4 Temples, 4 Hanging Gardens)



8 Book cards



24 Postcards



42 Dream cards

(8 Metas, 10 Concords, 16 Wizards, 8 Chromatic Chaos)



6 Wise Chaos cards



1 Emptiness figure



8 Emptiness cards

BASE GAME SOLO RULES

A SETUP

Shuffle the City cards to form the City deck, reveal the first 4 cards, and place them on the table in a vertical column.

Shuffle the Dream cards to form the Dream deck and, for each of the 4 revealed City cards, reveal 2 Dream cards and put both next to the City card. The Sognae cards must be placed on the left, the Incubi cards on the right.

If you reveal a Chaos card, place it on the same side as the other revealed card and turn this Chaos card on its corresponding power: the positive one with a Sognae, the negative one with an Incubi.

If you reveal two Chaos cards, place them together next to the City card on the side of your choice (left if you want them both to be positive, right if you want them both to be negative).

The symbols on the City and Dream cards are not relevant at this stage.

Then, draw 4 Dream cards one by one to constitute your opening hand.

If you draw a Chaos card, place this card next to a City card on the more powerful side.

Note:

- If a City card already has 3 cards on its more powerful side, you cannot choose this City card.
- If there is no more powerful side (the two cards next to the City card are +1 and -1 or +2 and -2), you cannot choose this City card.

Very rare: If no City card can be chosen (for the reasons above) set aside the Chaos card(s) that cannot be placed, and shuffle it (them) back into the Dream deck once your opening hand of 4 cards has been drawn.

CITY DECK



VICTORY PILE



HAND OF
CARDS

DREAM DECK

DISCARD



B THE GAME

A turn is divided into two phases:

Phase I: Play or Discard

Phase II: Replenish

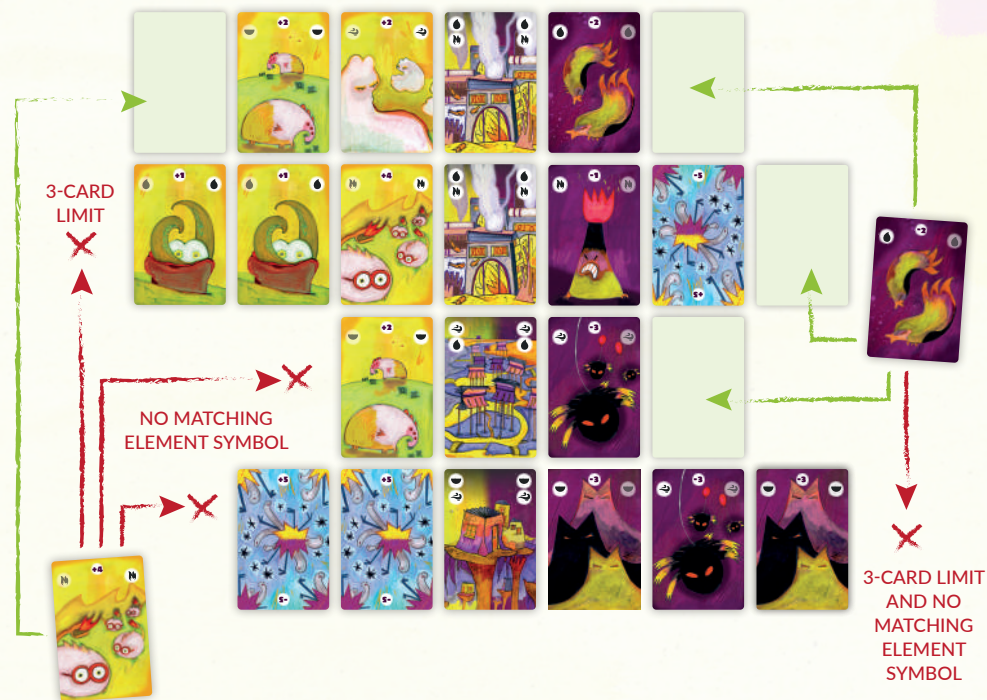
Phase I: Play or Discard

Choose one of the 4 Dream cards in your hand and either play it next to a City card or discard it to trigger an effect.

Play a Dream card

You have to respect 3 rules:

- 1 Each City card shows two symbols. To be played next to a City card, a Dream card must show one of the two symbols.
- 2 A Sognae card must be played to the left of a City card, an Incubi card to the right.
- 3 There cannot be more than 3 Dream cards on any side of a City card.



Discard a Dream card

Choose one of the two following effects to trigger: Swap or Census

Swap

Choose any two Dream cards next to City cards, and swap their positions. You don't need to respect the symbol rule, but you may not swap two Dreams that are on different sides of the City cards.

Census

First, check the balance of each revealed City card: if the total of the power icons on all the cards on the left side (Sognae and possibly Chaos) and all the cards on the right side (Incubi and possibly Chaos) is equal to zero, put this card in your victory pile. Then, discard all Dream cards on both sides of this City card.

If a City card is not balanced but the sum of some of the Dream cards played next to this City card is equal to zero, you may discard those Dream cards. Don't claim this City card, which stays where it is.

Note: A City card with no Dream cards next to it is not considered balanced.

Perfect balance

If you manage to claim all 4 revealed City cards at once, you get an extra City card as a bonus: draw the first card of the City card deck, and add it to your victory pile.

Then replace each claimed City card with the first card of the City deck, and proceed as at the beginning of the game: for each face-up City card that has no Dream card, draw the top 2 cards of the Dream deck, and place those cards next to the City card on the appropriate side(s). Symbols are not relevant.

Note:

- You must draw 2 Dream cards for each empty City card on the table, regardless of whether this City card was just drawn to replace a claimed City card or if it was already on the table when you triggered the Census.
- If there are not enough cards left in the City deck to replace all Claimed City cards, continue playing with less than 4 City cards.

THE CARDS MARKED WITH ✓
ARE BALANCED



THE SUM OF THE CARDS
MARKED WITH ✗ IS EQUAL TO
ZERO; THESE CARDS MAY THUS
BE DISCARDED.

General note: A triggered effect must be performed in full (you may not move only one Dream card or check the balance on just some of the revealed City cards), but you are allowed to discard a card from your hand without triggering any effect at all.

Phase II: Replenish

Draw the first card of the Dream deck:

› If you draw a Sognae or an Incubi card, add it to your hand, replacing the card you played or discarded this turn.

› If you draw a Chaos card, you must choose one of the following:

① Place this Chaos card next to a City card on the more powerful side (respecting the 3-card limit).

or

② Discard this Chaos card, then discard all Dream cards on both sides of a balanced City card.

or

③ Discard this Chaos card, then reveal the first 4 cards of the Dream deck: discard all Sognae and Incubi cards among those 4 cards, and resolve all Chaos cards among those 4 cards as if you just drew them (i.e., choose one of these 3 penalties). If you reveal several Chaos cards this way, resolve one after the other.

Once you have resolved the Chaos card, draw the next card of the Dream deck.

When you have 4 cards in your hand, your turn is over.

Play one turn after another until the end of the game.

G END OF THE GAME

Victory: You win as soon as all the City cards are in your victory pile.

Defeat: You lose if you have to draw a Dream card but there are no cards left in the Dream deck.

2-PLAYER RULES

The two players cooperate to maintain balance in the City.

The rules are the same as the solo rules, except for the following points:

SETUP

Each player receives a hand of 4 Dream cards and one Polarity card; this card remains in front of them. The player with the Sognae Polarity card goes first. The players alternate turns.

GAMEPLAY

Play a Dream card

A player can only play a Dream card that matches their Polarity card. I.e., the player with the Incubi Polarity card may not play any Sognae cards they have in hand; they may only play their Incubi cards.

Discard a Dream card

A player may discard any card from their hand to trigger an effect, regardless of their Polarity card.

A triggered effect is not limited to cards that match the player's Polarity card and can target any card already in play.

If a player draws a Chaos card and decides to place it on the more powerful side of a City card, they ignore their Polarity card and can choose any more powerful side.

A player may swap Polarity cards with their partner anytime during their turn, by removing 8 cards from the discard pile entirely from the game (those cards are put back in the box; both players may still look at them anytime). As long as there are less than 8 cards in the discard pile, it is not possible to swap Polarity cards.

EXPANSION: ARCH-SQUARES & METAS

COMPONENTS



4 Arch-Square cards



8 Meta cards
(2 fire, 2 water, 2 earth, 2 air)

SETUP

Shuffle the 4 Arch-Square cards into the City deck and the 8 Meta cards into the Dream deck.

THE ARCH-SQUARES

These City cards show all 4 symbols, which means that you are allowed to play any Dream card from your hand next to them (respecting the rules of the base game).
To win the game, you must also claim these 4 cards in addition to the 12 City cards from the base game.

THE METAS

Each of these Dream cards is both Sognae and Incubi. Each time one of these cards is placed next to a City card (from your hand, during setup or after a Census), you decide if it should be played as a Sognae or as an Incubi.

Note: If a Meta is revealed with a Chaos card (during setup or after a Census), the choice of which side to play the Meta on will also determine the side on which the Chaos is played.

2-PLAYER

The Polarity card of a player determines whether a Meta in their hand must be played as a Sognae or an Incubi.

EXPANSION: THE CHROMATIC CHAOS

COMPONENTS



8 Chromatic Chaos cards

SETUP

Shuffle the 8 Chromatic Chaos cards into the Dream deck.

GAMEPLAY

When you draw a Chromatic Chaos during Phase II, do the following: first play the Chromatic Chaos next to any City card of your choice on the side you want, respecting the 3-card limit and the appropriate polarity: positive on the left, negative on the right.

Then, reveal the top card of the Dream deck and immediately play it in any legal place of your choice (i.e., you must respect all placement rules as if you had played this card from your hand).

After playing this card, continue replenishing your hand as per the normal rules.

Special case: If none of the City cards in play show the symbol of the Dream card you reveal, or there are no free spaces next to the City card(s) showing the symbol of this Dream card, play this card next to any City card (respect polarity and 3-card limit).

Special case (rare): If there's no free space on the side this card has to be played on, discard it.

Note: If you reveal a Chaos or a Chromatic Chaos this way, play it as if you just drew it to complete your hand, respecting the normal rules regarding those cards.

If you draw a Chromatic Chaos during Setup or after a Census, set this card aside and draw a replacement card.

Then (when Setup is completed or when 2 Dream cards have been placed next to each empty City card), resolve all the set aside Chromatic Chaos cards one after the other (if several Chromatic Chaos were set aside, resolve each one completely before moving to the next).

2-PLAYER

Ignore your Polarity card when you draw and resolve all the steps of a Chromatic Chaos.

EXPANSION: TEMPLES & CONCORDS

COMPONENTS



4 Temple cards



10 Concord cards

SETUP

Shuffle the 4 Temple cards into the City deck and the 10 Concord cards into the Dream deck.

THE TEMPLES

These City cards show only one symbol each.

To win the game, you must also claim these 4 cards in addition to the 12 City cards from the base game.

THE CONCORD

These Dream cards are both Sognae and Incubi. Each time one of these cards is placed next to a City card (from your hand or during Setup or after a Census), you decide if it should be played as a Sognae or as an Incubi.

The Concord shows all 4 symbols, so it can be played next to any City card.

Note: If a Concord is revealed with a Chaos card (during Setup or after a Census), the choice of which side to play the Concord on will also determine on which side the Chaos is played.

2-PLAYER

The Polarity card of a player determines whether a Concord in their hand must be played as a Sognae or an Incubi.

EXPANSION: HANGING GARDENS & WIZARDS

COMPONENTS



4 Hanging Gardens cards



16 Wizard cards

SETUP

Shuffle the 4 Hanging Gardens cards into the City deck and the 16 Wizard cards into the Dream deck.

THE HANGING GARDENS

These City cards have one special feature: they show no symbol, which means you cannot play cards from your hand next to them.

To win the game, you must also claim these 4 cards in addition to the 12 City cards from the base game.

THE WIZARDS

These cards are played exactly like the Dream cards from the base game, with the following exception: when you discard a Wizard from your hand to trigger an effect, you can either trigger up to two effects from the base game or one super-effect (see below).

GAMEPLAY

There are now two additional effects you can trigger instead of Swap and Census: Urban remodeling and Crossover. Both are super-effects, which means that to trigger one, you have to discard from your hand either one Wizard card or two Dream cards sharing at least one element symbol.

Urban remodeling: Swap two City cards (all Dreams next to these cards remain where they are).

Crossover: Move one Chaos or Chromatic Chaos card from one side of a City card to the opposite side and turn it upside down so its polarity is inverted (positive becomes negative and vice versa). You may not trigger this effect if the side opposite the Chaos you want to move already has 3 Dream cards.

Note: If you discard two cards from your hand to trigger a super-effect, draw one card after the other in Phase II Replenish.

EXPANSION: THE BOOKS OF POWERS

COMPONENTS



8 Book cards

SETUP

Shuffle the 8 Book cards and randomly remove 4 of them from the game without looking at them. Then, reveal as many Book cards as you want. You reveal each card one by one and decide when you want to stop revealing cards. Remove all non-revealed Book cards from the game, leaving the revealed Book card(s) face up on the table: the effect of each card will be active for the whole game. Then, for each Book card revealed, you must reveal 4 cards from the Dream deck. Discard all those cards except for the Chaos (and Chromatic Chaos) cards, that are shuffled back into the deck.

THE POWERS

Each card has a specific power that you may use throughout the game: each time you discard a card from your hand in Phase I, you may use the power of a face-up Book card instead of triggering one of the powers of the base game.



The Book of Flying Sognae

Move a Sognae card from one City card to any other City card. This card must stay on the left side. Symbols are irrelevant. You may not move a card next to a City card that already has 3 Dream cards on its left side. You may not move a Chaos or a Chromatic Chaos.



The Book of Flying Incubi

Move an Incubi card from one City card to any other City card. This card must stay on the right side. Symbols are irrelevant. You may not move a card next to a City card that already has 3 Dream cards on its right side. You may not move a Chaos or a Chromatic Chaos.



The Book of Invisible Sognae

Discard a Sognae card already in play. You may not discard a Chaos or a Chromatic Chaos.



The Book of Invisible Incubi

Discard an Incubi card already in play. You may not discard a Chaos or a Chromatic Chaos.



The Book of Agoraphilia

Claim an empty City card (i.e., a City card that is on the table and doesn't have a Dream card on either side). Then, you must replace this claimed City card with the first card from the City deck (if there are any left). Then, draw two Dream cards for each empty City card on the table (as you do after a Census action).



The Book of Delightful Balance

Trigger a Census as described in the base game rules. If there is Perfect balance (i.e., the four City cards on the table are balanced), you receive one extra bonus City card from the City deck, provided there are any left (i.e., you receive 2 bonus City cards from the top of the deck instead of 1).



The Book of Prophecies

Look at the top 2 cards of the Dream deck, then put them back on top of the deck in the order of your choice.

Note: There are two copies of "The Book of Prophecies". If you have both, their effect is cumulative, and you may look at the top 4 cards of the Dream deck.

Important note: This is the only case where two Book cards combine their effects when you discard one card.

Note: When playing with *Hanging Gardens and Wizards*, discarding a Wizard from your hand allows you to trigger two Book powers (twice the same or two different), or one basic game power and one Book power.

EXPANSION: POSTCARDS TO THE ONIVERSE

COMPONENTS



24 Postcards



6 Wise Chaos cards

SETUP

If you play with this expansion and the base game, place 3 Wise Chaos cards on the table within reach, and put the rest back in the box. If you also play with either Arch-Squares & Metas, Temples & Concords and/or Hanging Gardens & Wizards, start the game with one extra Wise Chaos card for each of these expansions (up to all 6 Wise Chaos cards).

Shuffle the 24 Postcards to make the Postcard deck and place it above the City deck. Leave enough space for a new pile of cards that you'll fill during the game: the Denizen pile. When revealing the 2 Dream cards to place next to each empty City card, also draw one Postcard and put it horizontally on the first revealed Dream card of each City card.

Note: A Postcard will remain on "its" Dream card until the Dream card or the Postcard is discarded. If a Dream card moves, the Postcard on it moves with it.

GAMEPLAY

After a Census, when revealing the 2 Dream cards to place next to each empty City card, also draw one Postcard and put it horizontally on the first revealed Dream card of each City card.

THE WISE CHAOS

When you draw a Chaos (or a Chromatic Chaos) during Phase II, you may remove a Wise Chaos card from the game (return it to the box) to put the Chaos/Chromatic Chaos card you just drew as the 4th card on top of the deck instead of resolving any of its effects.

Then proceed by drawing the top card of the deck to replenish your hand.

THE POSTCARDS

Most of these cards show a denizen of the Oniverse and a condition. When the City card next to the Dream the Postcard is on is claimed, check if the Postcard's condition is met; if it is, put this card vertically in the Denizen pile with its positive number on top. If the condition isn't met, put this card vertically in the Denizen pile with its negative number on top.

If the Dream a Postcard is on is discarded for any other reason than the City card next to it being claimed, put the Postcard vertically in the Denizen pile with its negative number on top.

Some Postcards don't have any condition but a **Special** ability. When their City card is claimed, those cards go to the Denizen pile with their positive number on top, but some effects can send them prematurely to the Denizen pile with their negative value on top.

When all the City cards are in your victory pile, add up all the numbers on top of all the cards in the Denizen pile. If the total is positive or equal to zero, you win the game. If the total is negative, you lose the game instead.



The Dreamcatcher

Condition: There is no Dream card next to the Dreamcatcher, i.e., the card the Dreamcatcher is on is the only Dream card on this side of the City card.



The Doves

Condition: A Perfect balance is established.



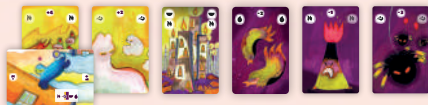
The Seer

Condition: 4 different element symbols in total can be seen on both sides on all the Dream cards next to the Seer's City card. The Multi-Element symbol of the Concorde count as one symbol of your choice here.

All symbols are next to the Claimed City card



The Earth element symbol is missing



The Mages on Vacation

Condition: There are at least 2 Chaos cards anywhere in the City (Chromatic Chaos do not count).

Note: Check for this condition before discarding any Dream cards next to balanced City cards.



The Repentant Hourglass

Special: At the end of each turn, rotate the Repentant Hourglass by 90° clockwise. If the Repentant Hourglass is back to its starting position and must rotate toward **X** for the second time, put it in the Denizen pile with its negative number on top.



The Flagship

Special: At the beginning of each turn, move the Dream card the Flagship is on one step down to the next City card (ignore element symbols). If the Dream the Flagship is on is on the bottommost City card, it moves to the topmost City card.

If moving the Dream the Flagship is on would bring this Dream next to a City card where there are already 3 Dream cards, do not move the Dream card, and instead put the Flagship in the Denizen pile with its negative number on top.



The Resting Rocket

Special: Immediately put the Resting Rocket in the Denizen pile with its negative number on top if the Dream card it is on moves.



The Planbot

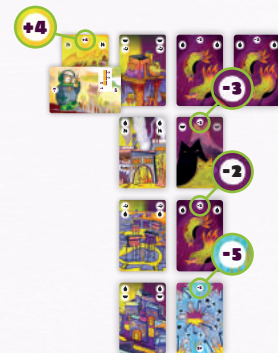
Condition: There is a Dream of a different power next to each of the 4 City cards, and those powers are in ascending or descending order. The signs (+ or -) of the Dreams' powers are not relevant here, the series can start anywhere (i.e., the topmost and the bottommost City cards are considered adjacent), and there can be other Dream cards in the City than just those forming the ascending/descending series.



A series in ascending order starting at the topmost City card



A series in ascending order starting at the second City card



A series in descending order starting at the bottommost City card

2-PLAYER

Both players share the Denizen pile and may use Wise Chaos cards during their turn.

EXPANSION: THE EMPTINESS

COMPONENTS



1 Emptiness figure



8 Emptiness cards

SETUP

Put the 8 Emptiness cards next to the City deck as a stack of cards and place the Emptiness figure on this stack.

GAMEPLAY

At the beginning of each turn, you have to move the Emptiness figure one step.

If the figure is on the Emptiness's stack: move it to the topmost City card.

If the figure is on a City card: move it to the City card just below.

If the figure is on the bottommost City card: move it to the topmost City card.

When you trigger a Census, if the figure is on a City card, ignore this card entirely, and check all other City cards. Once you have done this, check the status of the City card the figure is on.

If this City card is balanced: remove the top card of the Emptiness's stack from the game; if this was the last card from this stack, remove the figure from the game and add the top card from the City deck to your victory pile; otherwise, put the figure on top of the Emptiness's stack.

If this City card is unbalanced: discard all the Dream cards on both sides of this City card.

If this City card is empty: you immediately lose the game.

Besides Swap and Census, you now have an additional effect you can trigger:
Unite against the Emptiness.

Discard one Sognae and one Incubi card from your hand: remove the top card of the Emptiness's stack from the game. If this was the last card from the stack, remove the figure from the game and add the top card from the City deck to your victory pile; otherwise, put the figure on top of the stack, tipped. At the beginning of the next turn, instead of moving the figure, stand the figure up on top of its stack.

Note: if you play with *Hanging Gardens and Wizards*, an *Urban Remodeling* cannot target a City card if the figure is on this card.

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PLAYER AID

PHASE I: PLAY OR DISCARD

Play

Respect:

Symbols / Polarity / 3-card limit

Discard

Trigger:

Swap

Census } — p. 8-9

Urban remodeling (discard 2 cards or a Wizard)

Crossover (discard 2 cards or a Wizard) } — p. 15

A Book's power — p. 16-17

Unite against the Emptiness (discard one Sognæ and one Incubi) — p. 22

2-Player : Remove 8 cards from the discard to swap Polarity cards — p. 11

PHASE II: REPLENISH

Chaos — p. 10

Play on any more powerful side (3-card limit)

or

Discard all Dreams next to a balanced City

or

Discard the top 4 cards from the Dream deck (discarded Chaos trigger)

Chromatic Chaos — p. 13

Play anywhere you want (3-card limit)

then

Draw the first card from the Dream deck and play immediately

	+2	-3
	+1	-2
	+4	-1
	+2	-3