

*All that we see or seem
is but a dream within a dream.
- Edgar Allan Poe*

ETHERFIELDS

GAME MANUAL

All life is only a set of pictures in the brain, among which there is no difference betwixt those born of real things and those born of inward dreamings, and no cause to value the one above the other.

– H. P. Lovecraft

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COMPONENTS

So what is all that you spilled out of the box.



Board



Team marker

First Player marker



4 Dreamer miniatures

(Gambler, Specialist, Tough Guy, Free Spirit)



4 Lucid mode Dreamer miniatures

They won't be used in the game until you discover how to open the Secret Mode decks during the campaign.



4 Dreamer Personal tokens

Each Dreamer has 1 individual Personal token. It's an universal token that may have different uses defined by cards and rules.



4 Dreamer boards



4 Lucid mode Dreamer boards

They won't be used in the game until you discover how to open the Secret Mode decks during the campaign.



14 Masks (and 4 Mask stands)



4 Dreamer INFLUENCE decks

(22 cards in each)



4 BASIC ACTIONS cards



5 Starting ITEM cards



4 packed Secret Mode decks

Do not open them until asked!



81 cards Starting INFLUENCE Market deck

All Influence cards that don't have any numbers or rules on their backs. During the campaign, many new cards from other Influence decks (i.e. Dreamers Influence decks or Secret Influence cards) will be added to the Influence Market.



12 TURN cards



10-card Starting FATE deck



6-card Starting FLAW deck



395 SECRET cards

Don't look at them until asked!



280 SECRET tiles

Don't look at them until asked!

In this game, we use the term "tiles" for oversized 100x100mm cards.



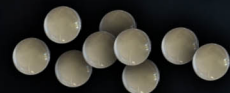
16 Ether markers

Used to mark acquired Ether – experience gained by the Dreamers. Ether is spent to improve Dreamers, buy new Influence cards, etc.
Ether is represented by ● in rules.



16 Distress markers

Used to mark distress, fear, fatigue, doubts, and wounds of the Dreamers.
Distress is represented by ● in rules.



16 Universal markers

Universal markers have many different uses defined by cards and rules.
Universal markers are represented by ● in rules.



6 Shining Gems

Precious gems, which Dreamers may use during specific actions. Their significance will grow during the campaign.
Shining Gems are represented by ● in rules.



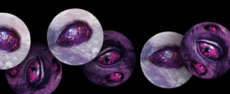
12 Intent markers



Entity Movement die



Luck die



20 Threat tokens

They are generic tokens that have many different uses defined by cards and rules. They mostly represent dangers or challenges.

These tokens have 2 different sides, as they may be used by different cards or rules to represent different effects. Threat Tokens are represented by ● in rules.



6 Block tokens

Block tokens are represented by ● in rules.



12 Morphing tokens



8 Terrain tokens



4 Key tokens

Keys are required to open Dream Gates.



10 Story tokens

They are generic tokens that have many different uses defined by cards and rules.
If the game doesn't ask you to use a particular Story token, use any of them.



4 State tokens

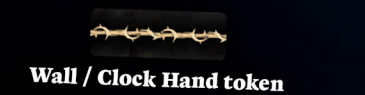


77 Sign tokens

They aren't used in the game until you discover a card with the appropriate rules.



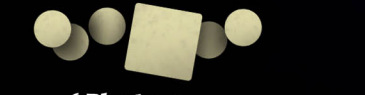
Hours Counter



Wall / Clock Hand token



Hole token



6 Blank tokens



15 Entities tokens



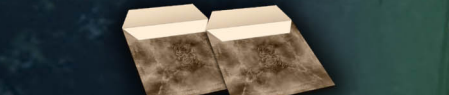
4 Human Shapeshifters miniatures



4 Creature Shapeshifters miniatures



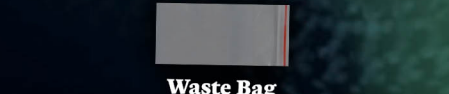
Belshazar miniature



2 Dream Gate tiles envelopes



Wisdom cards holder and 2 Dreamworld Map tiles holders



Waste Bag

When the game asks you to remove a token from the game, put it in the Waste Bag – it won't be used in the game anymore.



17 Dividers

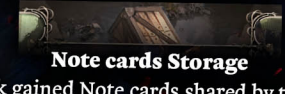
They are used to separate decks in the box.

SMALL DIVIDERS:



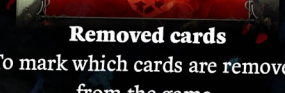
4x Dreamer cards

Each Dreamer marks their Influence and other cards with their Divider. There is an additional Divider for the Reaper, in case you have the 5th Player add-on.



Note cards Storage

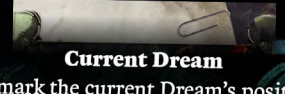
To mark gained Note cards shared by the Team. Note cards will appear during the campaign.



Removed cards

To mark which cards are removed from the game.

When the game asks you to remove a card from the game, put it in the box behind the Removed cards Divider – it won't be used in the game anymore.



Current Dream

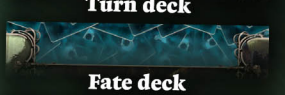
To mark the current Dream's position in the Secret cards so that you can easily put it back.



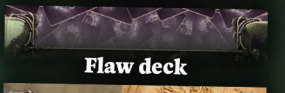
Influence Market



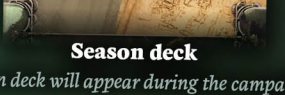
Item Market



Turn deck



Fate deck



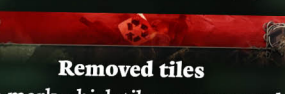
Flaw deck



Season deck

Season deck will appear during the campaign.

LARGE DIVIDERS:



Removed tiles

To mark which tiles are removed from the game.

When the game asks you to remove a tile from the game, put it in the box behind the Removed tiles Divider – it won't be used in the game anymore.

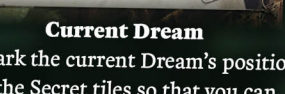


Slumber deck

Slumber deck will appear during the campaign.



Slumber Map tiles



Current Dream

To mark the current Dream's position in the Secret tiles so that you can easily put it back.

BOARD DESCRIPTION

1 DREAMSCAPE BOARD – All Dreamscape Map tiles from the currently played Dream or Slumber are placed there. There is a grid with codes (A1, B2, etc.) showing you where specific tiles should be placed. When you place tiles, they have to precisely match the codes and the grid.

2 DREAMWORLD MAP BOARD – All gained Dreamworld Map tiles are placed here, face-up. There will be only a few at the start of the campaign, but all slots will be filled in time.

The coded grid (A1, B2, etc.) shows how to place specific tiles. Tiles should be placed in a way that they match up the codes and the grid.

Once gained, a tile is permanently revealed. They should be placed on the Dreamworld Map board at the beginning of each new session and cannot be removed in any way.

We included two specific card holders to help you sorting gained Dreamworld Map tiles.

3 STORAGE – All cards, tokens and markers the Team gains during the campaign are placed here. They may be used by all Dreamers (e.g., Keys or Note cards). Your Items that are currently not in use (not active) are also placed here.

All cards in the Storage should be kept face-down, so they don't clutter the table. You may still look at them anytime, except when you must draw a random Item from the Storage (in that case, shuffle all Items in the Storage then draw a random card).

4 DREAM GATE TILES SLOT – The Dream Gate tile of the current Dream is placed here. When you're not currently inside a Dream, this slot remains empty.

5 SLUMBER DECK SLOT / ENTITY SLOT – The Slumber deck is placed there, face-down.

When you start a Slumber, flip the top Slumber tile, face-up. When the Slumber ends, place its tile at the bottom of the Slumber deck.

During a Dream, this slot becomes the Entity slot: if there is an Entity in this Dream, place its tile on the top of the Slumber deck.

6 TURN DECK SLOT – Face-up Turn cards, which are resolved during the consecutive Turns of a Slumber/Dream, are placed here.

7 TURN DISCARD PILE SLOT – Face-down Turn cards, which are not used in a Slumber/Dream or discarded after resolution, are placed here.

When you're not currently inside a Slumber/Dream, all Turn cards are in the Turn discard pile.

8 SLUMBER MAP TILES SLOT – Face-down Slumber Map tiles that are not currently in the Dreamscape are placed here.

When the game asks for it, draw a random tile from this slot and place it in the Dreamscape.

9 SEASON CARDS SLOT – The Season deck is placed here, face-up. The top card indicates the current active Season.

You may browse through this deck anytime, as long as you place the active Season card back on the top of the deck when you're done.

10 3 ACTIVE ITEMS SLOTS – Your Items currently in use (active) are placed here.

11 THE CLOCK – The Hours Counter indicates the current number of Hours which the Dreamers can use.

12 FATE DECK SLOT – The Fate deck is placed here, face-down.

When the game asks to draw a Fate card, draw the top card from the deck. Unless stated otherwise, resolved cards are placed at the bottom of the deck.

13 FLAW DECK SLOT – The Flaw deck is placed here, face-down.

When the game asks to draw a Flaw card, draw the top card from the deck. When a Flaw card is removed place it at the bottom of the deck.

14 4TH ACTIVE ITEM SLOT – Some cards in the game increase the limit of active Items. Then, the fourth active Item can be placed in this slot.



DREAMER BOARDS DESCRIPTION

- 1 – **Influence deck** (face-down),
- 2 – **Influence Discard pile** (face-up),
- 3 – Gained ,
- 4 – Suffered ,
- 5 – **Active Progress cards zone.**



GAME SETUP

"Begin at the beginning," the King said, very gravely, "and go on till you come to the end: then stop."
– Lewis Carroll, Alice in Wonderland

Finally! Our new equipment has arrived. Now, we must set this dream travel machine up. It seems suspiciously easy as if many parts were missing. But, as they said, when we start it up, the missing elements should appear on their own. From where? Maybe from this dubious container filled with... no one knows what?

Important! If you just start a new campaign, see “Starting the Campaign” frame on the right of this page.

During a session, some elements are placed on the board, some near the board, and the rest (more rarely used) remain in the box.

Remember that some of the rules may change during the campaign – you may gain cards modifying some existing rules or adding completely new ones.

1. BOARD AND ITS ELEMENTS

- A** Prepare the **board**.
- B** Place all your **Note cards** (if you have any) and **Items** in the Storage.
- You will draw active Items later.*
- C** Place the following decks in their dedicated slots:

- **C1 Slumber deck,**
 - **C2 Slumber Map tiles,**
 - **C3 Turn cards,**
- You will draw Turn cards from this pile later.*
- **C4 Fate deck,**
 - **C5 Flaws deck,**
 - **C6 Season cards** (don't change the current top card of this deck!).

D Place all your **Dreamworld Map tiles** on the Dreamworld Map board.

E Depending on the number of Dreamers, place the **Hours Counter** on the corresponding slot of the Clock:

- 1 Dreamer – 5 Hours
- 2 Dreamers – 4 Hours
- 3 Dreamers – 3 Hours
- 4 Dreamers – 2 Hours
- 5 Dreamers (if you have the “5th player” add-on) – 1 Hour

2. ELEMENTS NEAR THE BOARD

- Prepare **all dice, tokens and markers** in separate pools near the board. The game will tell you when to use them.
 - If you already have **Sign tokens**, place them near the board. Each Dreamer takes their own Sign tokens and places them near their Dreamer board.
 - Place the **envelope containing all your Dream Gates** that are not yet removed from the game.
- You may want to take out all Dream Gate tiles from the envelope so that you may consult them when thinking about where to go next.*
- Place all gained **Wisdom cards** in their card holder.

3. ELEMENTS IN THE BOX

To separate decks inside the box, use the Dividers.

You can leave the following elements inside the box (even though some of them may be used during this play-through):

- **Influence Market,**
- **Item Market,**
- **All Secret cards,**
- **All Secret tiles,**
- **Mask Pool** (all Masks which were not acquired by any Dreamer).

4. DREAMER BOARDS

Each Dreamer places their **Dreamer board** in front of them.

Then they place their **Influence deck**, one **Basic Actions** card and their **Personal token** next to their Dreamer Board.

Choose the first player as you see fit. That Dreamer gets the **First player marker**.

5. AWAKENING

Resolve the **Awakening Wisdom card**, starting from step 4.

During the “placing 2 Starting Slumber Map tiles” step, place your Dreamers in any of the  spaces.

STARTING THE CAMPAIGN

CHOOSING YOUR DREAMER

Before the first game, each player has to choose (in any order) the archetype they will play during the campaign.

But don't worry, it will be possible to change/exchange this archetype during the game! Also, new players may join the campaign later.

You may choose one of the four Dreamers: the Gambler, the Specialist, the Tough Guy, and the Free Spirit.



THE GAMBLER is a good choice if you like to play with fate and roll dice. Gambler often relies on luck, but she also can manipulate it. She likes to deceive others but considers it a game, not something serious. She has a problem with understanding the gravity of the situation, and, when she does, she pretends that there are no problems at all.



THE SPECIALIST is an expert engineer and craftsman. He relies on using Progress cards, which provide constant bonuses during the game and slowly build a powerful game engine. He chooses peaceful discourses and in-depth analysis over fast or brutal solutions. He has gathered more knowledge than the rest of the Dreamers altogether. He is a leader.



THE TOUGH GUY is tenacious and resilient. He prefers simple actions – mostly using a force. He doesn't like prattling and thinking a problem over and over, but you may rely on him when you're in trouble. He won't hesitate to go as far as sacrificing himself. He may look grim, but he's rather calm. Until something unleashes his fury.



THE FREE SPIRIT likes to bend the rules. Even the basic rules of the game! She can't accept any barriers or laws, and she has her own path. She identifies with her soul and consciousness, she treats her physical body as something less important. Sometimes, she acts rather childish.

After each player selects their Dreamer, they take the Dreamer's miniature, Personal token, Dreamer board, and starting Influence deck. Additionally, each player takes 1 Basic Actions card.

Note: The term “Dreamer” is used throughout the game to designate either the players or their characters. The term “player” is still used in rare occasions when something is happening outside the game world.

CAMPAIGN FIRST SETUP

The Setup of your first game is quite easy. Do the following in order:

1. Prepare the **board**.
2. Place the following decks in their dedicated slots:
 - **Turn cards,**
 - **Fate deck,**
 - **Flaw deck.**
3. Prepare **all dice, tokens and markers** in separate pools near the board. You'll take these tokens/markers when asked by the game.
4. Each player places their **Dreamer board** in front of them.
5. Next to their Dreamer board, each player places their **Influence deck** and the **Basic Actions card**.

Many elements, like Items, Masks, the Slumber deck, the Dreamworld Map tiles, etc., are unused at the start of your first game. Do not worry for now, they will enter play when the time is right.

STARTING THE FIRST GAME

After setting up the game and reading the Rulebook, take and resolve the **tile I-01 X** and start your first tutorial Dream.

GAME OVERVIEW

Etherfields is a narrative, cooperative game for 1-4 players. A series of unique Dreams await to be discovered through tense exploration and tactical encounters.

Learn about the Dreamers, their forgotten past, and their desperate mission. Uncover the surreal, sprawling dreamscapes. Just don't be surprised when – just like dreams often do – they become a little disturbing... Prepare to be challenged by escape-room like riddles. Spot a clue in the image. See a hidden link between several pieces of information. Use your instinct as much as your logic.

In the beginning, you'll explore the Dreamworld, trying to find out what this is all about and who you are – and you are there for a specific reason, but, at first, you can't remember too much. You'll have to restore your memories from scattered pieces.

The rules are pretty straightforward at the beginning, but they will grow more and more complex during the campaign. New rules open new possibilities and, sometimes, may turn everything upside down.

Deckbuilding in Etherfields applies to almost every deck in the game, not only the players' ones.

If you want to know more, enter the Dreamworld. It may be dark here and there, but it certainly isn't gray. Then, look around and ask yourself: what if we all live in a vast, shared dream?

BASIC RULES

Many icons, tokens, markers, or tags aren't described in the rulebook. They are explained only when another game element addresses them.

Many game elements, cards with new rules, or even whole decks aren't described in the rulebook and will appear later in the game. Any relevant rule will be explained on these elements.

Also note that "obvious" rules are not detailed (like "Once per Turn" meaning you can only use that action once each turn, or "Prevent Distress" meaning you don't suffer Distress, and so on...). Many rules on cards and tiles are self-explanatory. We felt that adding such evident rules would have made the more important text less visible (plus they would be really boring to read!).

Many rules, and how they relate to simple elements, allow you to meddle with game mechanics and discover interesting connections, tactics and features, but we won't tell you what to do – finding them out is also a fun part of playing the Etherfields campaign.

Flavor texts are especially important in Etherfields – they will often give you helpful clues to take decisions or solve puzzles.

Useful tips are hidden in the text and illustrations. Sometimes the art will display barely visible words or sentences. They were not printed by accident. Be sure to pay attention to the details.

FIRST PLAYER

During setup, the Dreamers choose who will be the first player. That Dreamer gets the First Player marker.

During the Dreamers Phase of a Slumber/Dream, the First Player is the first to act each round. Play then continues clockwise.

The First Player also resolves any conflict between the Dreamers: if the Team can't decide what choice to make, the First Player has the final word.

At the start of each new Turn of the Slumber/Dream (or after resolving a Location in the Dreamworld), if all players agree, the First Player marker is passed clockwise to the next player.

Please note that passing the First Player marker is entirely optional – if the players do not have any problem taking decisions as a group and are fine with playing in the same order each turn, they shouldn't bother with this rule.

FLOW OF THE GAME

During the campaign, you will play a variety of **Slumbers** and **Dreams**.

Between them, you'll be traveling the **Dreamworld Map**, where you'll resolve Locations effects.

In a single game session, you'll likely play through several Slumbers and one Dream.

PLAYER (TEAM) GOALS

The Dreamers are in the Dreamworld for a specific reason, but the travel has altered their memory, and their first goal is to find out why they are here and what they have to do.

Additionally, each Dream has its own **Goal**. Sometimes it is clearly stated on the Dream Gate tile, but sometimes there might be only a hint – and you have to discover more details during this Dream.

Also, each Dreamer will discover more about themselves during the campaign, unveiling their own forgotten story, and developing their character in many ways.

I THINK OUR WORLD IS GETTING MORE AND MORE OUT OF TUNE.

WHERE ARE YOU?
TALK TO ME!
I CANNOT SEE YOU!

MULTIPLE CHOICES

When the game instructs you to do something and there are several applicable options (like moving an Entity when you have several possible Paths), the Dreamers choose an option as a group.

BASIC RULES, CARDS, TILES, AND SCRIPTS

When a rule on a card, tile or script contradicts the rulebook, the rule on that card, tile or script takes precedence.

PLAYER COUNT ICON ()

indicates the Player Count. It is always equal to the number of players in the game (e.g., if there are 4 players in the game, this icon means "4").

"/" SYMBOL

The "/" symbol means "or."

DREAMWORLD MAP

If you don't know where you want to go, then it doesn't matter which path you take.

– Lewis Carroll, Alice in Wonderland

Playing on the Dreamworld Map is quite easy, and you'll always begin your game session there, placing the Team marker in the Awakening Location.

TRAVELING THROUGH THE DREAMWORLD AND LOCATIONS EFFECTS

Always choose one of the **Paths** and move the Team marker to the next Location, following the Path's direction (arrowheads point toward the destination).

After entering a **Location**, resolve its effect (it's represented by an icon or a short rule written on it). If there are more than one effect, resolve them one by one, from left to right.

There are no turns, you just move the Team marker to the next Location, resolve its effects, and do it again until you enter a Slumber/Dream – then, game continues on more complex Dreamscape maps where you will use miniatures of your Dreamers.

The description of all effects of the Dreamworld Map Locations will appear on a special card, later in the campaign. Don't bother about their meaning for now.

Besides the standard Paths, there are also dangerous **Shortcuts**. When you want to travel through a Shortcut, you have to pay the price – the Shortcut effect is different for each Dreamworld Map tile and described on the tile. Shortcuts, like Paths, have only 1 direction you can travel.

When taking a Shortcut between two different Dreamworld Map tiles, resolve the Shortcut effect of the tile you start from.

FATE CARDS



Early in the game, you will gain a card detailing all the Locations icons. For now, there is only one thing you should know:

means that you have to draw and resolve 1 top card from the Fate deck. After resolving it, unless otherwise stated, place it at the bottom of the Fate deck.

Fate cards are short interludes, small adventures or events that will sometimes ask you to make a choice. Each Fate card contains all the rules needed to resolve it.

Some Fate cards instruct you (inside a white frame in the upper part of the card) to draw 1 Slumber Map tile (if possible) and to place it in the Dreamscape. Then, if there is any empty Quirk space, place that Fate card there. Fate cards with these instructions are named **Quirk cards**.

CHOOSING A DESTINATION ON THE DREAMWORLD MAP

When traveling, you will usually have more than one Dream Gate tile to choose from (only a few at the beginning, but more will appear during the campaign). Before choosing a destination, check carefully where those Dream Gates are located on the Dreamworld Map, and how many Keys they require. Next, check the available Paths and Shortcuts allowing you to get there or to gain those Keys.

Will you try to reach the closest Dream, or the one with the lowest Key requirement? Or maybe the one that seems to offer the best rewards? Maybe you have suffered too much Distress and you seek shelter in the safest part of the Dreamworld Map? Or will you try to reach the one that will change the current not-so-good Season for a better one?

Or maybe you don't want to enter a Dream straight away, but stroll a little, visit some Slumbers, gather some precious Ether, spend it to buy new Influence cards and Items, and prepare for difficulties that you may encounter later?

Also, there are many interesting effects you can activate in different Locations. Look at the Dreamworld Map and choose carefully.

But anyway, all this traveling serves one purpose – to gather Keys, prepare, and, finally, enter a Dream to take the next step (or sometimes even a big jump!) in the campaign.



USING INFLUENCE CARDS AND ITEMS ON THE DREAMWORLD MAP

Influence cards and Items, like most of the rules and elements described in the following sections, are mostly used in Slumber/Dreams, not on the Dreamworld Map, simply because they are mostly dedicated to situations in Slumbers/Dreams.

But there are some exceptions. Some of Influence / Item cards are specific to the Dreamworld Map (as indicated on their card). Most of the time, they modify the rules for traveling on the Dreamworld Map or affect the resolution of Location effects.

Note that in order to use such Influence cards, you must have them in your hand, as there is no Draw step on the Dreamworld Map. This might be a good reason to end a Slumber/Dream with such cards in your hand.

Some cards, though not specifically reserved to the Dreamworld Map, can be played if they have an effect (like rerolls) that may be useful on the Dreamworld Map (or when resolving a Fate card). In short, if you can find a use for an Influence card or an Item, you may use it on the Dreamworld Map.

If Dreamer uses some "Once per Turn" action / effect when traveling through Dreamworld Map, they can use it only once until they enter a Slumber / Dream.

SLUMBERS AND DREAMS

Mr. Sandman, bring me a dream, Make him the cutest that I've ever seen.
– The Chordettes, Mr. Sandman

When entering a Slumber/Dream, leave the Team marker on the Dreamworld Map. The situation there is “paused” until the Dreamers end this Slumber/Dream (then they will return to the Team marker on the Dreamworld Map, and resume their travels from there).

In a Slumber/Dream, the game takes place on more detailed Maps (called Dreamscapes), using the individual Dreamers’ miniatures. There, you will draw your Influence cards (at last!), and perform various actions to play small Slumbers or vast Dreams.

DIFFERENCE BETWEEN SLUMBERS AND DREAMS

Slumbers are simple and short adventures.

In Slumbers, the main feature is usually an encounter with a dangerous Entity. They are played on the Slumber Map and, most of the time, use only 1 Entity tile (printed on the back of the current Slumber tile). Each Slumber Entity tile contains a small Setup section and the conditions you must fulfill to finish this Slumber.

Dreams are longer, expanded adventures.

Each Dream has its own, unique Dreamscape created with specific tiles from the Secret tiles deck. These tiles can be recognized by the unique code displayed on their back. Beside those Map tiles, each Dream has usually a unique Entity and different associated Secret cards. All cards and tiles of a particular Dream are Secret, so you cannot look at their front until the game tells you to do it.

After finishing a Slumber/Dream, all Dreamers go back to the Team marker on the Dreamworld Map, unless the Slumber/Dream tells you to do otherwise.

LACK OF COMPONENTS

Whenever you should gain or place an element and there is not enough left in the pool (lack of ● markers, Keys, ● tokens, Shapeshifter miniatures, etc.), that element is not gained/placed.

● is the only exception to this rule. If a Dreamer should suffer ● and there none left in the pool, all Dreamers fail – see “Distress and Death of a Dreamer” on page 18 for more details.

The number of elements of a given type is NOT dependent on the numbers of Dreamers.

This rule applies to any element gained from the Secret cards of a Dream (Influence/Item/Note cards, etc.). For instance, if you already found a special Item in a Dream, that item won’t be there anymore if you visit that Dream again (e.g., because you were previously defeated). You do not gain a second copy of that Item.

TURN ORDER

Dreams and Slumbers are divided in Turns. Each Turn consists of the following Phases:

DREAMERS PHASE

1] DRAW STEP

Each Dreamer with 2 or less cards in hand draws 4 Influence cards. Each Dreamer with 3 or more cards in hand draws until they have 6 cards in hand. **You can never have more than 6 cards in hand.**

If you have already 6 cards in hand, you do not draw!

A Dreamer cannot choose to draw less cards than required.

Before you draw, you may discard any number of cards from your hand.

During the Draw step, if you run out of cards in your deck, **reshuffle** your Discard pile, creating a new deck, and draw the rest of the required cards. However, this comes with a cost (see the “Reshuffle” frame).

2] CARD AND ACTION STEP

Dreamers perform actions and play cards. They can move their miniature around the Dreamscape, use their cards and perform actions (from their Basic Actions card, their own Influence cards, active Items and Masks, or from the Map and Entity tiles).

Beginning with the First Player and going clockwise, each Dreamer performs a **round**. Each Dreamer can perform as many rounds as they wish until everyone runs out of cards or passes in a row.

Each round, you can perform only one Dream action: either one Map Action, or one Dream Gate tile action, or one Dream’s Secret card action, or one Entity tile Interaction.

You may additionally perform any number of other actions (e.g., Move, Basic Actions, actions from your Influence/active Item cards, etc.) and other activities (such as placing Progress cards, gaining Shining Gems, etc.). You may always pass your current round and wait for the next round (of the same Turn) to do whatever you wish later.

If you favor a more free form game, you can play without worrying about the player’s order and rounds until a specific situation calls for play order.

DREAMSCAPE PHASE

The Dreamers Phase is followed by the Dreamscape Phase.

1] ENTITY AND DREAM EVENT STEP

In this step, the Entities tokens or miniatures move, the effects of their activities take place and other Dream events are resolved.

The current Turn card specifies which effects of this Dream (either on the Entity, Dream Gate tile or any Secret cards) are resolved and in what order.

In some of the Slumbers/Dreams, additional effects can take place independently of the Turn card. They are detailed on these Slumber/Dream elements.

During the Dreamscape phase, the Dreamers cannot use any actions or card effects, unless a card rule allows it specifically or there is a special ⚡ icon present.

Sometimes there will be no effects happening during Entity and Dream Event Step, in that case Turn cards are just that – way for counting your Turns in a Slumber/Dream.

2] DISCARD TURN STEP

The current Turn card is discarded at the end of the Turn.

All effects with an “until the end of this Turn” timing cease to be in effect now.

Then, if there is any card left in the Turn deck, a new Turn begins.

If not, resolve the “Out of Turns” effect (as described on the Slumber/Dream Gate tile).

More about Turn cards – see page 10.

WHY ARE WE BUILDING
EMPTY GRAVES?
WHO WANTS TO LIVE IN THEM?

WHY ARE WE BUILDING
EMPTY GRAVES?
WHO WANTS TO LIVE IN THEM?

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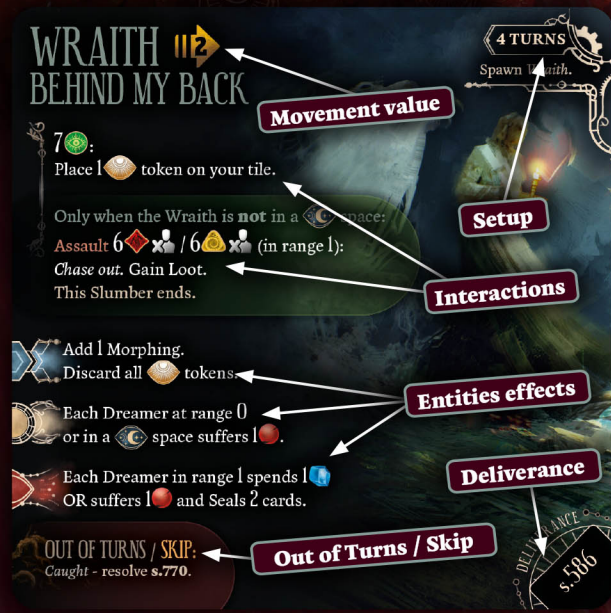
WHY ARE WE BUILDING
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WHY ARE WE BUILDING
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WHY ARE WE BUILDING
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WHO WANTS TO LIVE IN THEM?

ENTITY TILES

Monsters? They look like monsters to you?
– Silent Hill 3



Each time you start a new game or exit a Dream (after clearing the Dreamscape of the Dream Map tiles), setup 2 Starting Slumber Map tiles and place the Dreamers miniatures there (see the “Dreamers Entrance and Entity Spawn” section, page 10).

You do not play with these elements yet: this is just the setup for the next Slumber you will encounter very soon. During your travels around the Dreamworld Map, you will sooner or later enter a Location that will require you to draw and resolve the top tile of the Slumber deck.

Most of the Slumber tiles are Slumber Entity tiles (see “Slumber Entity tiles” below).

If the tile is not a Slumber Entity tile, just follow its instructions. Whenever the game asks you to add a new Slumber tile to the Slumber deck, add it to the bottom of that deck.

SLUMBER ENTITY TILES

Each Slumber Entity tile contains the rules for a random encounter with a denizen of the Dreamworld.

SETUP – Begin with the Setup section in the upper right corner. If the setup indicates a Spawn (most of the time it will), the Slumber is played on the Slumber Map. Then prepare the required number of Turn cards, Spawn the required number and type of Entities tokens/miniatures, and complete any additional Setup steps.

The other sections of the tile will be used during the encounter.

INTERACTIONS are actions you can perform with (or against) the Entity. If you are within the required range from the Entity, you can perform that action.

Here, you will find various **Assault/Contact** actions that you can perform.

More on range – see page 11.

ENTITIES EFFECTS – This chart lists three possible effects for the Entity. They are resolved during the Dreamscape Phase, in the order determined by the current Turn card.

- Morphing effect.
- Basic effect.
- Special effect.

Note: If an effect on an Entity tile says “If Dreamer is in range X”, it means within range X of any of that Entity’s tokens/miniatures. Being in range of more than one token/miniature of that Entity has no further effect (unless the tile specifies that the effect scales with the number of Entities in range).

OUT OF TURNS – Apply the “Out of Turns” effect when last card of the Turn deck is discarded.

SKIP – Many Slumber Entity tiles have a Skip option. It means that Dreamers may decide, at the start of any Turn, to resolve the “Out of Turns” effect instead of playing that Slumber.

If the “Out of Turns” effect does not take into account any element placed during the setup, the Dreamers may decide to Skip the Slumber even before it has started. By skipping Slumbers, the Team can travel faster on the Dreamworld Map, but at the cost of the “Out of Turns” penalties and negative effects.

DELIVERANCE – This icon has no effect at the beginning of the campaign. You will discover a new rule during play that allows you to use it.

Gain Loot – Resolve the Loot section of the current Turn card.

More on Turn cards – see page 10.

This Slumber ends – This Slumber ends immediately. Discard the current Slumber tile (at the bottom of the Slumber deck), all Entity tokens/miniatures from that Slumber, and all tokens/markers related to that Slumber’s Entity. **Do not discard** placed Slumber Map tiles, Quirk cards, tokens, or markers not associated with the current Slumber tile. The Dreamers miniatures also remain in the spaces where they are at the end of the Slumber. They will start the next Slumber exactly in the same spaces. For now, play goes back to the Dreamworld Map, with the Dreamers acting as a Team.

Note: If the game tells you to End a Slumber without mentioning Loot or penalties, you do not gain any Loot or suffer any penalty.

Whenever the game asks you to add a new Slumber tile to the Slumber deck, place it at the bottom of that deck.

At the end of a Slumber, the Slumber Map is “paused” and the Dreamers return to the Dreamworld Map to play as a Team. The Slumber Map remains “paused” between Slumbers. It can only evolve or be cleared when the game asks for it. Whenever you encounter a new Slumber on the Dreamworld Map, go back to the Slumber Map, “unpause” the Slumber Map and resolve the new Slumber tile.

The resolution of Slumbers (and Dreams) is detailed in the following pages.

Note that the Slumber deck contains one special tile: The Delta Phase. You will discover this tile and how it works during game.

Hint: If you feel that you have a moment of respite during a Slumber (especially in Slumbers with friendly Entities) try to use that time most effectively (e.g., by placing Progress cards).

DREAM ENTITY TILES



Dream Entity tiles are similar to Slumber Entity tiles, but they do not have as many sections, because some of the information (e.g., Out of Turns effect, number of Turns) is already displayed on the Dream Gate tile.

During a Dream, the Slumber deck slot becomes the Entity slot – Entities encountered during Dreams are placed on top of the Slumber deck for the Dream duration.

Note: Some Entities cannot be defeated at all, but they can be pushed away, knocked over for a moment, etc. In addition, even when defeated, Entities rarely die ultimately – they can come back many times, appearing during Slumbers or in dedicated Dreams. Remember they are dream beings, not “real” enemies.

LIMIT OF MINIATURES AND ENTITY TOKENS PER SPACE

Each space can hold a maximum of 4 miniatures and/or Entity tokens. Such space is considered full.

Dreamers can move through full spaces, but cannot stop in them.

Entities can enter full spaces (either by Moving or Spawning) by pushing Dreamers out of such space to any adjacent space. However, if full space contains only 1 Dreamer, that Dreamer cannot be pushed and Entity ends its Movement in range 1 of that full space.

BIG ENTITIES. Some Entities are much bigger than others – their tokens are bigger (or their miniatures have a larger base). They are called Big Entities.

A Big Entity occupies the whole space it stands in and cannot be pushed out in any way.

When a Big Entity enters a space, it pushes all other miniatures and/or Entity tokens in that space to any adjacent spaces chosen by the players.

Note: In some Dreams, you will find spaces completely cut off by Walls. The Dreamers may be able to Relocate to these spaces in various ways. If 4 Dreamers occupy such a space, no Entity can Spawn or Relocate there.



TURN DECK

„What a strange world we live in...“ – Said Alice to the Queen of Hearts.
– Lewis Carroll, Alice in Wonderland



The Turn deck is used to **count Turns** in every Slumber/Dream. Every Slumber/Dream played in the Dreamscape lasts a number of Turns indicated in its Setup. Shuffle all Turn cards, draw the defined number of Turn cards at random, and place them face-up on the Turn deck slot. Place the remaining Turn cards face-down in the Turn discard pile. Each Turn, a new card is revealed. When you run out of Turn cards, the Slumber/Dream ends. The top face-up Turn card is called the current Turn card. *The top card should always be the only visible card of the Turn deck.*

In addition to counting Turns, the current Turn card specifies what happens during the Dreamscape phase – which **effects** of the Slumber/Dream are triggered (like Entity effects) and in which order they are resolved (Morphing/Basic/Special effect/Entity Movement, if any are currently in the game).

From the top to bottom, resolve each Step indicated on the Turn card. If the game instructs you to do something at the end of the Turn, do it after resolving all Steps.

Each Turn card bears the symbol of one of the four **TURN SUITS** (♥, ♦, ♠, ♣). They don't have any effect unless another card or rule directly addresses them.

At the end of the Turn, after all Steps and effects of the Turn card have been resolved, discard the current Turn card. If a new Turn card is revealed, another Turn begins. If it was the last card of the Turn deck, the Slumber/Dream ends. Resolve the **Out of Turns** effects described on the Slumber/Dream Gate tile.

Each Turn card has a separate **LOOT** section. Resolve it whenever the game asks you to gain Loot (generally when you achieve a Victory during a Slumber). When gaining Loot, you always gain the Loot of the current Turn card.

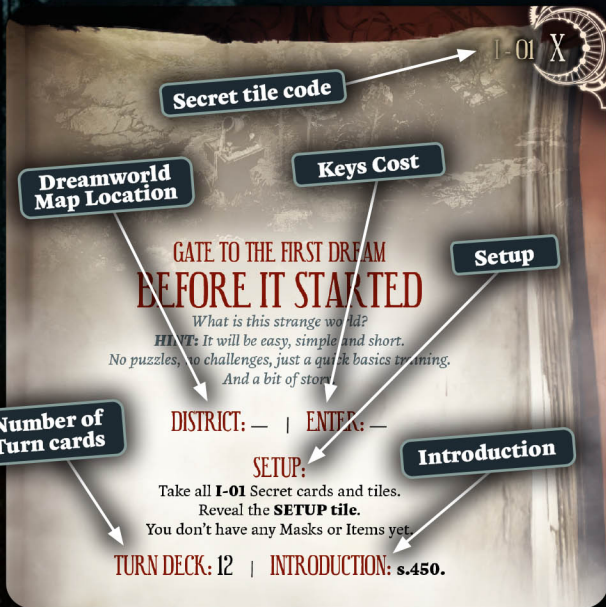
Sometimes, you may have to choose between different Loot options, like I shared reward for the Team or smaller ones for each Dreamer.
Whenever a Slumber tile asks to Gain Loot after the last Turn card has been discarded, consider the Loot from this last discarded Turn card.

When the game asks you to **Block 1 Step** of the current Turn card, choose and mark one of the Steps with a ●. When you resolve the current Turn card, skip any marked Step. When the game asks you to **Add 1 Turn**, take the bottom card of the Turn discard pile and place it at the bottom of the Turn deck.

When several effects are supposed to happen during the same Step, resolve them in any order, but consider they all happen simultaneously.
If the game asks you to resolve all effects of the current Turn card during the Dreamers Phase, don't discard the current Turn card afterward.

DREAM GATE TILES

Ignorance, that blind old fool who steers a wayward path, has set the course on which we sail into a night of uncertainty
– Dead Can Dance, In the Wake of Adversity



During the campaign, the Team will gain new Dream Gate tiles allowing the Dreamers to enter unique Dreams.

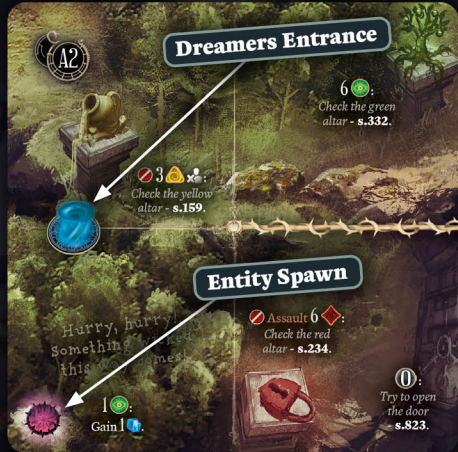
Note: The game comes with an envelope destined to store all available Dream Gate tiles. Before entering a Dream, avoid peeking at the fronts of the Dream Gate tiles. Each Dream Gate tile has the following information on its back:
► **Secret tile code** – each element of Dream has a special code. This code will help you find the Secret cards and tiles in the corresponding decks.
► **Dreamworld Map Location** – indicates where you can enter that Dream (see the special card explaining the Dreamworld Map Locations for more details, when you gain it).
► **Keys Cost** – indicates the number of Keys you must discard to enter that Dream. You must find these Keys before entering the Dream.
If you reached a Dream Gate Location on the Dreamworld Map with the right number of Keys, and there are two (or more) Dream Gate tiles corresponding to that Map tile, you cannot enter them both. You must choose one Dream Gate only (and you'll have to go on after exiting that Dream).
► **Setup** – this is a brief instruction on how to prepare your Dream. Resolve all steps in this section.
Remember! Never look at the front of any taken Dream's Secret cards or tiles unless the game instructs you to reveal, peek or gain it.

Revealing Secret cards and tiles – see page 17.
► **Number of Turn cards** – draw the required number of Turn cards and place them in Turn slot, face-up. This is the Turn deck, which determines how much time you have in this Dream.
► **Introduction** – this is a Dream background, don't skip reading it. When you enter a Dream, apply the following:
► First, **discard the Slumber Dreamscape** (all Slumber Map tiles, Quirk cards etc.).

► Afterward, **flip the Dream Gate tile** on its front side and place it in the Dream Gate slot. Now, you can read all the **special rules** of that Dream, learn what your **Goal** is, and which script number you have to resolve when you run **Out of Turns**. Next, the Dreamers enter the Dreamscape, and the first Turn begins (see Turn Order on page 8).
Dreamers Entrance – see page 10.
Attention! The first Dream Gate tile in the campaign, the one at the start of your journey (I-01 X) is a bit simpler. It doesn't have any Dreamworld Map Location nor requires any Key. You do not have to travel there to open it. You just start there.
More about starting your Campaign – see page 5.

DREAMERS ENTRANCE AND ENTITY SPAWN

You call this place a home.
No furniture nor form.
To get inside, to get inside.
– Minimal Compact, To Get Inside



DREAMERS ENTRANCE

At the start of a Dream, place the Dreamers miniatures in any of the ● spaces.

ENTITY SPAWN

Spawned Entities always appear in spaces bearing the ● icon. If several ● spaces are available, you choose where the Entity appears.
When Spawning several Entities, if there is more than one ● space available, allocate them as evenly as possible.
For instance, if you should Spawn 4 Entities and there are 2 ● spaces available, place 2 Entities on each ● space, not 3 on the first and 1 on the second.

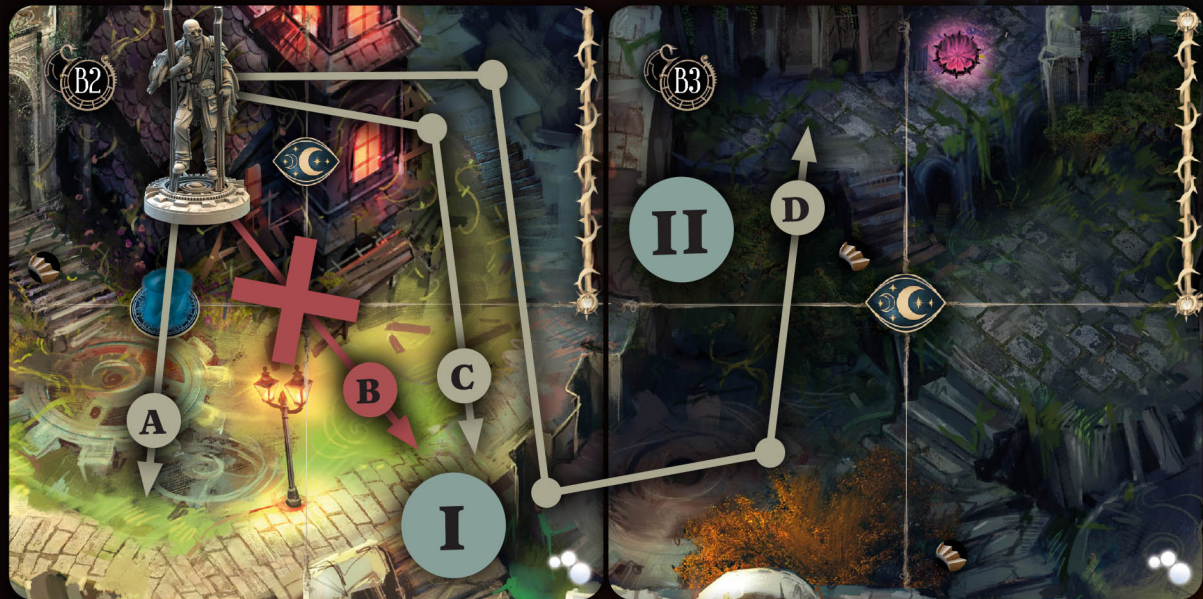
In the Dreamscape, if there is any ● space that bears a Turn Suit icon, check if it corresponds to the current Turn Suit. If it does, the first Spawned Entity must be placed in that ● space.
More about Turn Suits – see page 10.

AFTER YOU HAVE FINISHED SLUMBER / DREAM

After finishing a Slumber / Dream, Dreamers do not discard Influence cards from their hand, placed Progress cards, Shining Gems or other bonuses, unless the rule specifies otherwise. They do not reshuffle their Discard piles or decks.

MOVEMENT

Her feet half rested half floated, upon the floor; Earth scarcely held her down, so fast was she becoming a thing of dreams.
– Lord Dunsany, The King of Elfland's Daughter



Dreamers and Entities Move by crossing consecutive spaces vertically and horizontally, but **never diagonally**.

DREAMER MOVEMENT

Dreamers Move mainly by using one of the **Basic Actions** (to Move, you just discard Influence cards from your hand and/or active Items - and Move as many spaces as there were ● on the discarded cards), but they can also use special actions from their Influence cards and Items.

ENTITY MOVEMENT

Entities Move in a different way. Each Entity has its own Movement value, indicated on its Entity tile.
Entities Move during the Dreamscape Phase, when the steps of the current Turn card are resolved. During the step with ●, roll the Entity Movement die:

- A ● result means the Entity Moves 1 space.
- A ● result means the Entity Moves by the number of spaces indicated by its Movement value.
- A ● result means the Entity Moves by its Movement value, and then you roll again.

Entities always Move toward the closest Dreamer unless stated otherwise in their Movement special rules. When they enter the targeted Dreamer's space, they stop their Move.
If an Entity does not have a legal path to its target (e.g., to any Dreamer), it does not Move.
When an Entity already in a space with a Dreamer should perform a Movement, it does not Move.

A ● displayed on an Entity tile means this Entity ignores the Movement die.

Movement should be rolled separately for each Entity. However, you may decide to roll only once for all Entities in this Slumber/Dream. All Entities currently in the Dreamscape Move accordingly to this roll. Though this method allows faster play, it is also less interesting. If you roll ●, all Entities will barely Move. But when you roll ●, they will probably all reach their targets.

WALLS. Neither Entities nor Dreamers may Move or measure range through Walls. If you want to Move to a space behind a Wall (or use an action targeting that space), you have to measure the range around it – and it might sometimes prove impossible. Some Walls do not cover entirely the edge of their space (they have an opening in their center, or cover just half their space) – it means that the Wall on that edge is disabled.
Two adjacent tiles may sometimes display a tiny gap between their Walls, just on their edges. These gaps don't disable the Wall.



BLOCKED SPACE – Neither Entities nor Dreamers may Move or measure range through a Blocked space. If you want to Move to a space behind a Blocked space (or use an action targeting that space), you have to measure the range around it – and it might sometimes prove impossible.

MOVEMENT AND RELOCATION

Movement is measured within a given range. **Relocating** means going to another space, ignoring range, Walls, and any other obstacles – it acts as a “teleportation.”

RANGE

Most actions and effects requiring a target have a specific **range**. This is the maximum range of this action / effect. Actions and effects can always target spaces that are closer than maximum range.
Range 0 means the same space.
Range 1 means an adjacent space and/or closer spaces.



“In any range” or “unlimited range” doesn't mean you may affect spaces behind Walls or Blocked spaces – you still have to be able to find a legitimate connection between your and the targeted space. If a rule states “in any space,” you may ignore range, Walls and Blocked spaces.
In the case of the Assault/Contact action, no range is given on specific actions – the basic range of Assault/Contact actions is 1.
Some Influence / Item cards allow you to increase this range.



Remember that each Map tile consists of 4 spaces, even if the grid of spaces is hardly visible.

- A The Dreamer Moves 1 space.
- B The Dreamer cannot perform this Move because diagonal Movement is not allowed.
- C To perform a legal Move to space I, Dreamer must Move 2 spaces.
- D To perform a legal Move to space II, Dreamer must Move 4 spaces (because they must bypass Wall, which prevents them from taking a shorter path).

DREAMERS ACTIONS

As I easily get inner contact with myself, I notice distress grabbing for my throat.
It is time to reach out. To find something that isn't there. You see the signs, they're on the road.
- The Gathering, Analog Park

While in a Slumber/Dream, the Dreamers may perform various actions. Most of them can be found:
▶ on the **Basic Actions** card,
▶ on the Dreamer's **Influence** cards,
▶ on the active Dreamer's **Progress** cards,
▶ on the Dreamer's active **Mask**,
▶ on the active **Items** shared by the Team.

More actions may be available in the Dreamscape – on **Slumber/Map** tiles, **Dream Gate** tiles, **Entity** tiles, etc.

The following section describes how to perform actions. The various game elements on which these actions can be found are detailed later in this rulebook.

PERFORMING ACTIONS

When you want to perform an action, you first have to pay its cost (and sometimes meet some additional conditions).

Several Dreamers cannot pay together for one action, even if they are in the same space. Each Dreamer has to pay the full cost of the action they want to perform. The only exception are Gradual actions - see "Gradual actions and Intent markers".

The cost is always indicated at the beginning of each action. Usually, it's an amount of Intent (🟡, 🟢, or 🔴).

Intent is a basic resource in the game. It's your attitude, a way of interacting with the world, or a way to solve a problem. Intent has 3 colors:

🟢 – **AWARENESS**. It's mostly related to conversation, observation, understanding, and technology.

🟡 – **CUNNING**. It's mostly related to movement, cleverness, avoidance, acting, and deception.

🔴 – **WRATH**. It's mostly related to physical effort, fight, tenacity, or argument.



Examples of Intent costs on the Actions / Items cards.



Examples of Intent costs on the Map / Entity tiles / Secret cards.

To use an action, you have to pay its cost.

To pay the cost of an action, discard a combination of influence cards from your hand and/or active Items until you reach the corresponding amount of Intent of the required color.

The amount of Intent of a given color is indicated by the icons in the upper left corner of each Influence/Item card.

If the total Intent of your discarded cards exceeds the cost of the action, the excess is lost.

Example: You want to perform an action that costs 1 🟢, but you have only a card that provides 3 🟢. If you use that card to pay for the action, 2 🟢 will be lost. The only exceptions to this rule are *Assault/Contact* actions, which are described later.

If the card has several Intent colors to choose from, you must choose which one you use when discarding it.

Example: You have a card providing 1 🔴 and 2 🟢 Intent. The action you want to perform has a 🔴 cost. When you discard the card, you choose 🔴 and get 1 🔴 Intent. Unfortunately, the 🟢 is lost, and cannot be used to pay for another action.

When you discard an Influence/Item card to pay an Intent cost, that card cannot be used for anything else at the same time (you cannot use its printed action).

Usually, you will have to discard more than 1 card to gather the amount of Intent required to pay the cost of an action (for instance, to pay a cost of 6 🟢, you can discard one card with 3 🟢, one with 1 🟢, and an active Item with 2 🟢).

Many actions and rules allow you to gain Intent in different ways. Intent gained from different sources can be combined to pay the cost of an action.

The target of an action (for example targeting an Entity with an *Assault*) must be determined at the start of the action and cannot be changed during the action.

0 – the cost of this action is always 0 Intent. Using it is free.

1 – the cost of this action is given in suffering 🟡. It's different than other actions, because to use this action, you have to **suffer** the given amount of 🟡.

More about suffering 🟡 - see page 18.

1 – the cost of this action is given in 🟡. To use this action, you have to discard the given amount of 🟡.

MAP ACTIONS



Examples of Map Actions.

To perform a Map Action (an action written on a Slumber/Dream Map tile), the Dreamer's miniature must be in that action's space (unless it's an *Assault/Contact* action).

ASSAULT / CONTACT ACTIONS



Examples of Assault/Contact actions.

You will find available actions classified as *Assault/Contact* on many game elements. To perform such action, you spend Intent

as with any other action. Many Influence / Items cards, which can be played only during *Assault/Contact* actions, significantly help to achieve better results.

To perform an *Assault/Contact* action, you have to be in the *Assault/Contact* range of the Entity miniature/token you want to affect (or, if it's a Map Action, in range from that action's space).

The basic range for *Assault/Contact* actions is 1.

Some Influence / Item cards allow you to increase this range.

You can multiply the effect of an *Assault/Contact* action by paying its cost multiple times.

Example: You perform an *Assault* action with a cost of 3 🔴. You can spend 9 🔴 at once to apply the effect of this action three times.

If you pay the cost of an action multiple times, you can choose a different target for each effect.

Example: You perform a *Contact* action with a cost of 3 🟢, and decide to pay 9 🟢. There are 2 Entities in range that can be targeted by the action. You can decide to target the first entity two times, and the second Entity once.

Note: Not every 🟢 action is *Contact*. Not every 🔴 action is *Assault*. *Assault/Contact* actions are always marked with either the *Assault* or *Contact* keywords.

GRADUAL ACTIONS AND INTENT MARKERS



Gradual actions are actions that scale with the number of Dreamers, and their cost can be paid in several steps, over several Turns. The 🧑 icon appearing after their basic cost indicates how many times that basic cost must be paid to perform the action.

This cost may be paid in several steps. Each time you pay the basic cost of the action, mark it with 1 Intent marker of the corresponding color as a reminder (each of the 3 Intent colors has 4 Intent markers). You can pay the rest later, even in a later turn.

Example: there are 3 Dreamers in the game, and you want to perform a gradual action. As it scales with the number of Dreamers, you must pay its cost three times, but it can be done in several steps. You can decide to spend Intent equal to twice the cost of an action to place 2 Intent markers on this action. Then, you'll have to pay its cost only one more time to perform it. This can be done in a later Turn.

After performing a gradual action, return all Intent markers from this action to the Intent marker pool.

Intent markers are limited, and sometimes you won't have enough of them to mark the steps on several actions – you must plan ahead and decide which are the gradual actions you want to perform first.

If you need Intent makers of a specific color, but there aren't enough left in the Intent marker pool, you may take an Intent marker from another action.

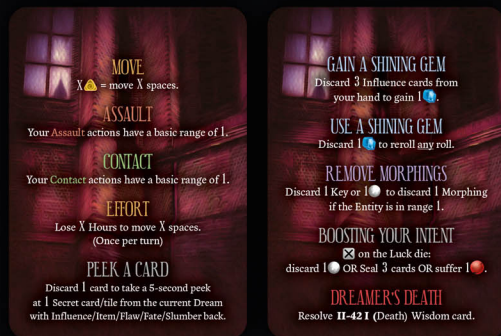
Any Intent marker placed on an action is considered to be yours, even if it was placed by another Dreamer.

When there are several miniatures of a given type of Entity in play, the Intent markers placed on the Entity tile are not assigned to any of the miniatures. They are only assigned (and then discarded) to a specific miniature when the gradual action is actually performed.

Note: Some gradual actions have a cost given in two Intent colors. When paying for such an action, you must choose an Intent color and pay the full cost using that color. For instance, if there are 4 Dreamers in play, 3 🟢/3 🔴 means either 12 🟢 or 12 🔴, not a combination of both.

Note: the notation "🧑x" just means a higher action cost, not a gradual action that you may pay in steps. For example, with 3 Dreamers in play, 🧑x2 🟢 means you must pay 6 🟢 at once.

BASIC ACTIONS CARD



Each Dreamer has their own Basic Actions card that lists the basic actions they can perform, as well as several other rules.

Move is a most basic action that allows you to move in the Dreamscape.

Assault and **Contact** have a basic range 1. To perform an *Assault/Contact* action, a specific *Assault/Contact* action must be currently available on any active game element, like the Entity tile or the Dreamscape. In order to pay the cost of the *Assault/Contact* action, you spend Intent as normal.

Effort is a Move action, which cost is paid in Hours. It should be used as a last resort, as Hours are too precious to be used as a simple Move. More about Hours – see page 15.

Peek a card, gain/use a Shining Gem, Remove Morphings are not really actions, but precious options at your disposal.

Boosting your Intent gives you the possibility of using the Luck die to add Intent to your action. More on Boosting your Intent – see page 14.

Dreamer's Death is a reminder of what happens when Dreamers exceed their 🟡 limit.

Note: The players should familiarize themselves with these basic actions listed on the card, as they are the actions most commonly used in the game.

INFLUENCE DECK CARD LIMITS 20-40

At specific moments of the game (during game setup or Awakening), you'll have to go through a deckbuilding step allowing you to add or remove cards from your Influence deck. Be sure to check the number of cards in your deck during this step to ensure you're within the deck limits of 20-40 cards. During this step:

– You must have a **minimum of 20 cards** in your Influence deck (if, for any reason, you have less than 20 cards available, add them all to your deck).

– You can have a **maximum of 40 cards** in your Influence deck. Excess cards are placed back in the box, in the slot dedicated to your Dreamer (with your Divider). These cards, called the Unused cards, cannot be used in the game until the next deckbuilding step.

Note: If the number of cards in your Influence deck exceeds 40 or drops under 20 during the game, nothing happens. The card limit is only checked during the deckbuilding step.

During the deckbuilding step, you must add all Flaw cards in your possession to your Influence deck (they do not count toward the 20-40 limit). For more details on Flaw cards – see page 17.

INFLUENCE CARDS

I knew who I was this morning, but I've changed a few times since then.

- Lewis Carroll, Alice in Wonderland



The Influence cards represent all the abilities and powers in the Dreamers' arsenal. During their journey and adventures in the Dreamworld, the Dreamers will improve these abilities and learn new ones.

With the exception of occasional Flaw cards (detailed later), a Dreamer's deck contains only Influence cards. At the start of the campaign, each Dreamer has only access to their 22 starting Influence cards. However, their deck will grow as they gain new cards by visiting Dreams or buying them from the Influence Market.

Each Dreamer places their deck on the left side of their Dreamer board. They will draw cards from this deck during the game. Played and discarded cards are placed face-up in the Discard pile, on the right side of the Dreamer's Board.

Except for Progress cards, which are detailed in the next section, you may only play (use actions or effects) Influence cards from your hand.

Unless specified otherwise, you can only play Influence cards during your round of the Dreamers Phase.

The cards bearing the ⚡ icon are an exception to this rule. They can be played during other Dreamers rounds or During the Dreamscape Phase.

However, you may discard Influence cards to spend their Intent at any moment, if the action you are paying for can be used at that moment.

HAND SIZE LIMIT

You can never have more than **6 cards in hand**, at any time. When drawing cards, you only draw until you have 6 cards in hand, never more.

Some special rules may modify your Hand Size limit. A bonus that allows you to draw more cards does not increase your Hand Size limit.

Most actions on Influence cards have a cost of 0 – just discard the card to perform the action. Some cards have an additional cost that must be paid to use the action.

Each individual starting **Influence deck** has its own special feature – a character specific action, printed on the back on each card. Dreamers may perform this action when the card is on the top of their deck.

It means the more cards the Dreamers add to their deck, the less this action will be available. During the campaign, the Dreamers will improve and get stronger, but also lose gradually their original identity.

Whenever you gain a new Influence card, place it on the top of your Discard pile.

When playing solo, you may find some cards less suited than others for solo play. You may remove such a card from the game and draw another one. Don't do this too often, as you may discover that you removed a really good card, but didn't notice its usefulness before.

PROGRESS INFLUENCE CARDS



Actions and effects on Progress cards cannot be used when the card is in your hand.

To use such actions and effects, **you first have to place the card in your Progress zone**. You may place a Progress card anytime during the game, as long as you pay its placement cost.

The cost of placing a Progress card is indicated in the upper part of the card. After paying the cost, place this card in your active Progress zone (below your Dreamer board) – from now on, you may use any Action or effect on this card.

Each Dreamer may have a maximum of 4 Progress cards in their Progress zone.

Some cards or Masks may modify this limit. You cannot discard an active Progress card to use it as Intent.

Sometimes, you will be asked to **Flip a card** – it means that you must flip a placed Progress card face-down. The flipped card is inactive until you Unflip it (but it still counts toward your placed Progress cards limit).

If you want to place a new Progress card when you have already reached your limit, you must first discard one of your placed Progress cards (active or flipped) before you can place the new one. You cannot voluntarily discard a placed Progress card otherwise.

Some rules refer to 🟢/🟡/🔴 icons – they refer to the number of your active Progress cards of the corresponding color (flipped cards do not count).

Unless specified otherwise, Progress cards are not discarded when used. Placed Progress cards remain in your Progress zone until some game effect forces you to discard them (Dreamer's death, Awakening, etc.).

You may have two identical active Progress cards, but remember that most of them will not duplicate their effect.

SEALING AND UNSEALING INFLUENCE CARDS

Sealing cards is one of the most common negative effects in the game. It removes a number of cards of your Influence deck until you find a way to Unseal them.

Seal X cards: reveal X Influence cards from the top of your deck and place them in the Sealed pile. Sealed cards are unavailable until you manage to recover them through an Unseal effect.

Unseal X cards: choose and take X cards from the top of your Sealed pile and place them in your Discard pile. They will become available again after you reshuffle your deck.

We suggest to place your Sealed pile face-down beside your Discard pile and to place your Mask on it (if you already have any) to mark those cards as unavailable.

Note: Only Influence cards can be Sealed. Other cards in your deck (like Flaw cards) are omitted while Sealing (you just skip the Flaw card and take another card). After resolving the Seal effect, any drawn Flaw card is placed back on the top of the deck.

INFLUENCE MARKET

The Influence Market is a pool of unacquired Influence cards placed face-down in their dedicated slot in the box. Sometimes, the game will let you buy cards from the influence Market. You should not look at the cards in the Influence Market until the game asks you to draw and check some of them.

The Influence Market will grow during the campaign – some Dreams may add new cards to the pool. Influence cards lost by the Dreamers during the campaign will also end up there.

BUYING NEW INFLUENCE CARDS

When the game tells you can **Buy Influence cards**, draw the 3 top cards of the Influence Market. You may buy any number of them, and return the rest to the bottom of the Influence Market.

Unless stated otherwise, each Dreamer, starting from the first player and going clockwise, may Buy Influence cards at this moment (drawing 3 cards from the Market).

To buy an Influence card, you must pay its cost by spending the required amount of ●.

The ● cost of each Influence card in the Influence Market is indicated in its upper right corner.

You mainly gain ● during Slumbers, as a Loot for Victory.

When the game asks you to return a card to the Influence Market, it means you lose this card. Remove this card from your deck and put it at the bottom of the Influence Market – it doesn't matter if this card was from your starting deck, bought from the Influence Market, or gained in a Dream.

During the Buying cards step, if you draw a starting card of another Dreamer, you may buy this card – and start using the special action on its back, even though you are not that Dreamer.

When you buy a new Influence card, add it to your Discard pile.

LUCK DIE



Many cards and effects require the use of the Luck die to determine a random outcome. The effect of the roll is indicated on these elements.

If a result of a roll isn't stated, it means that nothing happens.

A result ☒ is usually severely negative, ☐ is just negative or neutral, and ☐, ☐, and ☐ are usually positive.

BOOSTING YOUR INTENT

Once per Turn, when you spend Intent to pay for any action, you may decide to roll the Luck die to add additional Intent to this action. However, there is a risk of Failure.

If you pay at least 1 Intent (even if it's less than the required cost), you may roll the Luck die and must resolve the effect:

☒ – you fail to perform this action. You don't reclaim discarded Influence cards used to pay for this action. Additionally, discard 1 ● or suffer 1 ● or Seal 3 cards.

☐ – no Intent is added. If this means that the action fails, you don't reclaim discarded Influence cards used to pay for this action.

☐ – add 1 Intent of the same color.

☐ – add 2 Intent of the same color.

☐ – add 3 Intents of the same color.

The Luck die is always used as the last source of adding Intent to the action – after rolling the die, you can't add any more Intent to this action.

If you fail to gather the required number of Intent, the used Intent is lost, even though you didn't perform the action.

You may also use the Luck die when performing a Movement action to Move farther.

If you don't like rolling dice, you may ignore Boosting Intent rules and pay your actions only by spending Intent from your cards and Items.

TIME, SPACE,
AND MATTER ARE JUST
AN ILLUSION.

REROLLS

Many effects allow you to reroll a die result (sometimes this only applies to your roll, sometimes to any roll, including Entity Movement rolls).

There is no limit to the number of rerolls you can perform, as long as you can meet the conditions and pay all costs given on the card/rule allowing that reroll.

When you reroll the die, only the result of the last roll is applied. Previous results are ignored.

MASKS

Sometimes it's hard for us to find the truth
In a world we no longer seem to understand
– Brendan Perry, This Boy



Masks are artificial faces that Dreamers wear while inside the Dreamworld to blend into the strange surroundings and don't look out of place. These artificial faces also give them additional special powers.

Dreamers will gain new Masks during the campaign. Masks provide the Dreamers with powerful, playstyle-changing abilities.

Each Dreamer may use (wear) only one of them at a time – this is their active Mask. At the beginning of a session (during game setup), each Dreamer picks one of their Masks to be their active Mask (and places it in a plastic stand). A Mask may only be changed for another when instructed by the game.

A Dreamer may use the ability at the back of their active Mask anytime.

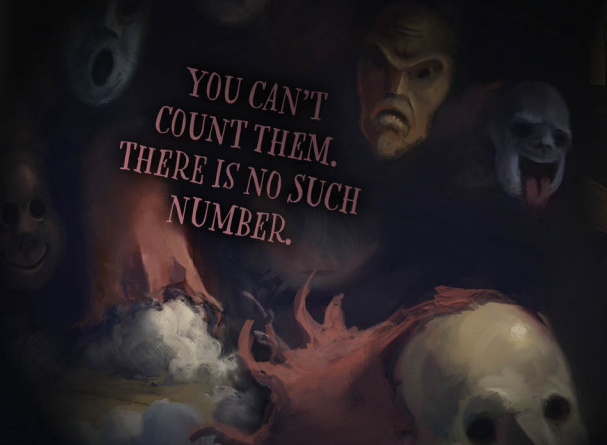
If the Mask's action can be used Once per Turn, you may place it at the top of your deck after using it, as a reminder. This way, you won't forget to refresh it at the beginning of the next Turn, during the Draw step. When the used Mask is on your deck, it doesn't change any rules – it's just a reminder.

All unused Masks are put back in the box. To remember which Masks are yours, place the cards depicting them in your Dreamer's slot (behind your Divider). The Mask cards can be found in the Secret cards – their code is II-41 S.

Restore Mask – you may replace your active Mask with another of your Masks. Or, if your active Mask was discarded before, you can choose one of your Masks as your active one.

Discard Mask – your current Mask ceases to be active (put it back in the box, but do not discard the Mask card).

When you gain a new Mask, you may wear it immediately (then, your current active Mask is discarded and the new one becomes active).



YOU CAN'T
COUNT THEM.
THERE IS NO SUCH
NUMBER.

ITEMS



Items are all kinds of odd dreamy things and strange equipment that the Team can acquire in the Dreamworld.

Active Items can be used by any Dreamer either for their actions and effects, or be discarded as Intent to pay for other actions. They are placed in the 3 active Items slots.

An item is not discarded after using its action or effect, unless specifically stated.

The Dreamers can have a maximum of 3 active Items at a time. The other Items owned by the Team, but not currently active, are placed face-down in the Storage slot. An Item from the Storage may only be transferred to an active slot when the game allows it (and most of the time it will be drawn at random, not chosen).

Restore Item – you may draw 1 random Item from the Storage and place it in one of the active Item slots. If there are no empty slots, you must first discard one of the active Items.

Discard Item – the Item stops to be active. Put it face-down in the Storage.

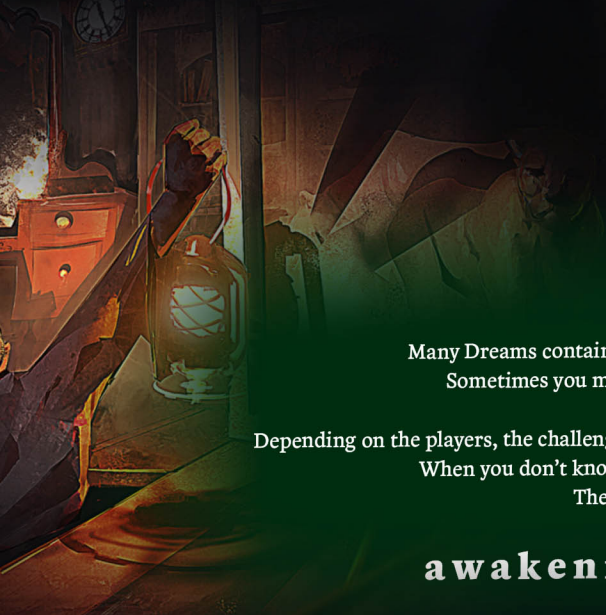
Return Item to the Item Market – you lose this Item. Put it on the bottom of the Item Market.

When you gain a new Item, you may place it as an active Item (if there are no empty slots, you must discard one of the active Items first).

ITEM MARKET AND BUYING NEW ITEM CARDS

The Item Market is a pool of unacquired Item cards placed face-down in their dedicated slot in the box. Sometimes, the game will let you buy cards from the Item Market (the exact rule will then be given). You should not look at the cards in the Item Market until the game asks you to draw and check some of them.

The Item Market will grow during the campaign – some Dreams may add new cards to the pool. Item cards lost during the campaign will also end up there.



WISDOM CARDS



From time to time, you will acquire Wisdom cards during the course of the campaign. These cards add new rules that change the game or offer the Dreamers new possibilities.

Place the Wisdom cards in their dedicated card holder. It can hold up to 18 cards (9 on each side).

All the Wisdom cards you have gained are always considered active.

Dream Wisdom represents your knowledge of the Dreamworld. You start noticing more and more details and link them together.



SPOILERS AND HINTS

Many Dreams contain riddles, secrets, tricky goals, hidden passages, and many more. You may not find them at first glance. Sometimes you may think that you have to hurry, and you press on as fast as you can – only to encounter a dead end.

You won't know what you did wrong, what you overlooked, or what to do next.

Depending on the players, the challenges will vary in difficulty, as some people are better at spotting hidden clues, while others are better for tactical combat.

When you don't know what to do next, you may check the link given below before you decide to put the game on the shelf.

There, you will find hints and walkthroughs for the Dreams and riddles that trouble you.

The contents of the page will grow with your feedback.

awakenrealms.com/games/etherfields/secrets

CLOCK



The Board displays a Clock where you place the Hours Counter, that indicates the number of Hours you have at your disposal.

At the beginning of the game (during game setup), the Hours Counter is set according to the number of Dreamers (1 Hour for 5 Dreamers, 2 Hours for 4 Dreamers, 3 Hours for 3 Dreamers, 4 Hours for 2 Dreamers, and 5 Hours for 1 Dreamer).

You can see you get more Hours by having fewer Dreamers. In the game, most actions and challenges scale with the number of Dreamers, but fewer Dreamers also means you can cover less space on the Dreamscape. Extra Hours allow you to get additional Turns, thus helping smaller teams of Dreamers to move around the Dreamscape.

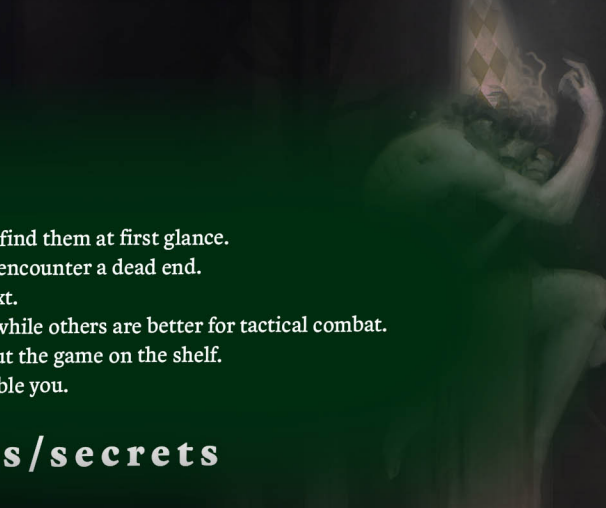
Dreamers may spend Hours in two ways:

► **To Move** – this action is described on the Basic Actions card.

► **To add Turn cards** – at any moment during a Slumber/Dream, you may spend X Hours to add X Turns.

Whenever the game causes you to lose/gain Hours, the Hours Counter is moved down/up the track by the same amount, respectively.

When you have 0 Hours left, nothing bad happens. You just cannot spend any more Hours until you gain some.



MORPHINGS

Do not linger in the Dreamworld, as nothing is constant for long! The Entities you encounter change, their arms grow longer and grasp further, around the corners, through the doors. Your abilities falter, and the floor turns into a slimy swamp... This is morphing.

The game will sometimes ask you to add Morphings. Draw the specified number of Morphing tokens at random and place them (face-up) on the Entity tile.

These Morphing tokens boost the Entity, making it stronger.

- +1** – each Entity effect that inflicts 1 inflicts 1 additional.
- +2 SEAL** – each Entity effect that Seal your cards Seals 2 additional cards.
- II +2** – Entity Movement is raised by 2. When you roll , the Entity still moves only 1 space.
- +1 RANGE** – all the Entity's effects with range have their range increased by 1 space.
- MASK** – as long as this Morphing is on the Entity tile, all Masks worn by the Dreamers are inactive. All effects are applied immediately. For instance, if deactivating your Mask reduces your Hand or Progress card limits, immediately discard the appropriate number of cards.
- PROGRESS** – as long as this Morphing is on the Entity tile, all placed Progress cards are inactive. All effects are applied immediately. For instance, if deactivating your Progress cards reduces your Hand or Progress card limits, immediately discard the appropriate number of cards. Your Progress cards are not discarded, and new ones can be placed (but they will be inactive as long as this Morphing remains on the Entity).
- REROLL** – as long as this Morphing is on the Entity tile, Dreamers cannot reroll dice results in any way.
- SHINING GEMS** – as long as this Morphing is on the Entity tile, Dreamers cannot use their . Your  are not discarded, and you can still gain more.

If there are more than one Entity, Morphing tokens on the Entity tile boost all Entities of that type in the Dreamscape.

Morphings do not affect the effects of Quirk cards placed on the Slumber's Dreamscape.

When the last Entity token/minature is discarded, all Morphings on its tile are also discarded.

If there is no Entity token/minature in the Dreamscape, do not add any Morphings on its tile (even if an effect asks you to do it).

OTHER DREAMSCAPE ICONS AND REVEALING SECRET CARDS / TILES

– I don't know why, but I just love it here. It's so peaceful. You know what I heard? This whole area used to be a sacred place. I think I can see why. It's too bad we have to leave... Please promise you'll take me again, James.

– Silent Hill 2



All Map tiles placed during a Slumber/Dream form the current **Dreamscape**. Each Map tile is divided in 4 spaces.

Note that Map tiles do not always occupy a whole Map tile slot. Sometimes, a tile may overlap two slots, lying partly on both. In such a case, it is important to check that the code of the tile (A1, B2, etc.) is placed in the right slot.

Some icons, which have not been detailed yet, may appear on the Map tiles:



SHINING GEM SLOTS – when you're in a space with a , you may spend 1  and place it in that . From this moment, the effect described next to that  is active. If you're in a space with an active , you may take that , but you will deactivate the effect of the .



TRAP – whenever you Move through a , space (or end Movement/Relocation on it), you trigger the Trap effect. The Trap effect is described in the Slumber/Dream.

FLYING RULE – effects or actions given in this blue frame are not related to the space in which the frame is located, but concern the whole Dreamscape. If such a frame contains an action, you may perform it regardless of range.

If there is no action inside the Flying Rule but instructions (for example, resolve some script), it should be resolved as soon as this Flying Rule is revealed.



DRAWING BONUS – at the start of the Dreamers Phase, if you're in a space with a Drawing Bonus, draw a number of additional cards equal to the number shown on this bonus icon during the Draw step.

Remember that a Drawing Bonus does not modify your Hand Size limit.



STAIRS – this icon don't have any effect unless another card or rule directly addresses it.

TERRAIN SYMBOLS AND TERRAIN TOKENS



Terrain Symbols don't have any effect unless another card or rule directly addresses them.

When a Terrain symbol is at the center of a Map tile, all 4 spaces on this tile are considered as having that symbol.

If a Terrain symbol is on the line between 2 spaces of a Map tile, both spaces are considered as having that symbol.

Terrain tokens (placed in a space / 2 spaces / tile works) follow the same rules as Terrain symbols.

Whenever there are both  and  Terrain symbols in the same space at the same time, the  symbol is ignored.



THIS TUNNEL
MUST END SOMEWHERE!

SECRET CARDS AND SECRET TILES



Each Dream has its own set of dedicated game elements. Each may have its own Map tiles, Entities, Influence, Item, Wisdom or Flaw cards (or other cards not belonging to any particular deck, like additional adventures, situations, possibilities, puzzles, etc.).

Secret cards and tiles bear a code number on their back allowing you to find them in the Secrets deck/tiles when the game asks for it.

REVEALING DREAM SECRET CARDS AND TILES

Whenever the game asks you to **reveal** a card or tile with a specific code, find it in the Secret deck/tiles (by checking the code on its back) and reveal it. Unless a rule states otherwise, all players should be able to see the card or tile.

If, when asking you to reveal a specific card/tile, the game only gives a letter instead of a full code, it means the revealed card/tile comes from the current Dream instead of the Secret deck/tiles.

Then, if it is:

- a **Map tile** – place it on the Dreamscape board according to the code on its front (A1, B2, etc.),
- an **Entity tile** – place it on the Entity slot (the Slumber deck slot). From now on, that Entity tile is active,
- an **Influence card** – the Dreamer who revealed that card gains it,
- an **Item card** – the Team gains that Item,
- a **Wisdom card** – place it in the card holder. From now on, that Wisdom card is active,
- a **Fate card** – add it to the Fate deck (place it at the bottom of the Fate deck),
- a **Flaw card** – add it to the Flaw deck (place it at the bottom of the Flaw deck),
- a **Note card** – add it to the Storage (more on Note cards – see below),
- a **Secret card/tile not belonging to any specific deck** – place it in any convenient place on the board, unless the rule specifies otherwise,
- an **Overlay card**, a weird card similar to a Map tile fragment – see below.

Note: Because all Secret cards/tiles have numbered codes or bear additional marks or art, the players may sometimes identify a card/tile by its back before it is actually revealed. This is not a problem, and it is intentional.

OVERLAY CARDS

The Overlay cards are Secret cards which contain parts of the Dream Map. **These Cards should be immediately placed on the Dreamscape when revealed**, in that way that they fit correctly the current Dreamscape Map and the Dream board grid (there is actually only one correct way of placing such cards).

Each Overlay card changes the Dreamscape in some way – sometimes they will even add a new part to it. When an Overlay card is placed in the Dreamscape, it cannot be removed unless the game specifically allows you to do so.

When you should place an Overlay card, any miniature/token/marker occupying its dedicated spot is placed on the top of the Overlay card in the same (albeit changed) place.

Note: Overlay cards must be placed very precisely. Most of the time, they are not simply oriented horizontally or vertically and must be rotated in some way.

NOTE CARDS

Note cards are usually one-use cards which can be used in a specific situation or in a particular Dream. Their back tells you how to use them, and their front details their effect.

All Note cards gained during the game are kept in the Storage. They can be used by any Dreamer. If their conditions are met (for instance, you're in the specified Dream), you may check and resolve the effects described on their front.

OTHER SECRETS

The Secret cards/tiles related to a particular Dream are not the only Secrets that you will discover. There are many other cards and tiles – sometimes, it may even be a full mini-deck! The game will instruct you when to get these special Secrets.

FLAW CARDS



Flaws are cards you don't want to have in your deck, but you'll probably gain some of them.

Flaw cards inflict various negative effects and penalties. You will sometimes be instructed by the game to add some of them to your Influence deck. They work as drawbacks and make the game harder.

When the game instructs you to gain a Flaw card, draw 1 Flaw card from the Flaw deck and put it on the top of your Discard pile.

Whenever you draw a Flaw card from your Influence deck, you must resolve it immediately. Apply the instructions given on the Flaw card.

Most Flaw cards can be removed from your deck for a price (generally 1 .

Discard Flaw – Place the Flaw card in your Discard pile.

Remove Flaw – Remove the Flaw card from your deck and put it at the bottom of the Flaw deck.

During the deckbuilding step, you must add all your Flaw cards to it (they do not count toward the 20/40 limit).

Some Flaw cards are placed in your Progress zone. They are not counted toward the active Progress cards limit.



STATE TOKENS

During the game, Dreamers and Entities may be affected by various States: **Stunned**, **Dazed**, **Paralyzed** or **Poisoned**. The effect of each State is detailed on its corresponding State token.

A State token only affects the miniature/Entity token on which it was played. The State token is placed next to that miniature/Entity token.

If a State token has two distinct effects, depending on whether it was played on an Entity or a Dreamer (like Dazed), only the corresponding effect is applied.

There are not many State tokens, and particular tokens are used for different States. Thus, their pool is relatively small.

When you should place a State token and there is none left in the pool, the effect is ignored. For instance, if the Dreamers manage to inflict 2 Poisoned States on different Entities, they will be protected from the Dazed State during that time, as both States share the same tokens, and both are already in play.

DISTRESS AND DEATH OF A DREAMER

Who looks outside, dreams; who looks inside, awakes.

– Carl Gustav Jung

Sometimes dreams turn to nightmares. And when a nightmare does not ease, the sleeper finally wakes up.

● is used to mark distress, fear, fatigue, doubts and wounds suffered by the Dreamers.

Whenever a Dreamer suffers ●, that Dreamer places the corresponding number of ● markers next to their Dreamer board.

Any Dreamer that suffers an 8th ● dies immediately, and all Dreamers lose.

Whenever a Dreamer should suffer ●, but cannot place a ● marker because there are no more left in the pool, all Dreamers lose.

Warning: There are a total of 16 ● markers in the game. It means that when playing with more Dreamers, you must be very careful with ● markers. It makes the game slightly more difficult to compensate for the fact of having a stronger Team.

Finally, **whenever a Dreamer has fewer than 6 cards in total** (including cards in deck, hand and Discard pile, but not active Progress cards and Sealed cards), they immediately die, and all Dreamers lose.

If the Dreamers lose, resolve the Death Wisdom card (reveal II-42 I Secret card if it is not revealed yet).

If Dreamers lose in a Dream, they additionally discard current Dreamscape. Return all cards and tiles of this Dream (except for those already gained by Dreamers or added to the game decks) to the Secrets. Keep the Dream Gate tile of this Dream - you can still come back here to try again.

Note: A new deck will appear during the campaign – the Season deck. Remember that Seasons only change when the game clearly instructs it. The hints listed on Season cards are not rules, but only hints. Therefore, when Dreamers die, Seasons don't change, as no script asks you to do it.

AWAKENING

When on the Dreamworld Map, just after resolving the current Location effect, you can always choose to resolve the Awakening (see the Awakening Wisdom card).

This card is not available at the start of the campaign, but do not worry – it will appear very quickly...

SAVING AND RESTORING THE GAME

After resolving any Location effects on the Dreamworld Map, you may pause and save your campaign.

In order not to lose the ● you collected, you may now resolve a Buying Influence cards step once. After that, each Dreamer may save 1 (and only 1) of their remaining ● (if any) for the next session – a Dreamer discards all remaining ● and gains the Secret card II-41 R.

To store the game back in the box without losing your current campaign progress, resolve steps 1-3 from the Awakening card. Then, place the rest of the cards and tiles in their corresponding slots in the box (using the proper Dividers):

- ▶ each Dreamer's deck with their Basic Actions cards and their Mask cards (if you do not have them yet, you will find them in the Secret deck – their code is II-41 S),
- ▶ all Team cards from the Storage,
- ▶ the Turn deck,
- ▶ the Fate deck,
- ▶ the Flaw deck,
- ▶ the Slumber deck,
- ▶ the Slumber Map deck,
- ▶ the Season deck (do not change the current top card of this deck!).

All Dream Gate tiles in your possession should be placed in the special envelope.

Place any Sign tokens you have in the box.

Place the remaining components of the game in the box. The game is saved.

RESTORING THE GAME

To restore a saved game, resolve the Setup.

If you want to stop the game during a Slumber/Dream, you have to treat this as the death of a Dreamer.

ADD SOMETHING FROM YOURSELF

Etherfields is a game highly focused on the Dreamers' characters, and each Dream has a different story and feeling. The game will shine even more if you will try to act like your Dreamer would, and role-play them just a little. You can also have some atmospheric soundtrack playing in the background (Cryo Chamber Label and their YT channel is recommended).

Having one of the players remembering to add some background and atmosphere to each session can be beneficial for everyone.

You can also decide that one of the players (generally the one who's most familiar with the game) will take the mantle of the Game Host – and take care of all support decks, Turn cards, Entities, etc.



CLASSIC CARDS RULES



Once per Dream, the Team may use a classic cards deck (if you have any) to try to achieve one of the effects related to Morphings/●/Hours/●/Sealed cards.

First, shuffle the classic cards deck and draw 3 cards at random – they are the Luck cards. Check the cards you just drew and decide if you want to try your luck or if you want to back out.

If you decide to try your luck, choose which aspect of the game you want to influence (Morphings/●/Hours/●/Sealed cards).

Then, draw 3 other cards at random – these are the Drawback cards.

Compare the sum of the Luck and Drawback cards.

A Jack counts as 11, a Queen as 12, a King as 13, an Ace as 14, and a Joker as 15.

If the sum of the Luck cards is higher than the sum of the Drawback cards, resolve the positive effect. Otherwise, resolve the negative effect.

Positive / negative effects:

- discard all Morphings / add 2 Morphings,
- gain all available ● and distribute them between the Dreamers / Dreamers discards all ●,
- add 2 Hours / lose all Hours,
- any 1 Dreamer cures 2 ● / any 1 Dreamer suffers 1 ●,
- each Dreamer Unseals 5 cards / each Dreamer Seals 5 cards.

ADDING NEW PLAYERS

Each game of Etherfields is self-contained enough to allow you to play each session with a different number of Dreamers.

If the last session was played with less than four Dreamers and a new player wants to join the game, all they have to do is pick an unused Dreamer archetype and join the adventure.

If it's the other way around, just play without the absentees. They'll still be able to join back the Team during the next session.

If a player cannot participate to the session, their Dreamer can be handled by a new player (provided the original player agrees).

If the whole Team is not present, but you still want to play, it might be better to run a few Slumbers instead of entering a new Dream.

HAVE YOU
RECEIVED
A MESSAGE
FROM US?