

DREAMS

Rules



When the Gods came together in their temple halls flooded with light and looked at the dark sky, a divine thought came to their mind:

"WOULDN'T IT BE FANTASTIC IF WE GAVE THE HUMANS IMAGES, VISIONS, AND DREAMS?"

So the Gods began to illuminate the sky with constellations. Suddenly, they noticed that the gate of their temple was wide open. Was it possible that an ordinary mortal had snuck in? Did he intend to decipher the work of the Gods or even change it to his personal advantage?

The Gods decided to find out WHO had mixed in with them. To this end, they selected ONE TRUE VISION and THREE FALSE IMAGES. Now all those present were supposed to place the stars in the sky in such a way that all Gods would be able to recognize the true vision in that. Only the mortal – unaware and without divine inspiration – would scatter his portion of stars haphazardly over the sky.

"THE TRUE VISION WILL REMAIN A MYSTERY TO HIM. THAT WILL GIVE HIM AWAY."

And so the Gods began their game ●●

The Game

WE ARE GODS.
THERE IS ONE ORDINARY MORTAL AMONG US.
BUT ONLY HE KNOWS THAT HE IS NO GOD.

**4 images are on display.
3 of them are false.
1 image is the TRUE VISION.
Only the Gods know which
dream is the true vision.**



Studying our divine stars, the mortal tries to figure out the TRUE VISION in order to give a "deceptively real" impression and contribute to our constellation. This way, he can remain undetected. And the suspicion of being mortal reflects on the Gods.

We place stars in the sky.

**We Gods place the stars so that we recognize the true vision in the constellation.
But we don't make it too obvious – that's because the TRUE VISION is to be kept hidden from the mortal.**

A player advances on the Gods track if he,
- being the mortal, remains unrecognized
- being the mortal, deciphers the TRUE VISION
- being a God, convicts the mortal
- being a God, does not arouse any suspicion that he himself is the mortal.

The player who is in the lead on the Gods track in the end wins the game.

Set-Up of the Game

① Place the **FIRMAMENT** between the players within easy reach for everybody.

② Put **BOTH** parts of the **GODS TRACK** next to it.

③ Each player gets one of the 6 **CRESCENTS OF THE MOON** in the player color he has chosen. He places it on space 0 of the Gods track..

④ There are 18 **STARS**. Each player gets **ONE STAR OF EACH KIND** (one each in transparent, gray, and black).

⑤ Each player takes one of the **STAR-SHAPED SELECTION TOKENS** in the player color he has chosen

⑧ Place the well-shuffled 72 **DREAM CARDS** as a face-down draw pile next to the firmament.

⑦ Have the 4 **IMAGE NUMBERS** accessible.

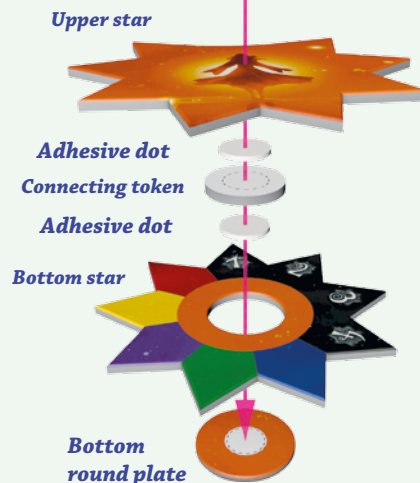
⑥ Divide the 20 **GODS MARKERS** into **FOUR FACE-DOWN STACKS**.

Each stack may contain only markers of the **SAME NUMBER** (one marker **LESS** than there are players).

Mix one **MORTAL MARKER** into each stack.

Put excess Gods markers and selection tokens aside. You won't need them for this particular game.

Before the first game, put together the selection tokens as shown here.



Course of the Game

*The game is played over several rounds.
Each round consists of the following phases:*

1 Lay Out Dreams

Lay out 4 Dream cards face up arranged as a square. Make sure that the orientation of the four cards corresponds to the orientation of the firmament.



Place one image number on a corner of each card.

- 1 Lay out dreams
- 2 Determine the vision & the mortal
- 3 Place stars
- 4 Guess & resolve
- 5 Record points on the Gods track



From now on, each Dream card has a number.



2 Determine the Vision & the Mortal

MIX THE GODS MARKERS

- 1 Close your eyes! Only one of you – determined beforehand – keeps them open. He now changes (“mixes”) the POSITIONS of the 4 stacks of Gods markers.
- 2 Then he closes his eyes. Now all the other players, with their eyes open, may change the positions of the 4 face-down stacks again in any way they want.



Consider that you may NOT change the composition of the individual stacks.



From now on, nobody knows any longer what number is in what stack.

DEAL OUT GODS MARKERS

The player who had his eyes closed last now chooses one stack and mixes it. Then he deals ONE marker from this stack face down to EACH PLAYER (himself included).



GODS see a number on their marker. This is the image number of the TRUE VISION.



Who is a GOD? Who is the MORTAL? Nobody knows what marker the others players got.



The MORTAL sees the symbol of the mortal on his marker. So he doesn't know the TRUE VISION.

Now have a look at your own Gods marker. DON'T let any other player KNOW what you see on your marker.

3 Place Stars



The player who dealt out the Gods markers begins.

*He places one star on the firmament.
After that, his left neighbor has his turn. Players continue playing, in turn, until all players have placed their 3 stars.*

*When you place a star, you may ...
... freely decide which of your 3 stars to place.
... freely choose the place for it on the firmament.*

**WHAT HAS BEEN PLACED
REMAINS THERE!**

You may not relocate any star on the firmament or remove it from there.

Consequently, on your second turn you can only choose between the two stars that you have not placed yet. And on your third turn, you place your last star.

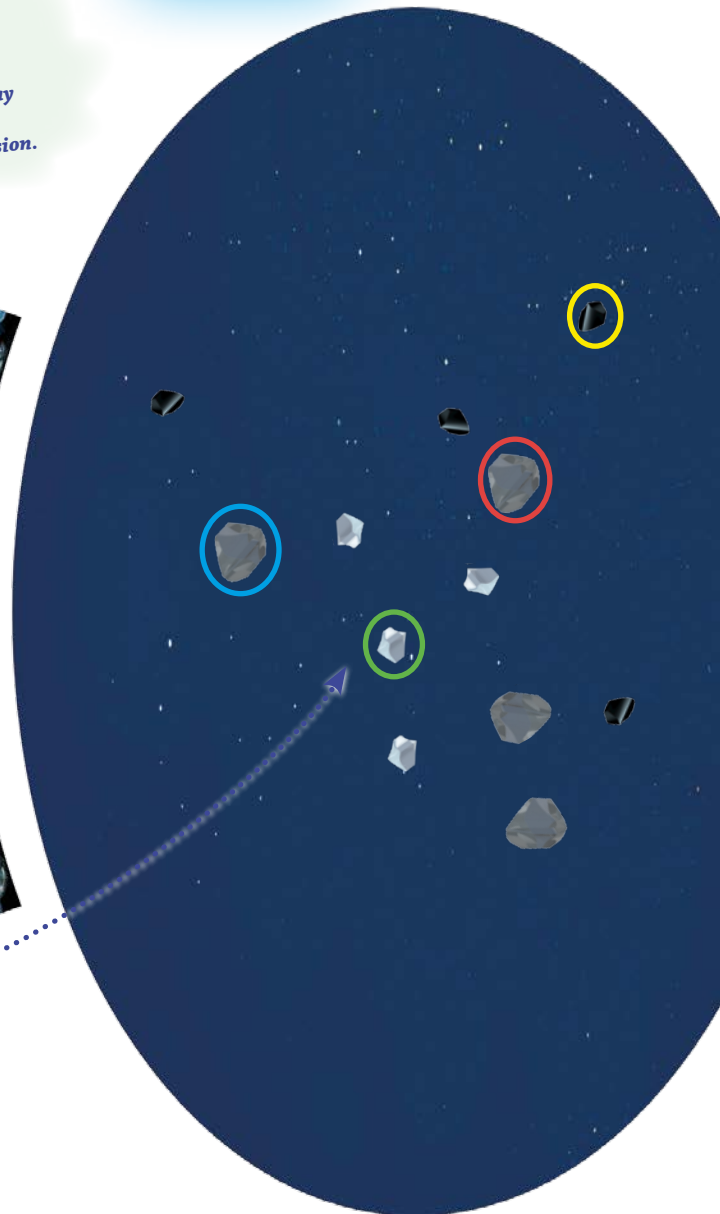
!!
OO

**Now each of you has placed
ALL THREE stars!**

*Example:
Andrea first places her transparent star.
Peter's first choice is his black star.
George and Nina both decide to begin with their gray star.*

GODS, MIND WHERE YOU LOOK!
Then the mortal cannot read from your eyes whether you are viewing an image particularly intensely.

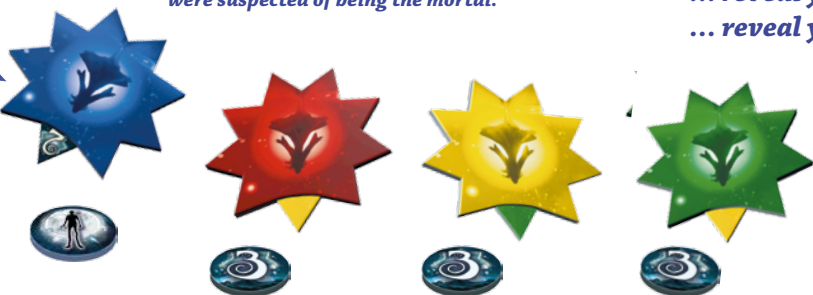
**MARK DISTINCTIVE
DETAILS!**
Place your stars on the firmament mat in such a way that they can be considered image points of the true vision.



FEEL FREE TO TALK AND TO
BLUFF! NOBODY WILL BELIEVE
YOU ANYWAY...
You don't have to comment what you're
doing - but you're allowed to. Anything
that somebody says can be true or
made up.

Example:

The mortal (George) guessed image 2.
Wrong! Image 3 is the true vision. But all
the Gods are wrong, too: None of them has
set his clue on BLUE (George).
Only YELLOW (Peter) and GREEN (Andrea)
were suspected of being the mortal.



4 Guess & Resolve

Now, all players secretly indicate their own guess on the
uncovered prong of their own selection token:

Each GOD guesses the player COLOR of the MORTAL.

The MORTAL guesses the IMAGE NUMBER of the TRUE VISION.

As soon as all players have indicated their guess,
... reveal your selection tokens simultaneously.
... reveal your Gods markers.



Now all can see ...
... which image is the true vision
... which player is the mortal.

5 Record Points on the Gods Track

Now you are rewarded with Gods points for correct guesses and smart laying-out of the stars.
Each player records his points by advancing his own crescent of the moon on the Gods track.

In the example above
George earns 3 Gods
points for this.

George doesn't get
any Gods points. He
guessed the wrong
image number.

In the example
nobody gets points
for this, since no one
guessed the mortal
(George).

Nina earns one
point for this.
Nobody
suspected her.

The MORTAL gets:



3 Gods points if nobody has guessed his color correctly.
(He has remained undetected as the mortal!)



2 Gods points if he has guessed the image number of
the true vision correctly.
(He has deciphered the divine vision!)

Each GOD gets:



2 Gods points if he has guessed the color of the
mortal correctly.
(He has uncovered the mortal!)



1 Gods point if nobody has guessed his color.
(He has acted in a divine manner so he was not
suspected of being an ordinary mortal.)



To keep track, it is advisable to award the Gods points in turn,
one after another, beginning with the mortal.

The Next Round

If nobody has reached 16 Gods points yet, play continues.

- ... Take your stars back.*
- ... Put the 4 laid-out Dream cards aside.*
- ... Put all dealt-out markers (Gods markers + Mortal marker) back into one face-down stack and mix it.*
- ... The mixing and dealing of the stacks of Gods markers for the next game round is done by the player to the left of the one who did it last time.*

Ending & Winning the Game

*The game ends with the completion of the game round in which (at least) **ONE PLAYER REACHES 16 GODS POINTS**. The player who is in the lead on the Gods track is the (almost) immortal winner of the game.*

THERE CAN BE SEVERAL GO... AHM, WINNERS.

Epilog

Legend has it that the mortal placed the stars in the sky in a far more visionary and wiser way than many a God managed to do. And so, it remains a divine secret to the present day that it might actually have been a human who invented dreaming while reaching for the stars.



Example:

Peter, the mortal, has deciphered the true vision. For this, he earns 2 points and thus reaches space 16 of the Gods track.

Nina has **Peter** uncovered as the mortal, which gives her 2 points. Consequently, **Nina** even scores 17 points and wins the game.



Author: Olivier Grégoire

Illustration & Layout:

Michael Coimbra, Tina Kothe

English translation: Sybille & Bruce Whitehill, "Word for Wort"

©2016

Zoch Verlag

Werkstraße 1

90765 Fürth

D-Germany

www.zoch-verlag.com

