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DREAM CATCHERS

Rule Book



Spielregeln



Règles
du jeu



Regole
del gioco



Video
Rules

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PT

DREAM CATCHERS



www.dreamcatchersgame.com

1. Introduction

Dream Catchers is a cooperative game for 2 – 4 players. Players in the game represents dream catchers who visits children in their sleep each night to create sweet dreams, catch nightmares, and capture monsters hiding under the bed!

To successfully complete your task for the night, players must work together closely through constant communication and assessing the priority for the team and act decisively. A good night's rest is very hard work!

Objective of the game

To win the game, players must work together to catch enough sweet dreams to put the child to blissful sleep before the night is over. The team wins once the sweet dream counter reaches the end of the sweet dream scoring track!

However, the game is lost when the following happens;

1. The players fail to win the game before the night ends.
2. The nightmare scoring counter reaches the end of the nightmare scoring track.
3. 3 monsters are hiding under the bed.

Game Components	
06 x Dream Catchers Cards	05 x Bedroom Tiles
33 x Power Cards	01 x 6 Sided Die
12 x Treasure Chest Cards	07 x Monster Counters
04 x Turn Reference Cards	01 x Time Counter
32 x Dream Deck Tiles	06 x Weakness Counter
08 x Monster Tiles	02 x Dream Scoring Counters

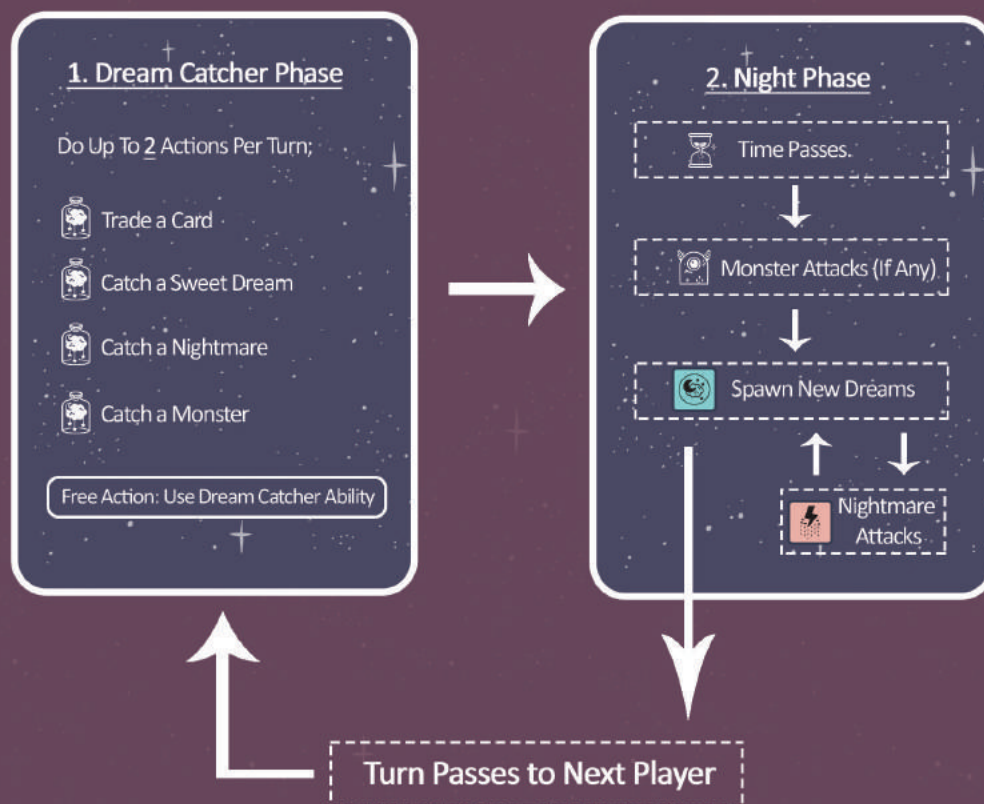
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2. Game Phase

A player's turn consist of the Dream Catcher Phase, followed by the Night Phase.



Dream Catcher Phase

During this phase of the turn, you may take up to 2 actions in any order. You have the option to;

- Trade power cards with another player
- Catch a Sweet Dream or Nightmare tile
- Catch a Monster under the bed
- Activate your dream catcher's ability (Free action)

Activating character abilities does not count towards your 2 actions per turn. You may also take the same action or activate your character ability more than once each turn.

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Trade a Power Card



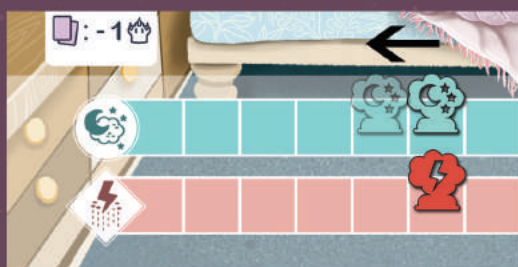
You can use 1 action to exchange a single power card from your hand for another card from a team mate.

Catch a Sweet Dream

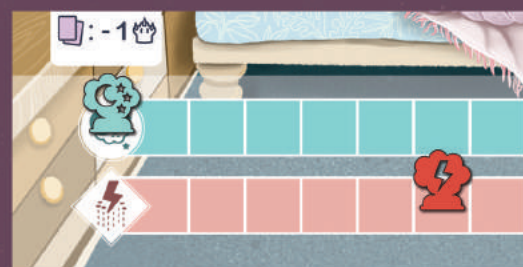


To catch a sweet dream for the sleeping child, spend 1 action and discard the corresponding power cards in your hand.

Once caught, sweet dream tiles are removed from the dreamscape and discarded. Increase the sweet dream score by 1 and move the sweet dream scoring counter 1 square to the left.



Scoring:
Move scoring counter 1 square to the left after catching a Sweet Dream tile!



Victory!
You win when the scoring counter reaches the end of the scoring track!

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Treasure Chest

Some Sweet Dream tiles contain treasure chest, which give you a one-time bonus in the game!



Treasure Chest:

Draw and reveal a treasure chest card immediately when you catch a sweet dream tile with treasure chest icon.



Reduce Nightmare score by 1.



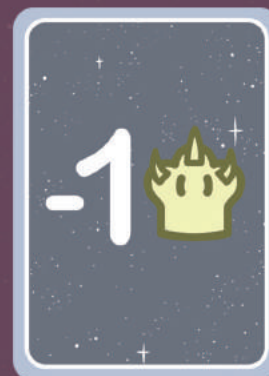
Increase Sweet Dream Score by 1.



Gain 1 time, move time counter 1 square towards start.



Choose and discard any 1 Nightmare tile from the Dreamscape.



Place a weakness counter on a monster tile.

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Catch a Nightmare



Catch nightmares lurking in the dreamscape before they attack the sleeping child! To catch a nightmare, spend 1 action and discard the corresponding power cards in your hand.

Some nightmares only require 1 card to be captured while other nightmares are more powerful and require 2 cards to catch.

Once caught, nightmare tiles are removed from the dreamscape and discarded.

The nightmare score does not change when you catch a nightmare!

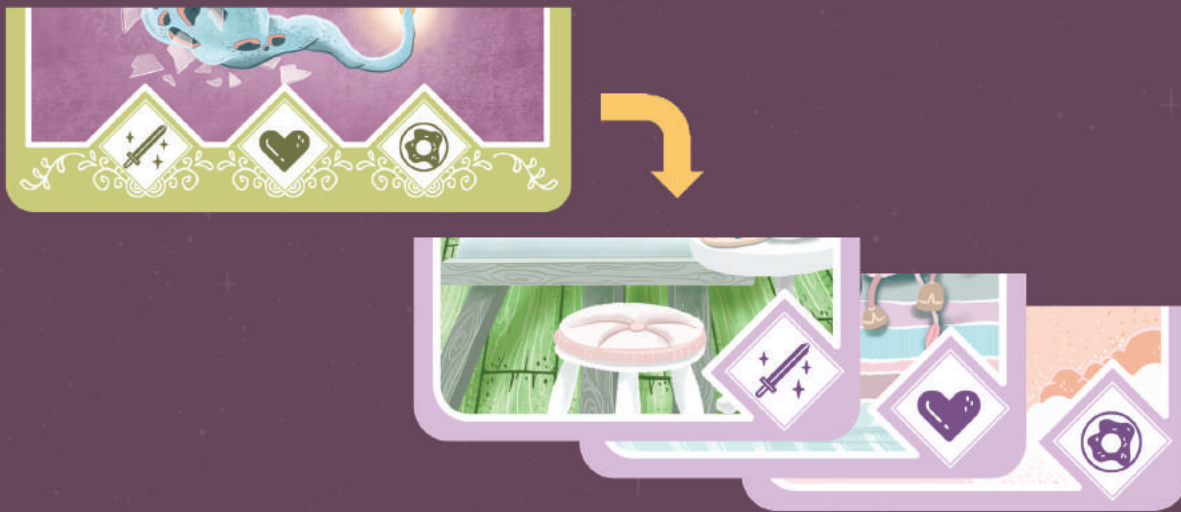
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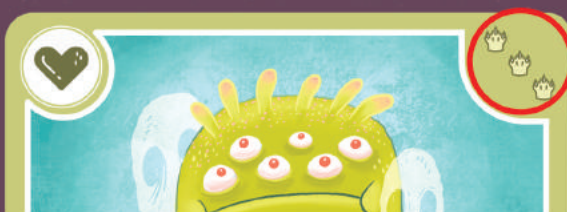


Catch a Monster

Catching a monster is a challenging task that requires the team to work together and overcome the monster!



To catch a monster, you need to ensure you have all the required power cards in hand...



... Then, send 1 action and roll a dice. If the die roll is equals to or greater than the monster's strength, the monster is caught!
Discard the power cards and the monster tile.

If the die roll is lower than the monster's strength, the monster evades you! Keep your power cards. you may spend 1 more action to make another attempt to catch the monster.

Remember: Each weaknes counter placed on a monster reduces its strength by 1!



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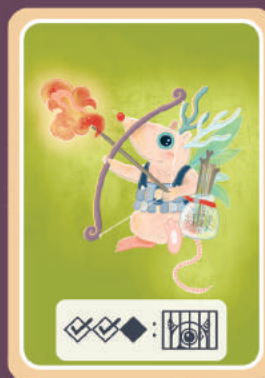


Using character abilities

Some players have character's whose abilities may be activated during their turn. Activating these abilities do not cost any available action. But you must discard the required cards to activate the ability.



Passive:
Open a treasure chest when you catch a nightmare with 2 power symbols



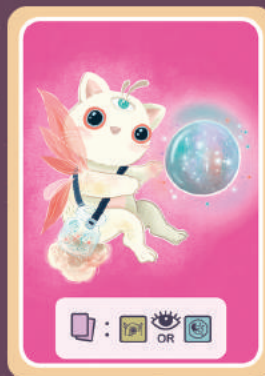
Passive:
Only 2 out of 3 power cards are needed to catch a monster.



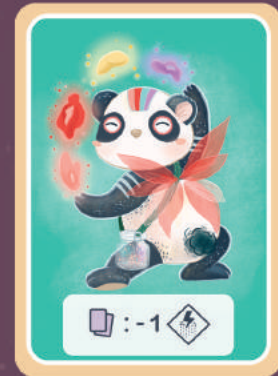
Passive:
Take 3 actions a turn.



Active:
Discard 2 "Love" power cards to gain 1 time.



Active:
Discard 2 power cards of same symbol to reveal the top card of dream deck or monster deck.



Active:
Discard 2 power cards of same symbol to reduce Nightmare score by 1.

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End of Dream Catcher Phase

After you have taken all the available actions, including activation of character ability, you may end the Dream Catcher phase.

Draw back up to 4 power cards in your hand, and proceed to the Night phase.

Night Phase

The Night Phase begins after the Dream Catcher Phase ends.

During the Night phase, time passes in the night, nightmares and monsters waits for an opportunity to attack the child's sleep and wake them up in fear!

Time passes

At the start of the dream action phase, move the time counter 1 square to the left.



Time Passes: Move time counter to left.

Monster Attacks

If the counter lands on a spot with a monster counter, the Monster phase begins. Discard the monster counter and proceed to the monster phase.

Otherwise, proceed to the spawn new dreams phase.



Monster attacks: Discard the monster counter and begin the monster phase.

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Game loss: Day Break!

If the time counter is at the last square at the start of the Night Phase and cannot be moved, the game is lost!



Day Break: The child wakes and the game is lost!

Monster Phase

During the monster phase, creepy monsters appear and hide under the bed of the sleeping child. These nasty creatures also eat up sweet dream tiles from the dreamscape when they appear!



Draw a monster tile and place it under the bedroom tile.



DISCARD



This monster eats sweet dreams with the "Love" symbol.

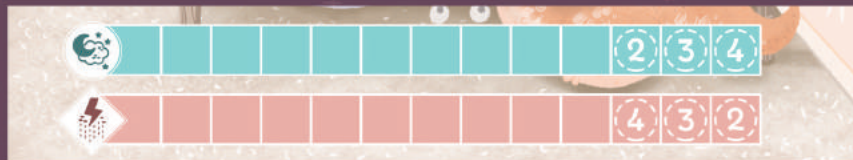
All sweet dream tiles with the "Love" symbol on the dream scape is discarded!

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Game Loss: Monsters!



The game is lost if 3 monsters are hiding under the bed!

Spawn New Dreams

During this phase, new dreams are spawned to fill up the dream scape. Any newly spawned nightmares try to attack the child in their sleep!



During this phase, each empty space in the dream scape will be replaced with a new tile.

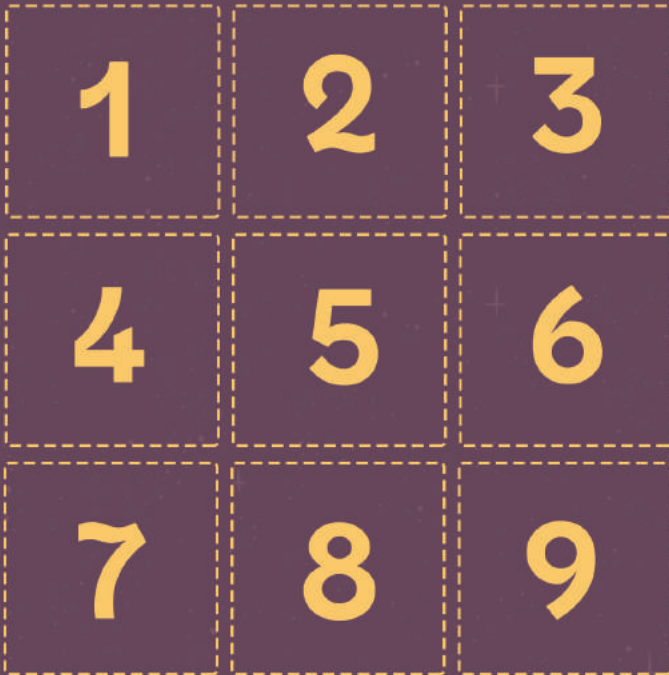
1 tile at a time is drawn from the dreams deck and placed onto the dream scape.

Each drawn tile is resolved first before the next tile is drawn!

Draw new tiles to replace the discarded dreams.

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The tiles drawn are placed onto the dream scape following the priority as shown.

1st row tiles are to be filled before the 2nd and 3rd row.

If multiple tiles are to be replaced on the same row, they will be added from left to right.

New dream spawned: Sweet dream



If a sweet dream tile is spawned, nothing happens, and the team is safe!

Continue to draw a new tile from the dream deck to replace the opening in the dreamscape.

Sweet Dream tile is spawned. Team is safe!

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New Dream Spawned: Nightmare



If a nightmare tile is spawned, the nightmare attacks!

This newly spawned nightmare tile is also known as the active tile.

Nightmare is spawned. Attack begins!

1. Nightmare attacks: First Check!



Active nightmare tile checks adjacent tiles for other nightmare tiles with at least 1 matching power symbol.

In this example, no matching tiles is found.

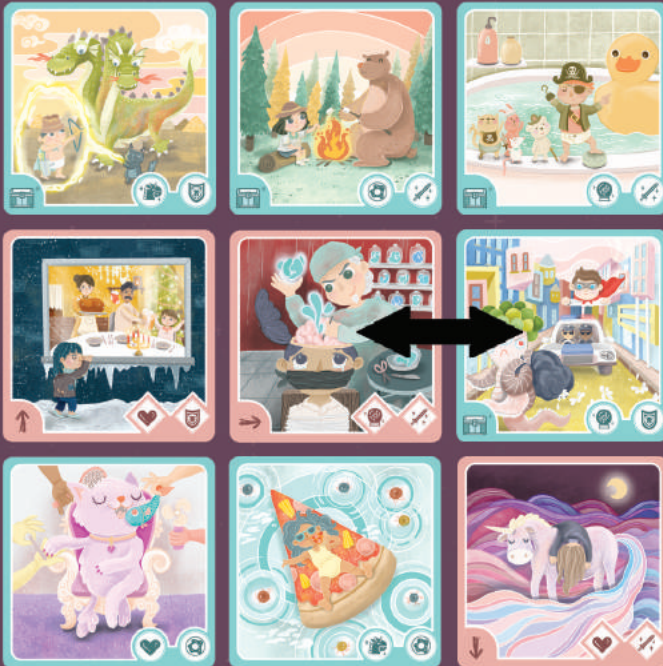
Nightmare attacks: Step 1, Check!

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2. Nightmare attacks: Move



Failing to find a match, the active tile will move once to a new position.

Follow the direction sign on the tile and swap its position with adjacent tile in the indicated position.

*If the adjacent position is empty, the tile simply moves into the vacant spot.

Nightmare swaps right after failing to find a match.

3. Nightmare attacks: Last Check!



After moving to its new position, the active tile will check again for a nightmare tile with at least 1 matching power symbol.

A matching tile is found!

*If a match is still not found, the tile is no longer active. The attack ends. If there are still empty spaces on the dream scape, continue to draw new dream tiles.

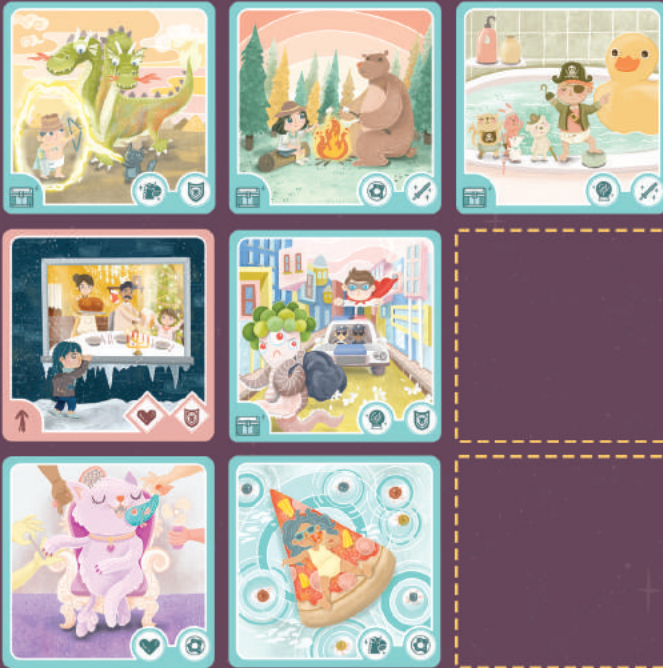
Matching Nightmare found!

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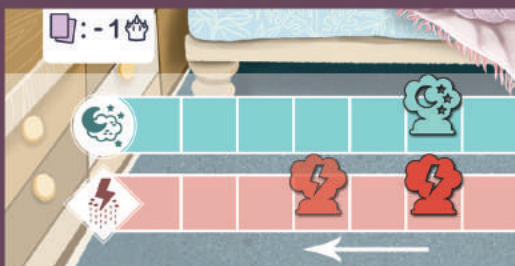
4. Nightmare attacks: Matching tiles found!



When one or more matches are found. The active tile and all matching nightmare tiles are discarded.

Continue to draw new dream tiles to fill in the discarded tiles.

Matching Nightmare tiles are discarded.



2 Nightmare tiles were removed, nightmare scoring counter moves leftwards by 2 grids.

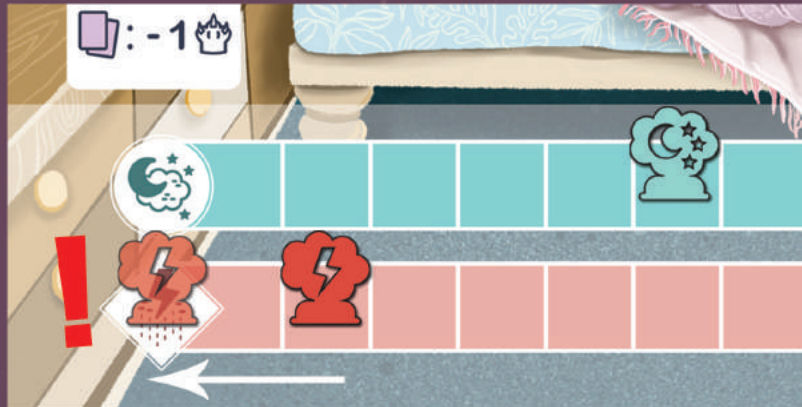
For each nightmare tile discarded in the attack, move the nightmare scoring counter to the left on the scoring track.

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Game Loss: Nightmare!



If the nightmare scoring counter reaches the end of the scoring track, the child is woken up in horror and the game is lost!

Additional notes on Nightmare tile movement:



The nightmare tile will swap with the leftmost tile...

Tile movement: Wrap around

When nightmare tiles on the edges tries to move out of the dreamscape, it will swap its position with the tile on the opposite side of the dreamscape instead.

Example: If a nightmare tile on the right of the dreamscape tries to move right, it instead swaps its position with the tile on the opposite side of the dreamscape.

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Frequently Asked Questions:

Qn: Can I use my dream catcher ability more than once?

Ans: Yes! You can use abilities more than once as long as you have the cards to discard.

Qn: Can I use my dream catcher abilities outside of my turn?

Ans: No! You can only use your ability during your turn, before the end of the dream catcher phase.

Qn: I tried to catch a monster and failed, what happens now?

Ans: The monster stays under the bed. You used up 1 action for the turn. You keep your power cards and can roll the dice again IF you still have actions left for the turn.

Qn: I caught a sweet dream with a treasure chest. When do I draw the treasure chest card?

Ans: Immediately. You have to draw the treasure chest right away and apply the bonus effect before the end of the dream catcher phase.

Qn: I just caught a sweet dream and my sweet dream counter reached the end of the scoring track, do I still need to carry out the dream catcher phase?

Ans: No. You and your team win the game immediately.

Qn: The time counter is at the end of the time track at the start of my turn, is the game lost already?

Ans: No. You may still play out your last dream catcher phase. The game is only lost at the end of your dream catcher phase.

2 Player Rules Variant

When setting up a 2 player game, deal 1 Strength card to a player and 1 Courage card to the other. Each player then draws 3 more cards from the power deck.

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Glossary: Power Cards

The power cards used in the game represents the magical ability of the dream catchers to create beautiful visions and eliminate negative thoughts and influences. Some powers are more rare then others, use them wisely!



LOVE: 7 Cards



TREATS: 6 Cards



FANTASY: 6 Cards



DISCOVER: 6 Cards



COURAGE: 4 Cards



STRENGTH: 4 Cards

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Glossary: Bedroom tiles

Each room represents a different adorable child waiting for you to give them a good night's sleep. Each room presents a different challenge with unique rules that affect the game.

Bedroom tile Information

Bedroom 1: Samantha's room

The most un-girliest girl you will ever see. Nobody really gets Samantha. It does not bother her one bit, though.

*It is recommended to start with this room for your first playthrough.

Place monster counters at each square with monster icon.

Time Track:
Time counter starts here.

Challenge Level: 1

Rule Modifier:
When a monster is caught, -1 to Nightmare score.

Scoring Track:
Place sweet dream and nightmare scoring counters here.
Numbers on the track refers to the number of players in the game.

The diagram illustrates the components of a bedroom tile. At the top, a row of 14 squares contains icons: a sun, an hourglass, a monster, an hourglass, a monster, an hourglass, a monster, an hourglass, an hourglass, a monster, an hourglass, a monster, an hourglass, and a moon. Below this is a central illustration of a girl named Samantha in bed, surrounded by a green dragon-like monster and a purple owl. To the left of the bed is a rule modifier card with a star, a monster icon, and a lightning bolt icon, with a '-1' score. At the bottom, there are two scoring tracks: a teal track for 'Sweet Dream' and a red track for 'Nightmare'. The teal track has 14 squares, with the last three containing numbers 2, 3, and 4. The red track has 14 squares, with the last three containing numbers 4, 3, and 2. Arrows point from the explanatory text boxes to these specific elements.

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Bedroom 2: Diana's Bedroom

Diana loves all things nature, and would love nothing more than to give you a fresh flower!

Challenge Level: 2

Rule Modifier:

When a monster is caught, +1 Time.



Bedroom 3: Lily's Bedroom

Lily is the sweetest, and dreams of seeing the world one day with Fluffypuff, her rabbit toy!

Challenge Level: 3

Rule Modifier:

During a monster attack, if the monster eats 2 or more sweet dreams, -1 Sweet dream score.



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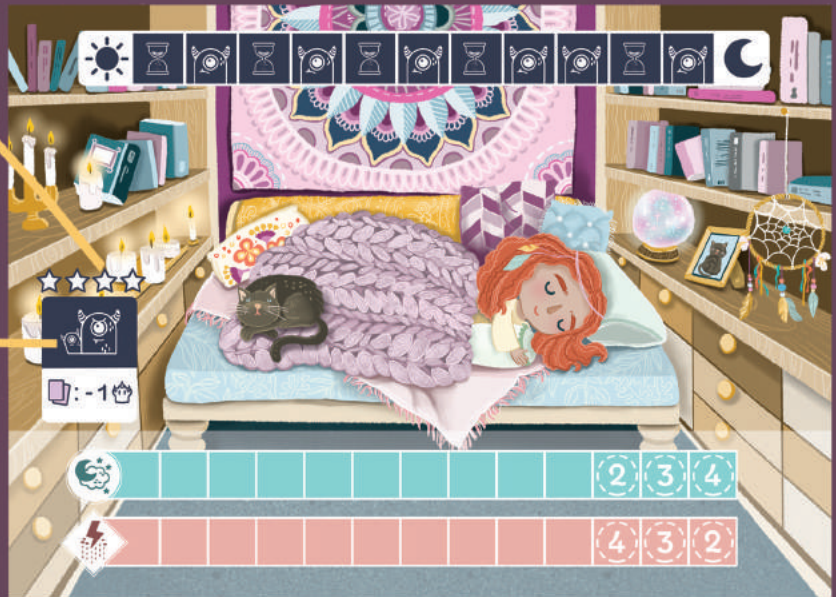
Bedroom 4: Priscilla's Bedroom

Priscilla loves everything astrology and dreams of being an astronaut one day!

Challenge
Level: 4

Rule
Modifier:

If there are 2 monsters under the bed, only the monster with higher strength can be caught. During your turn, discard 2 power cards of same symbol, place a weakness counter on a monster.



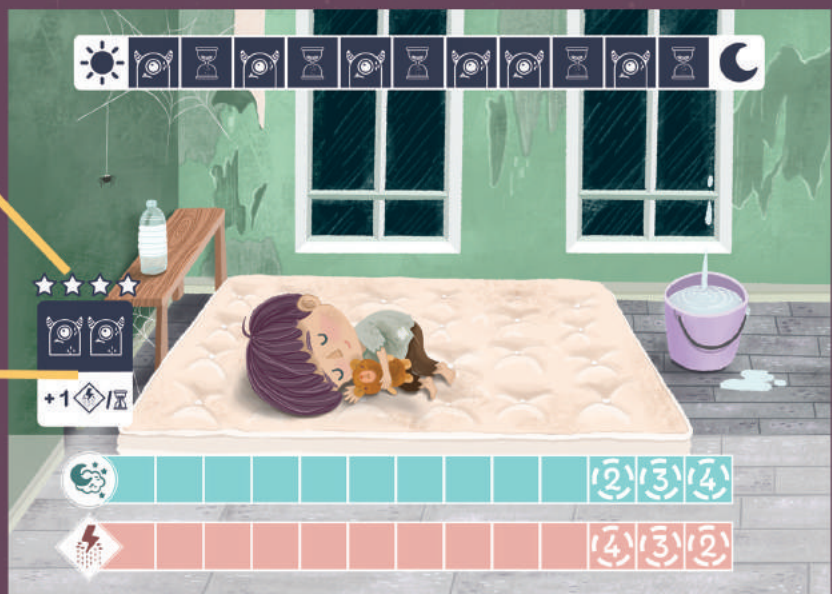
Bedroom 5: Peter's Bedroom

Peter don't have much, but he is determined to make the most of everything he has!

Challenge
Level: 4

Rule
Modifier:

At the start of each Night Phase, if there are 2 monsters under the bed, +1 to Nightmare score.





Good Night, Sleep Tight,
& Don't Let The Bed Bugs Bite



**PLAY
NATION**

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