

Dreams And Nightmares

The Board Game

A 1-4 player Cooperative Action RPG

Dreams and Nightmares: The Board Game is made up of 2 Acts with 2 Levels per act.

Each act focuses on defeating a different boss.

The board game is dynamic, creating a unique game each time.

In Dreams and Nightmares, you play as one of four dreamers each with a distinctive skillset, but all eager to take on the challenges that lay before them.

Every level is filled with mobs possessing varying abilities.

At the end of each act, there will be a boss to conquer, with every playthrough providing diverse boss abilities as an added challenge to the dreamers.

Your win objectives will change based on the scenario. However, the dreamers always lose if:

- 1) The Nightmare tokens fill up all the hexes except where the players are or any space where the Mobs can't go (e. g. the starting space)

OR

- 2) The dreamers all wake up (that is, all the dreamers have lost all their health and therefore cannot revive each other).

Set Up:

- 1) Set up the terrain tiles to match your current scenario as well as pulling out the mob cards for your scenario. Place the remaining mob cards and terrain tiles back into the box. Some scenarios might deal with bosses. Each boss has special rules associated with it based on the scenario.
- 2) Everyone selects a dreamer to play as and gains their starting item, dreamer pawn, reference card, and starting Theta. Each dreamer also gains Theta equal to their statistic on their dreamer board. Place the dreamer pawns on the starting location that is listed for the current scenario.
- 3) Place the remaining Theta tokens and heart tokens next to the board.
- 4) Place mobs on the board based on the scenario instructions.
- 5) Shuffle the Nightmare deck and place it next to the board. This deck consists of cards that give or take away items from the dreamers and spawn mobs. These cards are typically a disadvantage to the dreamers.
- 6) Shuffle the Loot deck and place it next to the board. This deck consists of items, gear, and loot that give you abilities or boost existing ones. These cards are gained after defeating mobs.
 - Note: to use an item, it must be equipped, and items are only used during certain actions (attacking, defending, supporting, etc.)
- 7) Shuffle the Ability deck and place it next to the board. This deck consists of extra skills that can be learned by the dreamers. Each ability will have a class associated with it and will cost a certain amount to use.
- 8) The dreamer who woke up the latest goes first.

Round Overview:

- 1) A dreamer takes up to **3 actions** (**free actions** do not count toward their 3 actions).
- 2) The dreamer flips over a **Nightmare card** and resolves it (this is done after each dreamer's turn).
- 3) **Nightmare tokens** are placed wherever mobs have moved if there isn't one on the tile already.
- 4) Players defend as needed against the mobs that were activated.

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- 5) Play passes to the next player until all dreamers have had a turn in the current round.
 - 6) Once the round is done, each player gains +1 theta and the next round begins.
 - 7) All Dreamers gain 1 Theta
 - 8) The next Dreamer becomes the first player for the following round. (e. g. If the first round's order was Tressa, John, then Raphael, the second round's order would be John, Raphael, Tressa, and the third round's order would be Raphael, Tressa, John.)

A Dreamer's Turn:

- At the beginning of the dreamer's turn, they may change their gear. This is prior to moving or taking an action.
- On a dreamer's turn, they may take any combination of up to 3 of the following actions: **Move, Attack, Rest, Gift, Pray, Dream,** and **Special.**

NOTE: Free actions (**Share, Use Gifts, Learn Ability, Support,** and **Trade In**) do not count toward your 3 actions.

- During a dreamer's turn, other dreamers may assist with any gifts or abilities that say you may use it on another dreamer's turn.
- After a dreamer has chosen their actions and completed them, their turn is done, and it goes to the Mob movement/attack.

Actions:

Move: The move stat on your board determines up to how many spaces you may move. When moving, dreamers can move past one another or land on the same spot as another dreamer, but cannot move through or land on any spot occupied by a mob or boss.

Attack: You attack a mob or boss that is within range based on your current weapon. (Bow: "Range 3" means that the bow can attack mobs up to 3 hexes away.) In addition, you may not attack mobs or bosses that are on or behind difficult terrain.

- To attack, you will roll the number of D6 dice that is equal to your attack stat.
- When rolling the dice, 1-3 is a miss, 4 and 5 are a hit, and 6 is a Critical Hit.

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- For every critical hit, the dreamer rolls another D6 die. (This includes critical hits coming from the extra dice.) There is no limit on the number of extra dice that the dreamer can roll.
 - The dreamer may split the damage among the enemies on the target hex in any way they want. (e.g. If there are 3 level 1 Mobs on the Hex and Tressa does 3 Damage, she would defeat all 3 Mobs on that Hex. If Tressa does 5 Damage, she could defeat the 3 level 1 Mobs and disperse the remaining damage to any other mobs on that hex or adjacent hexes.)
 - To defeat an enemy and remove it from play, the attack needs to equal or exceed the hit points of the enemy. The damage the dreamer inflicts must equal or exceed the enemy's hit points or all damage done is removed. After the mob(s) is defeated, the dreamer gains 1 Theta and may Search (if they have not used all 3 of their actions).
 - If the dreamer loses all their health, they wake up. They must lose all their Theta and all their equipment, except for one item of their choice. The dreamer must be revived by another dreamer with a search action.

Rest: You regain all of your Theta. After resting, you may not move or attack for the remainder of their turn.

Pray: You give any other dreamer one of your Theta or you may give another dreamer +2 health.

Dream: You remove a nightmare token from either a dream tile you are on or adjacent to. In addition, you gain 1 Theta.

Special: This action is for any special action (e. g. closing spawn points, or searching.) You roll a die. When a 4 or 5 is rolled, the action succeeds, but if a 1, 2, or 3 is rolled, the action fails. If a 6 is rolled, then it is a critical success.

- A success while Searching results in the dreamer drawing 1 Loot card. A critical success results in the dreamer drawing 2 Loot cards and choosing one to keep.

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- **Note: The Search action can only be used after defeating a mob during the dreamer's turn.**

Free Actions:

Share: The dreamers may trade loot cards with each other on the same hex or adjacent ones.

Use Gifts: You may use any gift on the dreamer board or any of the dreamer's abilities, paying the amount of theta that is listed.

Support: You give another dreamer on the same tile one of your dice for the round.

- You can do this with as many dice as you have, but if you have no dice, you cannot attack or defend.
- Dice given to a dreamer cannot be then passed to a third dreamer. (John gives Raphael 2 dice on John's turn. Raphael cannot give those dice to anyone else on his turn)

Learn Ability: You pay 6 Theta, look through the ability deck, and choose one that you want that matches your dreamer's class.

Trade In: You may discard any 3 cards you have and look at the top 5 cards of the Loot deck. Choose one of the 5 to keep and place the other 4 cards in the discard pile.

Mob's Turn:

- After a dreamer finishes their turn, they flip a card from the Nightmare Deck and resolve the card.
- After the card is resolved fully, it is the next dreamer's turn. Some cards give things to the player or take things away (e. g. Theta). If you can never fully complete a card, you do not do anything extra unless there is a **condition:**

Condition:

Some Nightmare cards have conditions you must perform if you can not perform the action on the card. If the condition is met, perform the condition action. If for some reason you can not perform the condition, nothing happens.

Nightmare Grows:

Some Nightmare cards say the “Nightmare Grows.” This means you must place new nightmare tokens on all adjacent tiles to existing nightmare tokens (unless the tile already has a nightmare token).

- Note: Only one nightmare token may be placed on a tile at any given time.

Spawn a Mob:

When a Nightmare card says to spawn a Mob, the new Mob is spawned at the spawn point that matches the Mob’s level (e.g. A level 1 Mob will spawn at the level 1 spawn point). Each card will have specific instructions about which mob is activated, or another task to do. All of the Mobs that are the same level as the newly-spawned Mob are activated and move 1 space. If the activated Mob is next to a dreamer, then they will attack according to their level. (Each level 1 has One ATK, Level 2 has Two ATK, and Level 3 has Three ATK).

Mob abilities will also come into play describing abilities like (“when activated”, or “when attacked”) that will change what happens when they are activated.

- If at any time a Mob is unable to spawn in, then it does not spawn. Nothing else is done.

Mob and Boss movement:

Mobs will attack if they are in range of a dreamer. If they are not in range, they move 1 space.

- Whenever a Mob moves, a nightmare token is dropped on the new hex.
 - Whenever a dreamer is on a hex with a nightmare token, that dreamer has -1 die for ATK and DEF.
- Melee Mobs always move towards the closest dreamer, choosing hexes with no nightmare tokens if possible. If two dreamers are equal distance from the Melee Mob, the dreamers may decide which dreamer the Melee Mob moves toward.
- Ranged Mobs use the character’s movement stats to measure how close they will get to the dreamer. (E.g. Raphael has a movement stat of 3, so the Ranged Mob will try to stay at least 3 hexes away.) If they are farther away than the dreamer’s movement stat, they will attack if they are able.
- Ranged Mobs cannot fire through any other Mobs or obstructions.

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- If at any time, a Mob cannot move, then it doesn't.

Boss movement will vary from Boss to Boss.

- Bosses can move and Attack on the same turn.

Mob and Boss Attacking:

After every dreamer's turn, Mobs get to make an attack as long as they are in range or an ability says they may. When a Mob attacks, their Attack (ATK) is equal to their level. A dreamer will roll their Attack/Defend (ATK/DEF) stat against them and take any damage that was not blocked (e. g. A level 3 Mob attacks Raphael who rolls a 2 for his defense. Raphael takes 1 damage).

- If a Mob moves within range of a dreamer this turn, it does not attack until the following turn.
- A dreamer will roll dice to Defend against the Mob's attack.
 - If there is more than one dreamer on the Hex that the Mob is attacking, the dreamers decide together, who is going to defend.
- Bosses can move and attack on the same turn.
- Bosses always attack once in range, unless otherwise stated in an ability or on a modifier.

Loot and Gear:

- Dreamers can equip gear and weapons as long as their character has space for it. (You can't have two helmets on, hold 2 two-handed weapons, etc.)
- Dreamers can carry an additional 3 unequipped items. These items are turned 90 degrees to signify that they are unequipped.
- When a Loot card has a + ATK or + DEF, the dreamer rolls an additional Die to their Attack or Defense.

Characters:

Theta:

Theta is a term derived from Theta brain waves. Dreams, while they can shed light on things of a spiritual nature (as in “Dreams and Visions” [Joel 2:28, Acts 2:17]), are also experienced in the “mind’s eye” as it were. Theta waves are said to be mainly experienced during sleep and/or meditation/prayer.

This stat is used to express one's conscious energy/mental intuition while in the dream.

- Characters have a set starting Theta.
- Theta can be affected by modifiers (e.g. Abilities or Equipment).
- Theta can be “spent/used” to perform certain Spiritual actions (e.g. Abilities or Gifts).

Enemies:

ENEMY TYPES

- Grunts: Very small, weak, and travel in packs of three.
- Lieutenants: Larger platoon leaders, travel in pairs on the board at a time.
- Mini-Bosses: Big creatures, as big or bigger than the characters, traveling one at a time, though they are harder to defeat
- Bosses: Huge, scary, on the board for a long time due to their high health and power. Bosses also have a set of their own cards that when they come into play. You play their cards instead of flipping Nightmare cards.

ENEMY TIERS

- Level 1: 1 hit point (packs of 3)
- Level 2: 2 hit points (Packs of 2)
- Level 3: 3 hit points (Packs of 1)

Level set up and log:

You may play our campaign of Dreams and Nightmares with keeping items and characters from game to game. Each level may have a different set up and style for the games.

Campaign Story:

Intro-

A house in the blue light of early twilight is well lit and comforting. The sounds of quiet conversation can be heard from within.

INSIDE BIBLE STUDY HOUSE - NIGHT

About ten people are sitting around on couches and chairs, some have their bibles propped open. There are our four main characters, John, Tressa, Evie, and Raphael. They all sit apart except John and Tressa who sit next to each other casually. The bible STUDY LEADER, a woman in her 40's, is asking for prayer requests.

Study leader: "And finally ... Evie. Do you have any prayer requests?"

Evie looks a little nervous and pale.

EVIE: "I... yes. Yes I do. Last night I had a very strange dream. King Nebuchadnezzar came and spoke to me."

John and Tressa look at each other in surprise, then back to Evie.

EVIE (CONT'D): "He was telling me that -- well, he was telling me the story from Daniel. I looked it up. It's Daniel 4. Nebuchadnezzar was talking but then -- I just woke up. It felt unfinished. But also very ... real. I don't know what it means but, well, I just wanted to ask for prayer."

Raphael looks stunned for a second, then looks around to see if anyone noticed.

STUDY LEADER: "Sounds like you had an interesting dream, for sure. Let's all pray."

Everyone bows their heads, but Raphael looks around first.

STUDY LEADER (CONT'D): "Dear heavenly father..."

Act 1- The Twisting Tree

OUTSIDE BIBLE STUDY HOUSE - NIGHT

Cars are driving away from the house; the bible study is over. Tressa and John are outside talking.

TRESSA: "...just really weird! What can it mean?"

JOHN: "I don't know but -- hey here she comes."

Evie walks out of the door, looking toward her car.

JOHN (CONT'D): "Hey, Evie!"

She turns around to John.

EVIE: "Oh. It's John, right?"

John nods.

TRESSA: "Yeah. And I'm Tressa."

EVIE: "I missed the first day when everyone wore nametags."

JOHN: "It's ok. Hey, so, like, that dream you had. We uh..."

He looks at Tressa. She shakes her head and points to him. He points back at her. She shakes her head again.

JOHN (CONT'D): "We both had the same dream as you. Like, the EXACT same dream."

Evie looks stunned. Raphael bursts from behind a tree. Evie, John, and Tressa react with gasps and tiny yelps.

RAPHAEL: "No way dude! So did I! Whoa!"

JOHN: "Raph! What were you doing hiding back there!"

RAPHAEL: "Hey, calm down dude, I just was catching my breath behind the tree here 'cuz I wuz so freaked about the dream and here I find out you guys had it too!"

EVIE: "Oh. I see. Well --"

RAPHAEL: "Hey, you're Evie right? I'm not sure; I missed the first day."

Tressa and John turn to Evie.

JOHN and TRESSA: "No nametags."

EVIE: "Yes, I'm Evie. And you are?"

RAPHAEL: "Raphael. (he pauses) So, look, what do you think we should do? I wanna figure out what God is saying here, you know?"

They all look at each other.

EVIE: "You're right. It can't just be a coincidence; it must be God."

JOHN: "I think she's right."

TRESSA: "Hey, did anyone else have the dream? Or was it just us?"

RAPHAEL: "Ah, no, man. I asked around after, you know, kinda discreet like, and no one else had the dream. Though Becky had a weird dream about her grandma floating through space baking snickerdoodles."

TRESSA: "What?"

JOHN: "Anyway, that doesn't matter. Did any of us actually finish the dream? Tressa and I did not."

RAPHAEL: "Me neither."

EVIE: "I guess no one did."

JOHN: "Then, how about we pray that tonight we finish it?"

RAPHAEL: "Cool!"

EVIE: "Interesting idea."

TRESSA: "I'm not so sure..."

JOHN: "How will we ever know what it means? C'mon Tressa."

TRESSA: "Well, I guess there's no real reason not to. It just seems... weird."

RAPHAEL: "Hey, God works in mysterious ways!"

EVIE: "That's not in the bible."

RAPHAEL: "Whuh?"

TRESSA: "Ok sure, but in Isaiah it DOES say that God's ways are not our ways... so they could be mysterious sometimes!"

RAPHAEL: "Yeah! Right on!"

EVIE: "Fine. Let's just pray before I change my mind."

Everyone puts their hands together in the middle as the four stand and pray."

JOHN: "Heavenly father, we ask you that tonight..."

Act 1 - Nebuchadnezzar's Dream

Fade in: The characters see a large room filled with twisted foliage and a Babylonian throne. Nebuchadnezzar rises from the throne to greet them.

Nebuchadnezzar: I am Nebuchadnezzar the second; King of Babylon. I am here to tell you of the wonderful miracles that Daniel's God has done in my life.

While I was asleep in the palace, I had a dream that none of my wisemen except Daniel could interpret. "I saw an enormous tree in the middle of the earth; reaching high into the heavens." He said, "It had beautiful leaves and much fruit. Animals took shade under it, and birds nested in its branches. Then an angel shouted 'Cut down the tree!'"

Daniel said that the tree is me. He said that cutting down the tree meant that I will have the mind of a beast and live with the animals, that I will live this way, until I learn that the Most High King rules over the kingdoms of the world. He told me to stop sinning and turn to God so that this would not happen. I did not follow his advice.

While overlooking Babylon, I said to myself: "Look at this great and beautiful city! By my own mighty power, I have built it!"

Nebuchadnezzar: Then a voice called down from heaven, "King Nebuchadnezzar!

You are no longer the ruler of this kingdom.

You will live in the fields with the wild animals until you learn that the Most High King rules over the kingdoms of the world."

Everything happened as the voice said.

Then my sanity returned and I worshiped the Most High. Now I give praise and glory and honor to the King of Heaven. All His acts are just and true. He is able to humble the proud.

Go! And learn from the dream. Hear the wisdom of God.

Level 1 - Tutorial Mission

Goal:

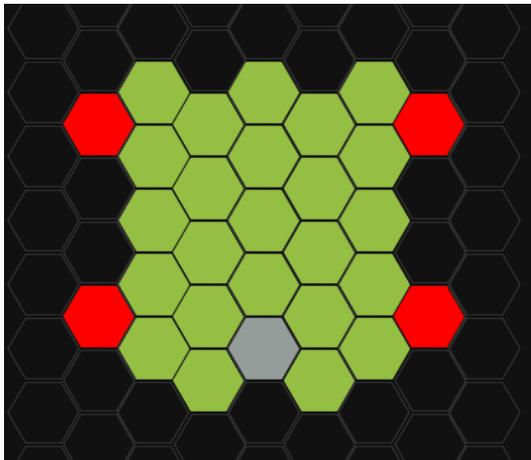
Close all four spawn locations on the board and return to the starting location.

Mobs:

Sheep, Creepers, Gem Bugs, Frogs, and Stone Creatures

Distribution of Tiles:

Name	Amount for Level: 29
Starting Tile (Grey Space)	1
Regular Tiles (Green Spaces)	24
Mob Spawners (Red Spaces)	2 Level 1 spawners, 1 Level 2 spawner, and 1 Level 3 spawner.



Level 2 - Pride Before the Fall

Title:

Goal:

Fend off the ravens

Kill the peacock boss, Gaava

Mobs:

Twisted prideful animals

Explanation:

Shuffle together the 6 Raven Cards. A player must go to each spawner and close each spawning location.

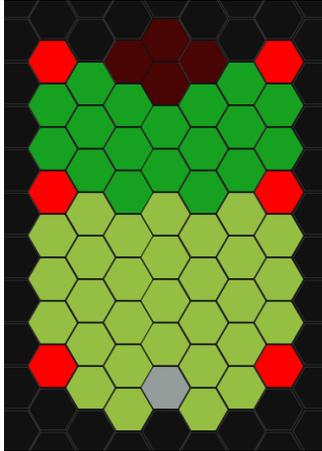
When it does, you draw a raven card. 5 of the ravens are “good” and help you, one of them is very bad and attacks you on the spot.

Once you close all the spawners, Dreamers are teleported back to the starting tile.

Now instead of twisted, prideful animals, Gaava the Peacock spawns.

Distribution of Tiles:

Name	Amount for Level: 56
Starting Tile	1
Boss Tile	1
Regular Tiles	25
Tough Terrain Tiles (dark green) (extra movement to move through)	18
Mob Spawners (Level 1,2,3)	2,2,2
Rest Areas: Can rest for a free action each turn	3
Safe Zones: Mobs can not go into those locations	2



Act 2- The Staggering Statue

INT. John's living room - EVENING

John has a tiny living room with a couch and a coffee table. A drum kit is visible in the background, a guitar is propped up in the corner, and there is a framed Bible verse on the wall: "John 20:29 blessed are those who have not seen and yet have believed."

John sits on a chair next to the couch while Tressa, Evie and Raphael sit on the couch.

JOHN: "Is there anything like this in the Bible? Us dreaming and all this other... stuff?"

RAPHAEL: "Yeah! Who was that guy? Ne-bu-nezzard?"

EVIE: "Okay let's... let's calm down and think about this."

TRESSA: "I've got my bible here. This is obviously from the book of Daniel."

JOHN: "Right! That king at the beginning mentioned Daniel! And at the end, there was an angel, and..."

EVIE: "I'm pretty sure it was Daniel that appeared at the end."

TRESSA: "Sure, I understand all that, but the question is why? Why are we all having this dream?"

Everyone looks at each other and there is a long pause.

EVIE: "Daniel's visions and dreams were revelations from God. So, it makes sense that this is also something like that."

RAPHAEL: "Whoa! That's so cool!"

JOHN: "Sure, it's cool, but what does it mean?"

TRESSA: "Well, Daniel had multiple visions. I think... I'm sure that we are going to have another one!"

JOHN: "Well, last time what we did was pray and ask God to show us what he wanted to reveal to us. Let's pray together!"

EVIE: "I'm not so sure I should... I mean, I don't know if I should pray with you guys. I kind of screwed up things last time."

TRESSA: "Evie, I think that was the message! It's ok to screw up sometimes. I mean, you learned from it right? God was showing you about yourself. We all have flaws. I'm sure no one here wants to go on without you!"

RAPHAEL: "No way! You're part of our gang now! We're like Don Quixote and the Three Musketeers!"

JOHN: "What? Which one of us is Don Quixote? Anyway, Evie, yes please pray with us tonight."

Evie gives a shy smile.

EVIE: "Okay then. Let's pray."

They all bow their heads.

JOHN: "Dear heavenly Father..."

Intro Dream Scene - Act 2 - Daniel Describes the Dream

Fade in: Nebuchadnezzar stands in front of his throne again, but this time it is in front of a great stone wall. He speaks to the player:

Nebuchadnezzar: It is I, Nebuchadnezzar, once again. I want to tell you about another dream that was sent to me by God. In this dream I saw a great, frightening statue. The statue had a head made of Gold, a chest made of silver, a waist made of bronze, legs made of iron, and feet made of a mix of clay and iron. As I looked at the statue, a stone, not cut from human hands, came down and destroyed the feet of the statue so that it fell and became like dust; blown away by the wind. The stone then formed a large mountain that filled the whole earth. Go! And learn from the dream sent by God.

Level 3 - Stirring up Strife

Title:

The Staggering Statue Part.1

Goal:

Help Leon with Greed by going to 5 different rooms killing golems and getting a piece of the bible. In the end, you create the stone golem that you have to fight.

Level 3 goes through the first three rooms (Clay, Bronze, Iron). (Clay Feet, Iron Legs, Bronze Waist)

Mobs:

Any of the Golems

Explanation:

Goal is to get through 3 rooms out of the 5 and end this session with a good cliffhanger. After each room, you have to go back to the starting tile to give what you searched for to Leon. In addition, maybe three separate search decks for each room with the item hidden in each room.

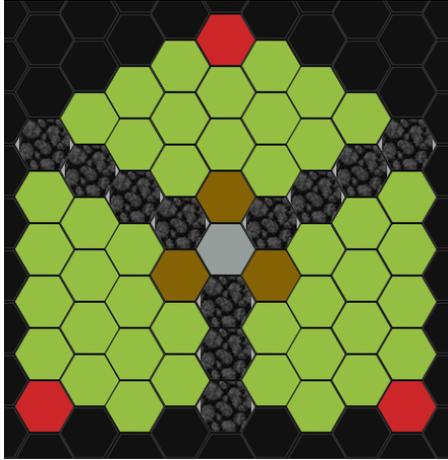
Additional way to lose: If any one room falls and is completely all nightmare tokens.

Mobs can not leave their room

Distribution of Tiles:

Name	Amount for Level: 60
Starting Tile	1
Regular Tiles	30
Walls: (Stone tiles)	11

Can not move into them	
Doors (Brown)	3
Mob Spawners (Level 1,2,3)	0,3,0
Rest Areas: Can rest for a free action each turn	6
Safe Zones: Mobs can not go into those locations	6



Level 4 - The Mighty Statue

Title:

The Staggering Statue Part.2

Goal:

Help Leon with Greed by going to 3 different rooms killing golems and getting a piece of the bible by closing the gates in each room.

In the end, you create the stone golem that you have to fight.

Level 4 goes through the last two rooms (Silver and Gold) and has to defeat the stone golem boss. (Silver Chest and Gold Head).

Mobs:

Any of the Golems, and Materious

Explanation:

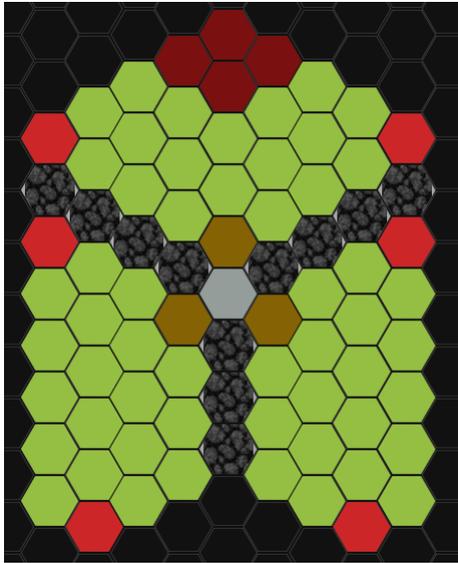
Goal is to get through the last two rooms and defeat the boss.

Additional way to lose: If any one room falls and is completely all nightmare tokens.

Mobs can not leave their room

Distribution of Tiles:

Name	Amount for Level: 76
Starting Tile	1
Boss Tile	1
Regular Tiles	40
Walls: (Stone tiles) Can not move into them	11
Doors (Brown)	3
Mob Spawners (Level 1,2,3)	0,4,2 (each room has 2 Level 2, the boss room has 2 level 3)
Rest Areas: Can rest for a free action each turn	7
Safe Zones: Mobs can not go into those locations	7



Level 5 -

Title:

Beware The Beast Part.1

Goal:

Save Bjorn from bugs and make it to the checkpoint (Bjorn's house) while fighting off creepers

Mobs:

Big Bugs

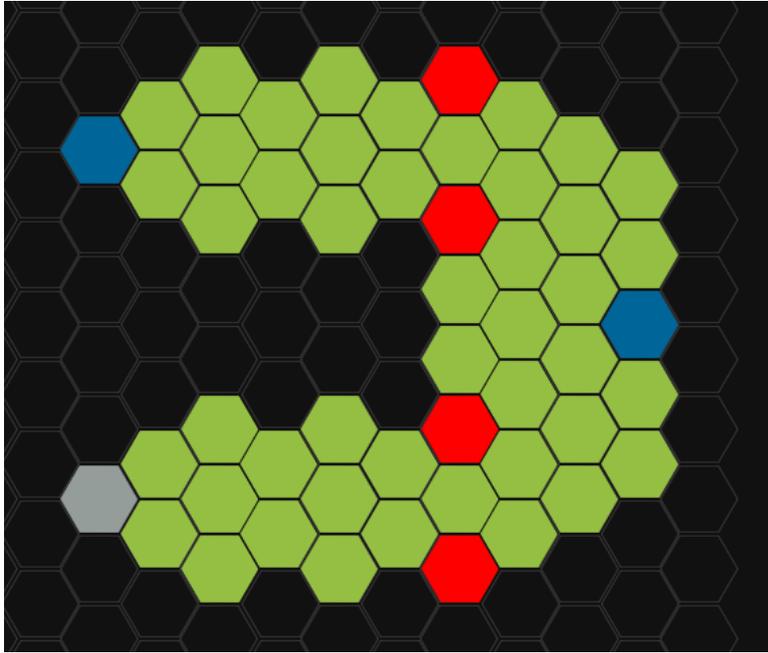
Creepers (Have to be killed twice)

Explanation:

The Main objective of this level is to keep Bjorn alive. It is less about keeping yourself alive on this one. The mobs will specifically target Bjorn. This is different from other levels because now you just want to keep Bjorn alive while you go to his house. The level ends when you reach his house. The mobs transfer to Creepers once you defeat all the bugs.

Distribution of Tiles:

Name	Amount for Level: 52
Starting Tile	1
Bjorn starting location and his house	Blue - 2
Regular Tiles	25
Tough Terrain Tiles (dark green) (extra movement to move through)	10
Mob Spawners (Level 1,2,3)	1,2,1
Rest Areas: Can rest for a free action each turn	2
Safe Zones: Mobs can not go into those locations	3



Level 6 -

Title:

Beware The Beast Part. 2

Goal:

Solve a puzzle and defeat the beast.

Mobs:

Beast - the beast attacks you and once he reaches half health, he stuns everyone.

Bjorn comes to save the day.

Explanation:

The puzzle is still being worked on by the design team. (waiting for puzzle to be figured out before making the map)

Distribution of Tiles:

Name	Amount for Level: 76
Starting Tile	1
Boss Tile	1
Regular Tiles	40
Mob Spawners (Level 1,2,3)	0,4,2 (each room has 2 Level 2, the boss room has 2 level 3)
Rest Areas: Can rest for a free action each turn	7
Safe Zones: Mobs can not go into those locations	7



Regular Terrain



Impassable Terrain

- Dreamers, Mobs and Bosses cannot go onto these tiles.
- Impassable Terrain Blocks line of sight for range on weapons 1 or more.



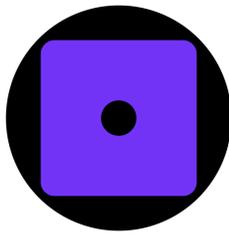
Rough Terrain

- Movement stops when a Dreamer or Mob enters this tile.
- Dreamers and Mobs can only move one space from one Rough Terrain to another.
- Rough Terrain Blocks line of sight for range on weapons 2 or more.

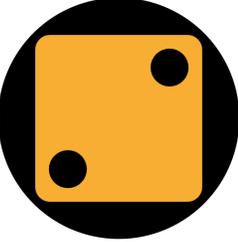


Starting Tile, Doors and Safe zones.

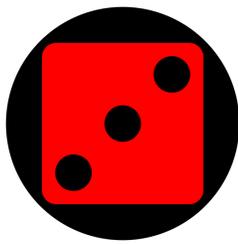
- Dreamers can go into these spaces at any time. Mobs cannot enter these spaces.



Level 1 Mob token (3 Per Mob Group)



Level 2 Mob Token (2 Per Mob Group)



Level 3 Mob Token (1 Per Mob Group)

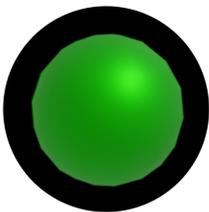


Nightmare Token

- Nightmare tokens are placed on the board whenever a Mob goes to a new tile without a token.



Health Token



Theta Token

- A Theta Token on the board will also represent any other characters on the board that Dreamers will interact with.

End Credits:

Producer	Kris Murray
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Board Game Designer	Brennan Smith
Board Game Designer	Mark Forbes
Board Game Designer	Donnie Chase

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Writer	Marissa Adams
Writer	Dain Colletti
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