



# LUCIDITY

SIX-SIDED  
NIGHTMARES

2 - 4 PLAYERS • AGE 14+ • 20-30 MINS

# LUCIDITY

## SIX-SIDED NIGHTMARES

*A press-your-luck dice-rolling game of nightmares and horrors for 2–4 players*

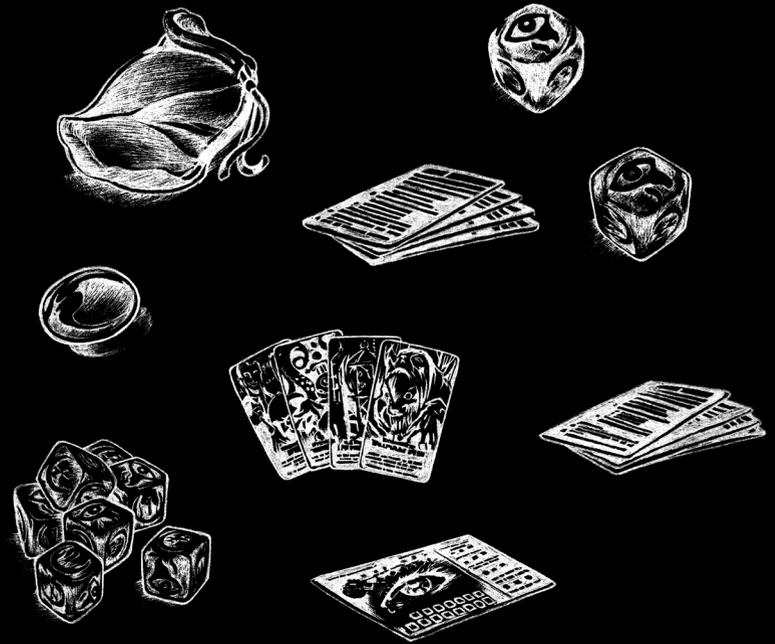
Whenever you close your eyes, you fall into the dream realm: a world of vivid hallucinations and shadowy monsters.

You must draw power from the dreams in order to escape, but be wary! Those same dreams that bring salvation can also be your undoing. For the creatures of the dream realm do not suffer intruders lightly. Jealous of your Power, they will seek to corrupt you into a nightmarish version of themselves.

Should you become a Nightmare, you can still win. Hunt your friends, consume their dreams, and become powerful enough to rule the dream realm.

Without dreams, you cannot win. But without control, you risk becoming the nightmare that you fear the most.

Unless that was your plan all along.



## CONTENTS

- 80 x Dice (Dreams)
  - 20 Dreams of the Depths
  - 20 Dreams of Envy
  - 20 Dreams of Imprisonment
  - 20 Dreams of Primeval Fear
- 1 x Black Cotton Bag
- 4 x Dreamer Cards
- 4 x Nightmare Cards
- 4 x Turn Summary Cards
- 4 x Glass Sleep Markers

## SETTING UP

- 1 Each player takes a Dreamer Card, a glass sleep marker and a Rules Summary Card.
- 2 Set the 4 Nightmare Cards to the side.
- 3 Place the 80 dreams (dice) into the bag and shake to mix them. Place the bag within reach of all players.
- 4 The player who last had a bad dream goes first.
- 5 Play continues clockwise.

## HOW TO WIN

By rolling dreams from the bag and gathering Power (signified by the (1) and (2) symbols), you become a stronger dreamer.

As a Nightmare, you must instead consume the dreams of the other players, growing in Power until you become the most powerful Nightmare in existence.

If any player gathers 15 Power, they win. Either they escape from the dream realm or they grow powerful enough to consume all of the other players.

In the case that all players have become Nightmares or been eaten, the Nightmare with the most Power wins.

## TURN ORDER (DREAMER)

On your turn, do the following in order:

### 1. SET LEVEL OF CONTROL

At the beginning of every turn, you must decide how deep you wish to delve and how much control you wish to exert over the dreams you encounter.

Choose one of the three starting points on the Sleep Track and place your sleep marker on it. This is your "control".

### 2. DRAW AND SELECT DREAMS

Randomly draw dreams from the bag equal to your control (the number beneath your sleep marker). Then pick two dreams out of those you have drawn, and return them to the bag.

**Note:** The reverse side of the Turn Summary card lists the faces on each of the four types of dreams.

- ◆ Blue dreams of **THE DEPTHS** try to drown players in dice.
- ◆ Green dreams of **ENVY** have a higher chance of gaining and losing Power.
- ◆ Yellow dreams of **IMPRISONMENT** try to lock you in place through exhaustion.
- ◆ Dreams of **PRIMEVAL FEAR** are high risk and high reward. They are the only dreams to have a (2) symbol, but also the only dreams to have a 👁 symbol.

### 3. ROLL AND RESOLVE DREAMS

Roll the remaining dreams and then resolve them by looking at the symbols rolled and placing them on the matching rows on your card.

*Note: You only ever place two dreams back in the bag: no more, no less. Thus you always roll two fewer dreams than your control.*

#### Non-shadow dreams

Always resolve dreams matching the following four symbols first:



#### Re-rolling dreams

You may choose, at any time, to spend a (1) or (2) Power on your card to reroll all unresolved dreams matching that dream's colour.

Place the spent Power on the Nightmare card matching that dream's colour (if that Nightmare is unclaimed) or back into the bag (if that Nightmare is already claimed).



#### HUNT

Place in your hunt row.



#### EXHAUST

Place in your Exhaust row.



#### POWER

Place in your Power track.

#### Shadow dreams

Then resolve all rolled 👁 symbols (in any order).



#### SHADOW

Place in the Shadow row matching the rolled dream's colour. Then resolve the Shadow effect as listed below.

*Note: The fourth column on the Shadow rows is only used during a 2 player game. During a 3 or 4 player game, the Shadow row will be filled by collecting 3 Shadow symbols of the same type.*

## SHADOW OF THE DEPTHS

Draw 1 dream, roll it and resolve the result immediately before resolving any other dreams.

## SHADOW OF ENVY

The next player *may* choose any 1 dream on your card. Reroll that dream and resolve it immediately before resolving any other dreams.

## SHADOW OF IMPRISONMENT

Rotate 1  dream in your Exhaust row to show its  side.

*Note: Do not move it to your Shadow row. It still counts towards filling your Exhaust row, but it is now more difficult to clear at the end of your turn.*

## SHADOW OF PRIMEVAL FEAR

You *may* take any 1  dream on your dreamer card and move it to your Hunt row. It still counts as a  dream, but now counts towards filling your Hunt row.

## 4. CHECK FOR FILLED ROWS

After resolving all rolled dreams (including those rolled or rerolled due to Shadows of the Depths or Shadows of Envy), check to see if any rows on your dreamer card are filled.

### Hunt row

If you have 4 dreams in your Hunt row, the Nightmares have found and eaten you. You are eliminated from the game. Return all dreams on your card to the bag. You still count as the "next player" for various abilities, but otherwise do not take further turns.

### Exhaust row

If you have 3 dreams in your Exhaust row, you are exhausted and might lose Power. Draw one random dream from the bag but do not roll it. Instead, lose all Power on your card matching that dream's colour. Return that dream and all lost Power to the bag.

You *cannot* continue to push your luck while you are exhausted. You may only choose to rest.

### Shadow row

If you have 3 dreams in any Shadow row (or 4 dreams if you are playing a 2 player game), you become a Nightmare.

You always become a Nightmare of the same colour shared by your most-filled Shadow row. If there is a tie, you may choose between the tying Nightmare colours.

Return all dreams (except those in your Power row) to the bag.

Take the matching Nightmare card and place it over your Shadow rows.

Take all dreams on that Nightmare card and place them in your Power track.

Then end your turn. On future turns, you play as a Nightmare: see "Turn Order (Nightmare)" on page 11.

Remove all dice apart from power when you become a Nightmare.



## 5. REST OR DRAW AGAIN

If you have a filled Exhaust row, or you are at the end of your sleep track then you must rest. Otherwise, you may rest or draw again.

### Rest

By resting, you regain some of your willpower and shape the dreams you have collected so far.

Return either: 1  dream; or all  dreams on your dreamer card to the bag.

Then end your turn.

### Draw Again

By pressing on, you gain more insight, but you begin to lose control over how many dreams you encounter.

Increase your sleep marker by 1 stage. (depending on the level of control you chose at the start of your turn).



Return to the "Draw and select dreams" step, but this time you will be drawing more dreams than before.

**Note:** You can push your luck twice each turn. Once you cannot increase your sleep marker, you must end your turn and rest.

You cannot change paths on the sleep track during your turn. On subsequent turns, you can pick a new track.

## TURN ORDER (NIGHTMARE)

Any player who has a Nightmare card is considered to be a Nightmare player. Nightmare players are not dreamer players.

As a Nightmare, on your turn, you must decide whether you wish to consume Power or send minions to attack a dreamer.

### CONSUME POWER

You reach out and drain the power from another player (Nightmare or dreamer).

Choose a dream in any player's Power row, that matches your Nightmare's colour. Move that dream from their Power row to your Power row. (If this brings you to 15 Power, see "Ending the Game" on page 12.)

Then end your turn.

### SEND MINIONS

Randomly draw 2 dreams from the bag. Choose 1 of those dreams to return to the bag and give the other to a dreamer.

That dreamer must roll and resolve that dream.

Then end your turn.

**Note:** You choose the dream and then decide who rolls it.

### ACTIVATING NIGHTMARE ABILITIES

When a dreamer would resolve certain symbols on a dream matching your Nightmare colour, you take that dream as a Power, and may activate additional abilities.

Each Nightmare card describes what symbols are taken as Power, and what ability can be activated.

For example, say Vanessa was unlucky and became a Nightmare of the Depths on her second turn. If Stan then rolls a blue dream of the Depths and it lands on a  symbol, then when Stan would place that dream on his card, instead Vanessa must take that dream, rotate it to its  side and add it to her Power row.

Then, before Stan resolves any of his other dreams, Vanessa can activate her card, drawing 2 dreams and forcing Stan to roll 1 of them.

## ENDING THE GAME

The game can end in three ways: Power, nightmares or dreams.

### POWER VICTORY

At the end of any turn, if any player has 15 or more Power, each other remaining dreamer player takes one final turn and then the game ends.

It is possible for one player to gain 15 Power and choose to end their turn, but then lose when the next player gains more than 15 Power and ends their turn.

*Note: Because this happens at the end of a turn, if a player gains 15 Power and then loses that Power due to becoming exhausted, the game does not end.*

### NIGHTMARE VICTORY

If all players are Nightmares or have lost the game (due to filling their Hunt row), the game ends immediately.

### DREAM VICTORY

If any player must draw a dream, but none remain in the bag, that player rolls all dreams they hold and the game ends after they have resolved those dreams.

*Note: If it is impossible for a player to resolve a dream (for example, they roll a  of the Depths but no dreams remain in the bag for them to draw), continue resolving as many dreams as possible.*

## THE WINNER

The player (whether Nightmare or Dreamer) with the most Power wins the game. Either they found the Power to escape their terrors forever, or they have become the most powerful nightmare.

In the case of a tie, the player with the most dreams on their dreamer card wins. If there is still a tie, tying players roll every dream on their card and the player who rolls the most Power wins.

## EXAMPLE TURN

Vanessa begins her turn by choosing a control of "3". She places her sleep marker on the leftmost track on her card.



Then she reaches into the bag and draws out three dreams. She takes out one yellow dream of Imprisonment and two blue dreams of the Depths. She puts the two dreams of the Depths back in the bag and rolls the dream of Imprisonment. It rolls , so she places it in her Exhaust row.



She decides to push her luck and continue her turn, so she moves her sleep marker to the "5" on her sleep track and begins her turn again, drawing five dreams from the bag. This time, she draws two dreams of Envy and three dreams of the Depths. She puts one of each back in the bag and rolls the rest. The dream of Envy and one dream of the Depths each roll (1), so she puts them in her Power row. The last dream of the Depths lands on (3), so she puts it in her Shadow of the Depths row and resolves its effect.



She must draw, roll and resolve a new dream immediately. Vanessa draws a dream of Primeval Fear from the bag and rolls a (2), placing it in her Power track.



Not trusting her luck to hold, Vanessa decides to end her turn. She chooses to return all of her (Z) back to the bag (though she could have returned one (3) instead) and ends her turn.

## TWO PLAYER GAMES

In a 2 player game, players require more (3) before they become a Nightmare. Players in a 2 player game will only become a Nightmare if they fill all 4 spaces of a Shadow row.

*Note: For an easier or longer game, or when playing with children, you can also opt to use the fourth space of the Shadow row. Just make sure all players are clear on this at the beginning of the game.*

## CREDITS

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# FAQ AND OVERLOOKED RULES

**A  of the Depths (or Envy) made me (re)roll a dream.**

**Do I resolve it immediately?**

Yes. You must resolve the newly rolled dream before you continue to resolve other dreams this turn.

**What if I draw or roll too many dreams?**

If you draw too many dreams, the next player chooses which excess dreams are returned to the bag. If you roll too many dreams, the next player chooses which dreams to return to the bag instead of resolving.

**What if I put a dream I want back in the bag?**

If you put a dream back into the bag, you cannot change your mind and retrieve it. If you put too many dreams back into the bag, the next player chooses a dream from the bag to make up the shortfall.

**What happens if I have more dreams to place than I have spaces in a row?**

Place the rolled dreams next to that row and resolve them as normal. The rows can be "overfilled".

**I filled a row, but by time I finished resolveing the rest of my dreams, it was no longer filled.**

**Am I still out of the game/exhausted/a Nightmare?**

You only "fill a row" if that row is still full by the time all of your dreams have been resolved.

**Doesn't that mean it is almost impossible to become a Nightmare of Primeval Fear?**

There are many occasions where it is better to become a Nightmare than to risk losing the game.