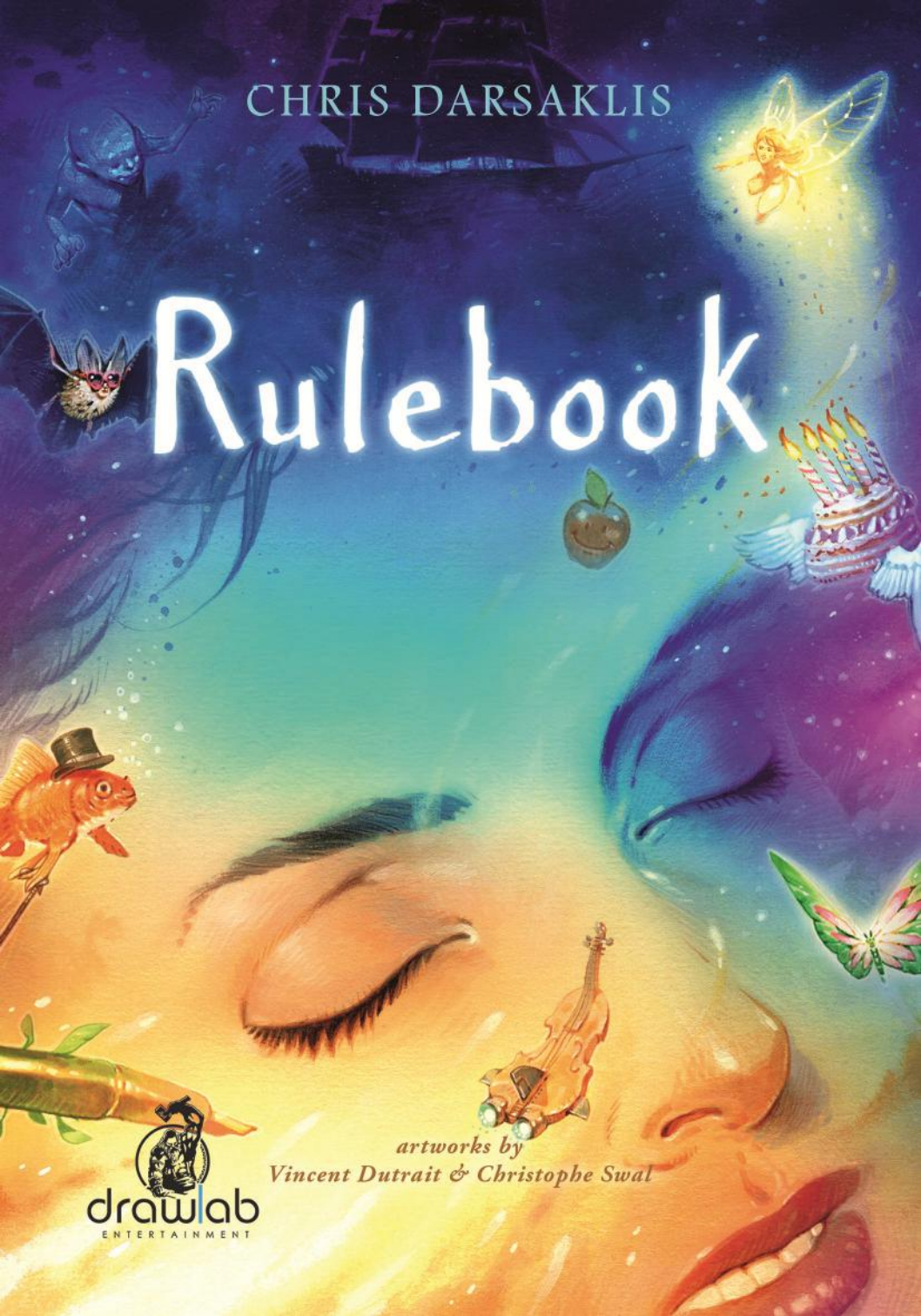

CHRIS DARSAKLIS
Rulebook
artworks by
Vincent Dutrait & Christophe Swal
drawlab
ENTERTAINMENT

When I Dream

To my family, for inspiring my dreams..

-Chris Darsaklis

Introduction

The night has fallen. The day is over and you prepare yourself for a good night's rest. You lie in bed and as soon as you close your eyes, you are lost in the magical world of dreams...

But while you are resting, the Dream Spirits aren't going to miss their chance to visit you in your deep sleep and create a lot of dreams to play with while you are sleeping! However, some of the Spirits are naughtier and have something else in mind. They want to have fun and they are going to use their tricks to have a laugh or two. There are also even stranger Spirits, the Tricksters as we call them, that just want to meddle with the dreams creating weirder and more surreal pictures in your head as the night unfolds.

Try to follow the voices of the Fairies and use all the Dream Pieces they give you to have a wonderful dream. Who knows, you might even have a great dream to narrate to your friends in the morning.

Let them know what happens When you Dream. . .



Contents

-11 Spirit Cards (5 Fairies, 4 Imps, and 2 Tricksters)



x 5



x 4



x 2

- 2 Scoring Cards (Fairy & Imp)



Vs



- 64 Dream Cards (each with two Dream Pieces)





x 64

- 94 Dream Point Tokens



- 1 Sleeping Mask & 1 2-minute Sandtimer





Preparation

1. Shuffle the Dream Cards face-down and place them in a pile in the middle of the table.

2. Place the hourglass, the dream point tokens and the 2 Scoring Cards side by side next to the Dream Card pile.

3. Depending on the number of players, take the corresponding Spirit Cards and leave the rest in the box (they will not be used this game).

Players	4	5	6	7	8	9	10
Fairies	1	2	3	3	4	4	5
Imps	1	1	2	2	3	3	4
Tricksters	2	2	1	2	1	2	1

4. Decide whether you will be playing with the Dream Pieces printed at the top or bottom of the Dream Cards. We recommend you choose the top Dream Pieces for your first game or if playing with young or inexperienced players.

5. The player who slept the most hours last night will be the Dreamer for the first round. She takes the sleeping mask and Spirit Cards.



























Overview

"When I Dream" is played in a series of rounds equal to the number of players, with each round being divided in 5 Phases. In each round, one of the players becomes the Dreamer and has to identify words (Dream Pieces) based on the clues given to her by the other players.

The Fairy Spirits and the Dreamer gain points when the Dreamer guesses Dream Pieces correctly. The Imp Spirits gain points when the Dreamer makes incorrect guesses. The Tricksters score the most points when the Fairies and the Imps gain similar amount of points .

Round Phases



1. Start of Round

The Dreamer shuffles the Spirit Cards and deals one to each player, who looks at it without revealing it to the other players. The remaining Spirit Card is placed on the table, face down, and must not be looked at by anyone.

The Dreamer covers her eyes with the sleeping mask, "falling asleep". The player on her right turns the sand timer over and the player on her left reveals the top card of the Dream Card pile.

2. The Dream

Time to play!

Starting with the player to the left of the Dreamer and continuing clockwise, each player becomes the active player and can say a single word describing the current Dream Piece to the dreamer, following the clue rules below.

Optional rule: If the active player takes more than 5 seconds to give a clue, the next player becomes the active player.
Whenever the Dreamer thinks she knows what the Dream Piece is, she may make a single guess. If the Dreamer guesses correctly, the Dream Card is placed under the Fairy Scoring Card, otherwise it is placed under the Imp Scoring Card. Then, a new Dream Card is drawn from the pile and the next active player takes her turn.
However, If each player has provided 2 clues (3 clues if playing with 6 or less players), the timer is temporarily stopped and the Dreamer has to make a guess. Restart the timer when the next Dream Card is drawn
Important: the Dreamer must never know whether her guesses are correct or not!

If one of the players breaks a clue rule, the current Dream Card is placed in front of that player as a Penalty Card, which will reduce her score at the end of the game. Then, draw a new Dream Card and continue playing. Make sure to let the Dreamer know that the Dream Piece has changed (for example by announcing "new card revealed!").

When the 2 minutes are over, if there is a Dream Piece that the Dreamer has not guessed yet, she chooses whether she wants to make a guess or not. If not, the card is discarded without effect.

3. Narration

The Dreamer may now attempt to recall her "dream", trying to mention all the Dream Pieces she guessed during the round. We highly recommend to do so as if you were describing a dream you saw last night, making a story of the Dream Pieces you can recall.

When the Dreamer thinks she has remembered everything about her dream, she may remove the sleeping mask. Then, if the Dreamer mentioned all the Dream Pieces under the Fairy Scoring Card, she immediately scores 1 Dream Point.



4. Scoring

The players reveal their Spirit Cards and score points as follows:

- The Dreamer scores 1 Dream Point for each Dream Card over the Fairies Scoring Card

- The Fairy Spirits each score 1 Dream Point for each Dream Card over the Fairy Scoring Card (like the Dreamer).

- The Imp Spirits each score 1 Dream Point for each Dream Card under the Imp Scoring Card.

- The Trickster Spirits compare the number of Dream Cards under each Scoring Card:

a. if one pile contains exactly 1 more card than the other, they score 1 Dream Point for each card in the larger of the two piles.

b. if one pile contains at least 2 more cards than the other, they score 1 Dream Point for each card in the smaller of the two piles.

c. if the cards in the two piles are exactly equal, they score 1 Dream Point for each card in any one of the piles plus 2 bonus Dream Points.

Scoring example: *Sarah was the Dreamer, Tom was a Fairy Spirit, Matt was an Imp Spirit and Benjamin was a Trickster. Tom and Sarah score 2 points since there are two cards under the Fairy Scoring Card. Matt scores 4 points since there are 4 cards under the Imp Spirit Card. There is a difference of 2 cards between the Fairy and Imp piles, so Benjamin scores as many points as the number of cards in the smaller pile, which is 2.*



5. End of Round

Remove all Dream Cards from the two scoring piles and return them to the box.

The player sitting to the left of the Dreamer becomes next round's Dreamer. She receives the sleeping mask and all Spirit Cards, including the face down Spirit Card on the table.

Game End

When all players have played the Dreamer once, the game ends.

All players count their points, removing one point for each Penalty Card in front of them. The player with the most Dream Points wins.

In case of a tie, the player with the least Dream Cards in front of them wins. If still tied, the player who told the best dream story at the Narration phase is the winner.

Clue Rules

As the active player, each Spirit can say only a single word with the following restrictions:

- no form or part of the Dream Piece shown on the card may be used.
- no translations of the Dream Piece in other languages may be used.
- noises, sounds, or anything that is not a word may not be used.
- non-existent words may not be used (this includes made-up portmanteaus of two words combined into one).

If the active player breaks one of the above rules or says more than one word during her turn, she puts the current Dream Card in front of her as a Penalty card and a new Dream Card is revealed.

Credits

Game Design : Chris Darsaklis

Game Development : Chris Darsaklis, Evangelos Foskolos, Stelios Kourtis

Illustrations : Vincent Dutrait, Christople Swal, Asterman Studio

Graphic Design : Vincent Dutrait, Stelios Kourtis

Cover Artwork : Vincent Dutrait

Rules : Evangelos Foskolos, Chris Darsaklis, Spyros Koronis

Production Management : Drawlab Entertainment

Special Thanks

Playtesters of When I Dream:
Margaret Mouzou, Stelios Darsaklis, John Vidalis, Spyros Koronis, George Argiriadis, Michalis Lygkiaris, Nikolaos Chondropoulos, Konstantina Arkoyli, Nikos Pesmatoglou, Elisavet Pesmatoglou, Vangelis Velles, Apostolos Skoteiniotis, Paul Zabras, Giorgos Kormpos, Kostas Sofianopoylos, Alex Stanellos, Maira Alexopoulou, Xristos Gialouris, Dionissis Poriotis, Evelyn Mantzourani, Achilleas Garifalou, Andreas Dandoulakis, Kostas Retalis, Charalampos Tsakiris, Stelios Mavrogiannis, George Nanos, Giannis Thomopoulos, Konstantinos Sofistis, Dimitris Karathanasis, Vangelis Bagiartakis, Giorgos Skourtis, Dimitris Kostis, Theofilos Koutroubis, Giannakoulas Christos, Chris Ontatzis, Xenia Pylarinou, Evgenia Stefanou, Stavros Kourtis, Charis Panagiotopoulos, Konstantina Stefanou, Nancy Merou, Efi Barousi, Dimitris Chatzidimitriou.

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Experienced Players Variant

Swapping Dream Pieces

Players do not choose which Dream Pieces to use at the beginning of the game. Instead, at the beginning of each round, the Dreamer will have to guess the top Dream Piece of the first card revealed.
If the Dreamer guesses the Dream Piece correctly, the Dreamer will have to guess the top Dream Piece of the next card.
If the Dreamer guesses incorrectly, the Dreamer will have to guess the bottom Dream Piece of the next card.
We recommend the most experienced player among the Spirits to always point out the Dream Piece players are using.

This continues until the round ends.

All the other rules remain unchanged.



Tips

If you are the Dreamer:
- don't take all clues for granted.
- don't hurry too much to guess, but don't delay too much either.
- pay attention to the clues each player gives you. If someone gives clues that are very different from everyone else's, they may be trying to confuse you.
- try to keep track of all the guesses you make during the round so you can score an extra point during the Narrative Phase.

If you are a Fairy Spirit:
- there are a lot of you, so try to take advantage of it and help the Dreamer together. Try to coordinate with what the other players are saying.

If you are an Imp Spirit:
- try to give clues similar to what the other players are giving, but at the same time guiding the Dreamer to guess a different word. For example, if the Dream Piece is "cherry", try to make the Dreamer guess "strawberry".
- if you think another player is giving confusing clues on purpose, try to cooperate and give similar clues to them so that both of you seem like Fairy Spirits.

If you are a Trickster Spirit:
- You will change sides during the round so try to help the Spirits that are currently behind in points.
- If during a round the two teams have equal points try to help the weakest team depending your judgement. This will give you a possible advantage for the next Dream Card that will open.