

## *A Long Time Ago...*

Mystical coins were buried deep under your town. Everything had been normal until you and your friends discovered where they were stashed. Legends say they have the power to affect dreams.

Which of you will walk away with the biggest share?

## *To Play*

This game is for 3 players

Game Contents:

20 coins

32 Reality Cards

24 Mixed Cards

32 Dream Cards

Have fun!

## *Setting Up*

- 1 Separate cards into three decks based on type:

Reality



Mixed



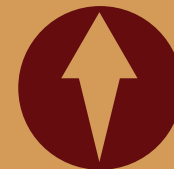
Dream



- 2 Place all coins in a pile.
- 3 Each player draws two of each type of card into their hand.
- 4 The game is set up into two alternating phases: Reality and Dream.
- 5 The Person who had the weirdest dream last night goes first.

## *Action Cards*

- 1 Action cards are denoted by the arrow symbol shown below.
- 2 Action cards have their description immediately carried out and discarded with the exception of Mixed Action cards.
- 3 Mixed Action cards are only discarded once both sides of the card have had their instructions carried out unless their effect is nullified by another card like the Coffee card which lets a player skip the Dream Phase including the Dream half effect of any other Mixed cards the player has in play.



## *Reaction Cards*

- 1 Reaction cards are denoted by the double arrow symbol shown below.
- 2 Reaction cards are only played in response to action cards.
- 3 They can be played whenever an Action card is played during any player's turn.
- 4 They do not count towards the four card per turn limit.
- 5 Reaction cards cannot be played on other Reaction cards.



## *Static Cards*

- 1 Static cards are denoted by the tower symbol shown below.
- 2 Static cards are placed in front of the player who will be affected by the card.
- 3 The only way to get rid of a Static card is with another card that instructs the player to discard it.
- 4 The instructions on the Static Card are carried out at the beginning of the player's turn, but only in the phase of the Static card. For example, a Reality Static card only takes effect in the Reality Phase.



## *Reality Phase*

- 1 During this phase, only Reality and Mixed cards can be played.
- 2 Turns go clockwise around in a circle.
- 3 On their turn, players may play up to four cards.
- 4 Cards specify who they can be played on at the bottom.
- 5 When a Mixed card is played during the Reality Phase, only the instruction on the reality half of the card is immediately carried out. If the Mixed card is still in play after the Phase Shift, the player will carry out the Dream half of the card on their turn during the Dream Phase.

## *Phase Shift*

Once all players have had one turn, the game shifts into the Dream Phase.

Be wary, unexpected things can happen when you drift off into the land of the subconscious.

## *Dream Phase*

- 1 At the beginning of their turn, the player will draw and immediately play on themselves 3 Dream cards minus the number of Mixed cards they have in play. For example, if a player has 1 Mixed card played on them, they only immediately play 2 Dream cards on themselves instead of 3. If any of the Dream cards are reaction cards, the reaction cards have no effect and should be immediately discarded.
- 2 Mixed card effects come into play after the player has completed step 1.
- 3 Only Dream and Mixed cards can be played during this phase.

- 4 Turns go around in the same order as Reality Phase and can play up to 4 cards again.
- 5 Similar to the last phase, when a Mixed card is played during the Dream Phase, only the instruction on the dream half of the card is immediately carried out. If the Mixed card is still in play after the Phase Shift, the player will carry out the Reality half of the card on their turn during the Reality Phase.

## *Phase Shift*

Once all players have had one turn, everyone draws 2 of each type of card and the phase shifts back to Reality.

Have a pleasant break from the insanity of Dream Phase!

## *Winning the Game*

The game ends when all of the coins have been taken from the pile and a phase shift from Dream or Reality happens.

The person with the most coins wins.