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DREAM CATCHERS

Rule Book



Spielregeln



Règles
du jeu



Regole
del gioco



Video
Rules

Designed By:
Gabriel. L

Illustrated By:
Ping Ting Sim

Editor:
Joshua Yearsley

Design & Layout:
Wong Kai Jun, Kenny Ang



DREAM CATCHERS



www.dreamcatchersgame.com

Introduction

Dream Catchers is a cooperative game for 2–4 players. The players represent Dream Catchers, who visit children in their sleep each night to give them sweet dreams, ward off nightmares, and capture monsters hiding under the bed! To do this, they'll play cards representing their Dream Catchers' magical powers of love, fantasy, curiosity, courage, strength, and of course, treats!

Players must work together to catch enough sweet dreams to lead the child into blissful sleep before the night is over. They'll have to work together closely, talking and planning, assessing priorities, and acting decisively. A good night's rest is very hard work!

Goal

Everyone wins if the Sweet Dreams counter reaches the end of its track — *the child has a good night's sleep with sweet dreams.*

However, everyone loses if:

- The Time counter is at the end of its track at the start of the Night phase — *day breaks and the child wakes up without having good dreams!*
- The Nightmare counter reaches the end of its track — *the child startles awake from a nightmare!*
- 3 Monster tiles are under the Bedroom board — *the child wakes up to a monster attack!*

Components



7 Character Cards



34 Power Cards
(7 Love, 6 Fantasy,
6 Explore, 6 Treats,
4 Courage, 4 Strength,
1 Wild)



12 Treasure Chest Cards



10 Monster Tiles



4 Turn Reference Cards



34 Dream Tiles
(17 Sweet Dreams,
17 Nightmares)



1 Nightmare Counter



6 Bedroom Boards



1 Sweet Dreams Counter



6 Monster Tokens



1 Time Counter



1 Starting
Player Token

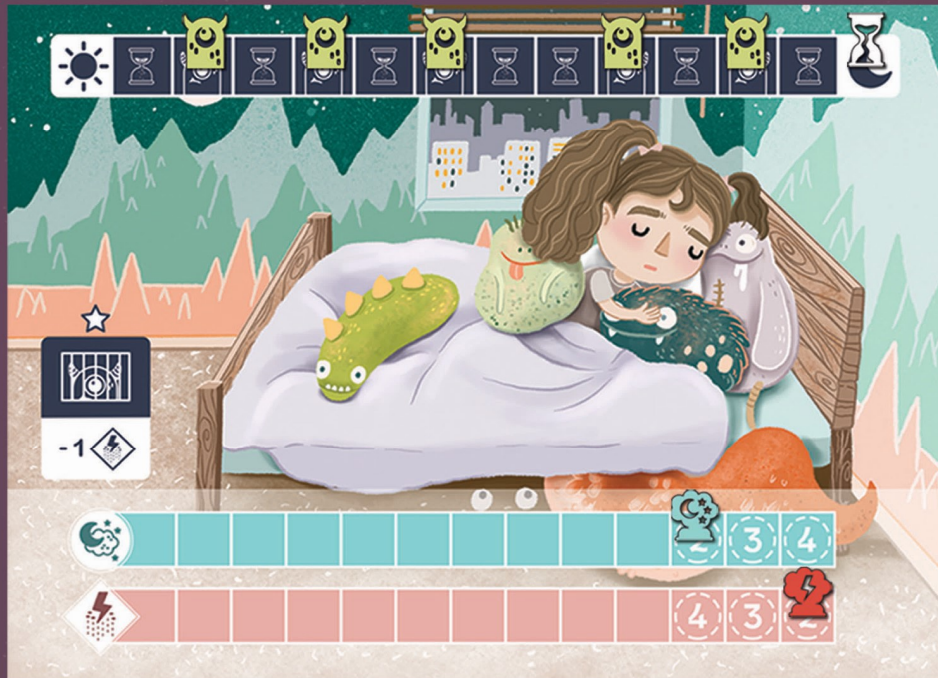


1 Six-Sided Die



6 Weakness
Tokens

Game Setup



1. Choose Bedroom. Choose a Bedroom board and place it face up in the center of the play area. (For your first game, we recommend you choose board #1: Samantha's bedroom.)



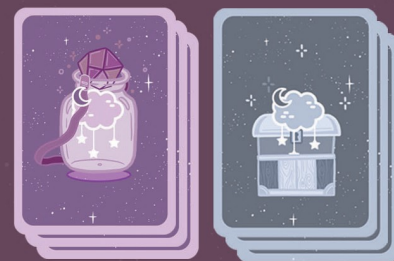
2. Place Counters. Place the Time, Sweet Dreams, Nightmare and Monster counters on the starting spaces of their matching tracks on the Bedroom board.



3. Collect the weakness token in supplies near the play area.



4. Draw Characters. Shuffle the Character cards. Each player draws a Character card and places it in front of them face up. Return all unused Character cards to the box.



5. Prepare Decks. Shuffle the Power deck and the Treasure Chest deck and place them near the play area.

6. Draw Powers. Each player draws 4 Power cards and places the cards in front of them face up. Any cards in front of you are part of your hand.

If you have 2 players, deal 1 Strength Power card to one player and 1 Courage Power card to the other player. Then, each player draws 3 Power cards.



7. Prepare Tile Stacks. Shuffle the Sweet Dream tiles and Nightmare tiles into the Dream stack, and shuffle the Monster tiles into a stack. Place both stacks near the Bedroom board.



8. Prepare Dreamscape. Draw 9 Dream tiles and place them face up in a three-by-three grid above the Bedroom board. This grid is called the Dreamscape.

1. Dream Catcher Phase

Do Up To 2 Actions Per Turn:

- Trade a Card
- Catch a Sweet Dream
- Catch a Nightmare
- Catch a Monster

Free Action: Use Dream Catcher Ability

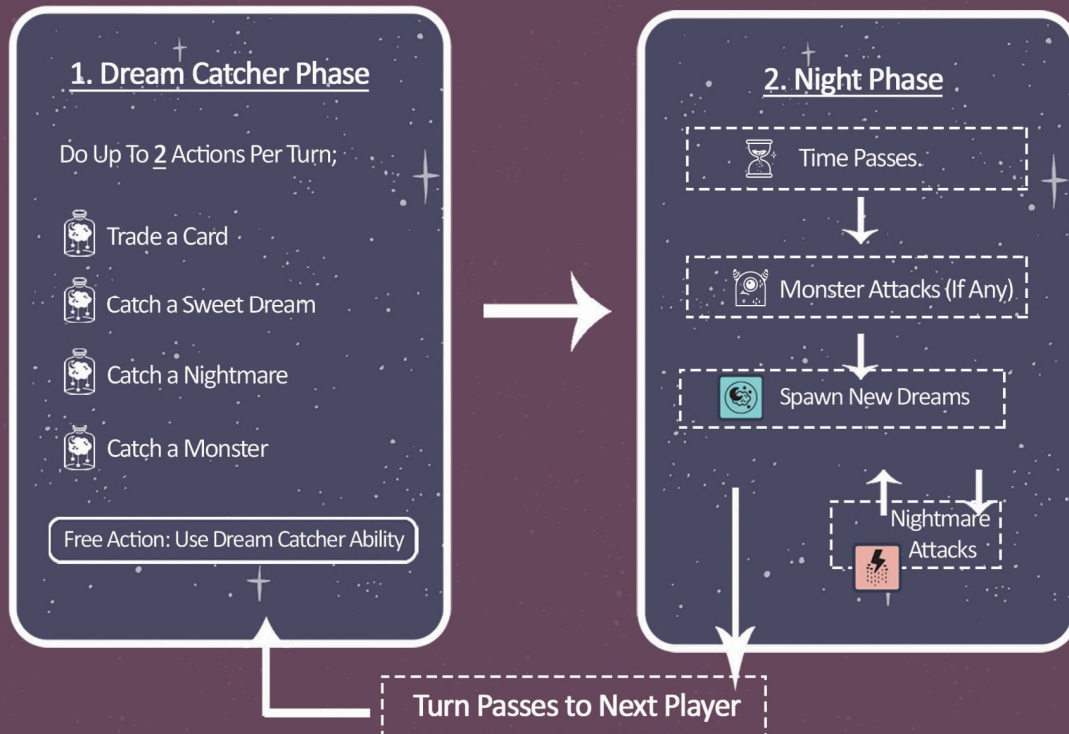
2. Night Phase

- Time Passes
- Monster Attacks (If Any)
- Spawn New Dreams
- Nightmare Attacks

9. Hand Out References. Hand out the Turn Reference cards to players as desired.

Playing Your Turn

Your turn has two phases: the Dream Catcher phase, then the Night phase. After you finish both phases, your turn ends, and the player to your left starts their turn.



Dream Catcher Phase

Weave together sweet dreams for the child as they sleep. But be sure to catch nightmares lurking in the Dreamscape, and monsters hiding under the bed, before they attack the sleeping child!

During this phase, you may take up to 2 actions:

- Trade a Power card with another player
- Catch a Sweet Dream
- Catch a Nightmare
- Catch a Monster

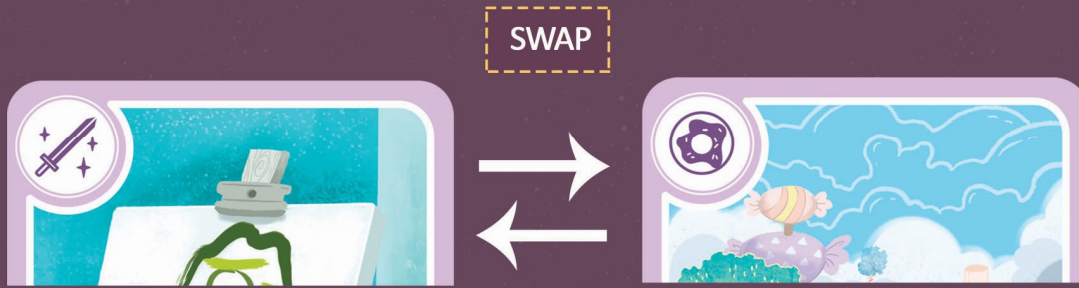
You may take actions in any order, and you may take the same action twice.

Once you have taken 2 actions, or you choose to end your turn, do the following:

- Draw Power cards until you have 4 Power cards in your hand (*if you have 3 or less*).
- Discard Treasure Chest cards until you have 3 Treasure Chest cards in your hand (*if you have 4 or more*).

After this, your Dream Catcher phase ends, and your Night phase begins.

Action: Trade Power Card

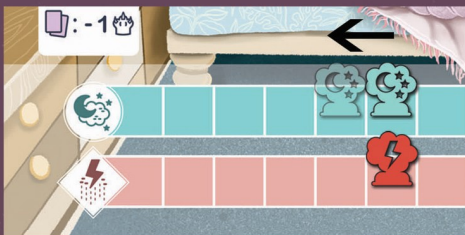
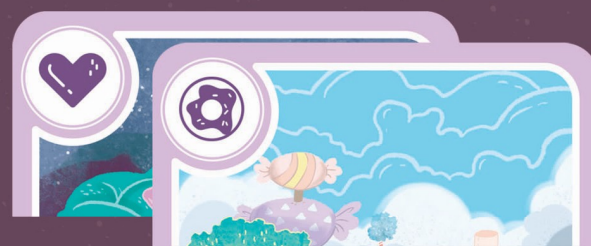


Trade one Power card from your hand for one Power card from another player's hand, if they agree.

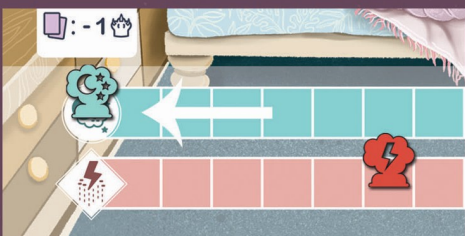
Action: Catch a Sweet Dream



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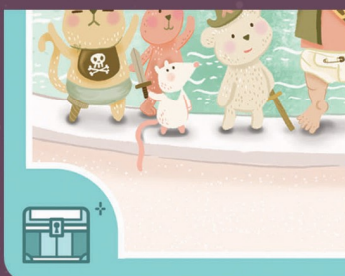
Choose a Sweet Dream tile on the Dreamscape, and discard Power cards from your hand with the symbols matching the symbols shown on that tile.



Then, discard the Sweet Dream tile from the Dreamscape, and move the Sweet Dreams counter 1 space to the left.

You win immediately when the Sweet Dreams counter reaches the end of its track!

Treasure Chest

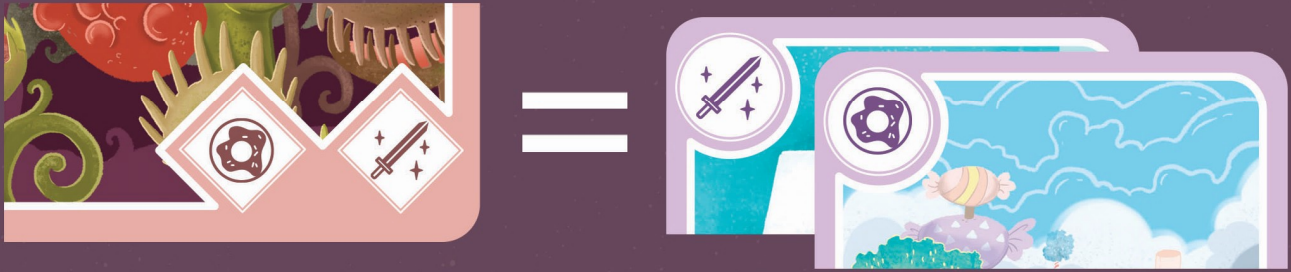


Whenever you catch a Sweet Dream tile with a **Treasure Chest** icon, immediately draw a Treasure Chest card and place it face up in front of you.

You can play Treasure Chest cards at any time, even outside your turn. Playing a Treasure Chest card does not spend an action.

Action: Catch a Nightmare

DISCARD



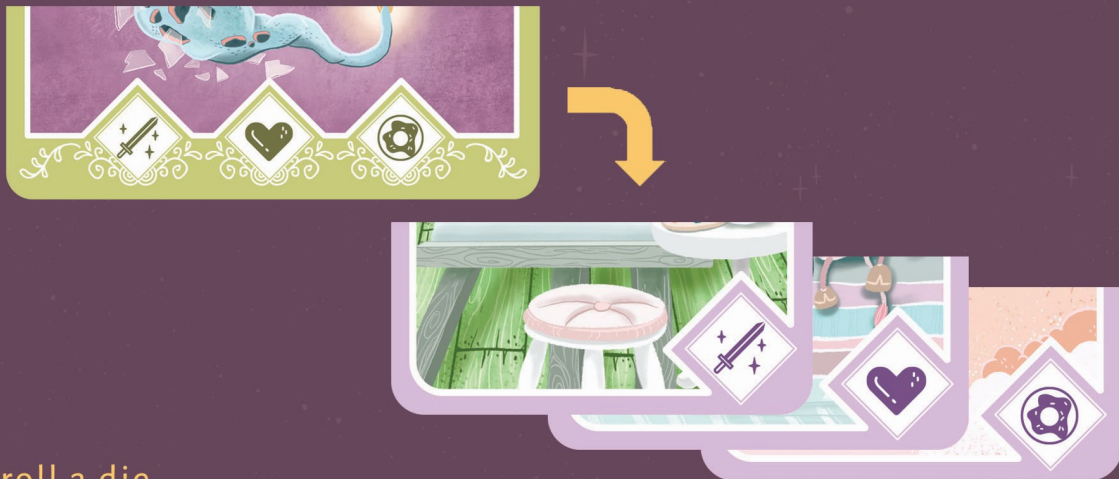
Choose a Nightmare tile on the Dreamscape, and discard Power cards from your hand with the symbols matching the symbols shown on that tile.

Then, discard that Nightmare tile from the Dreamscape.

Do not move the Nightmare counter when you catch a Nightmare!

Action: Catch a Monster

Choose a Monster tile under the Bedroom board. You may **only** choose a Monster tile if you have Power cards in your hand with the symbols matching all of the symbols shown on the bottom of the Monster tile.



Then, roll a die.

- If you roll **greater than or equal to** that Monster's strength, you catch it! Discard the matching Power cards and that Monster tile.
- If you roll **lower than** the Monster's strength, it evades you and stays hidden under the bed! Do **not** discard the matching Power cards or that Monster tile.



Remember: Even if you don't catch the monster on the first try, you can spend a second action to try again!

Night Phase

Time passes in the night. Nightmares and monsters wait for an opportunity to attack the child's sleep with harrowing visions and wake them up in fear!

In this phase, follow the steps below.

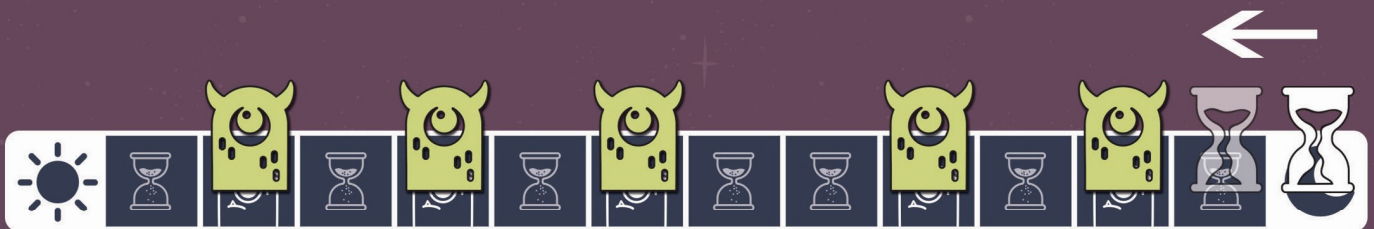
Step 1: Check for Daybreak

You lose immediately if the Time counter is on the leftmost space of its track.
The child wakes up!



Step 2: Pass Time

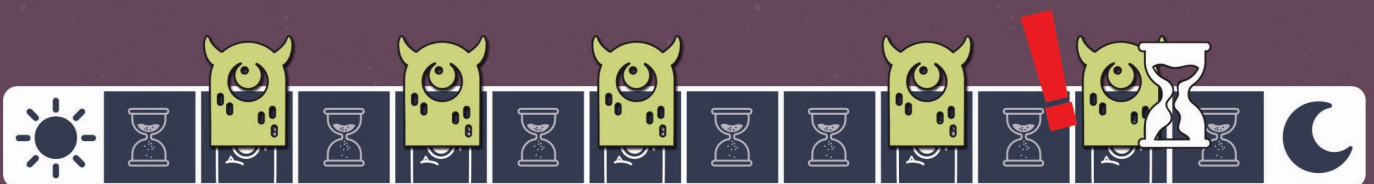
Move the Time counter 1 space to the left.



Step 3: Check for Monsters

A creepy monster appears and hides under the bed of the sleeping child.

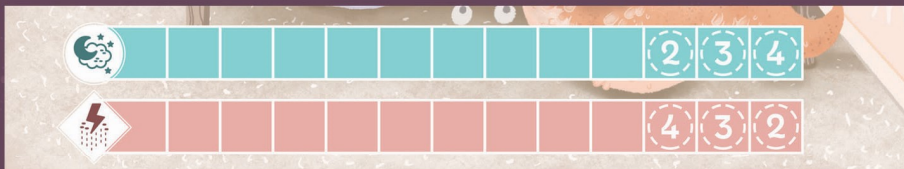
If the Time counter is on a space with a **Monster token**, discard that Monster token, draw a Monster tile, and place it face up under the Bedroom board.



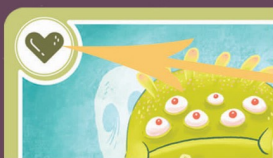
You lose immediately if 3 Monster tiles are under the Bedroom board!



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



Then, discard any Sweet Dream tiles from the Dreamscape with the symbol shown in the top-left corner of the drawn Monster tile.



DISCARD



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

Discard all Sweet Dream tiles with the Love symbol from the Dreamscape!

Step 4: Spawn New Dreams

New dreams fill the Dreamscape, and new nightmares try to attack the child in their sleep!



Draw Dream tiles, one at a time, and place them face up onto the Dreamscape.

Tiles are placed onto the Dreamscape starting in the top row, then in the second row, and finally in the third row. Place tiles in a row from left to right.

Draw new tiles to replace the discarded dreams.



If a Sweet Dream tile is spawned, nothing happens. The team is safe!

Continue drawing and placing tiles until you fill the Dreamscape.

Nightmare Attacks!



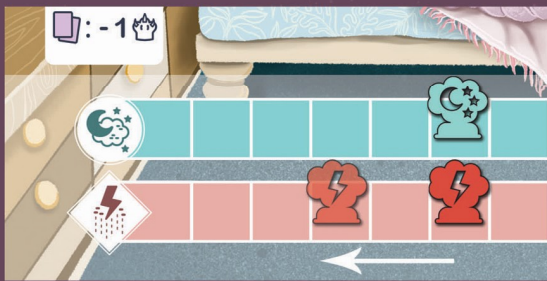
Whenever you place a drawn Nightmare tile, it attacks!

The attacking Nightmare checks **adjacent** spaces in the Dreamscape for another Nightmare tile with **any** matching symbols.



If the attacking Nightmare finds a matching Nightmare, discard the attacking Nightmare and all matching Nightmares adjacent to the attacking Nightmare.

For each Nightmare discarded, move the Nightmare counter 1 space to the left. The attack ends.

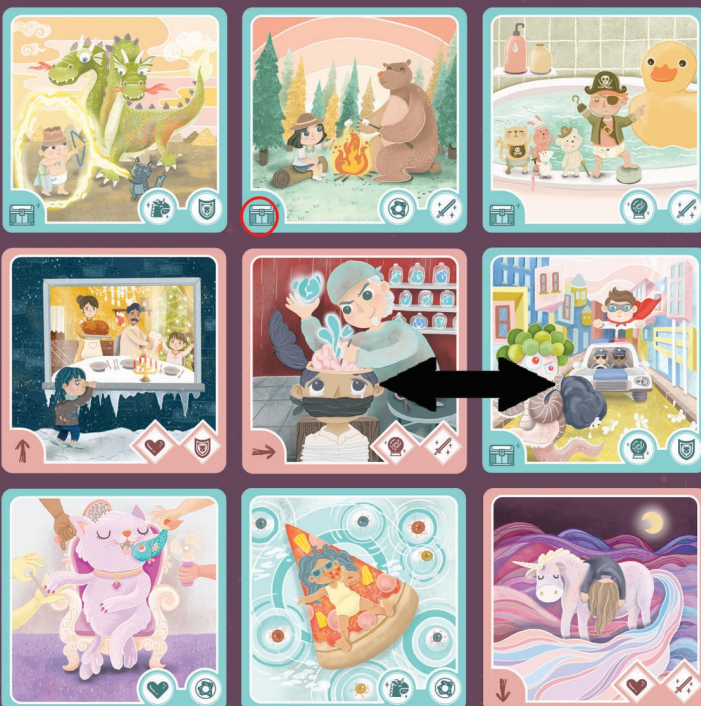


The attacking Nightmare finds a matching Nightmare! Two Nightmare tiles are discarded, so the Nightmare counter moves 2 spaces to the left.

You lose immediately if the Nightmare counter reaches the end of its track. The child wakes up in horror!

If the attacking Nightmare **does not** find a matching Nightmare, it does the following:

1. **Swap spaces** with the adjacent tile in the direction shown on the attacking Nightmare. If that space is empty, the Nightmare simply moves into that space.
2. **Check again** for an adjacent Nightmare with any matching symbols. If there is still no match, the attack ends.



The Attacking Nightmare fails to find a match!

The Attacking Nightmare will then move according to the direction sign and swap position with the adjacent tile!

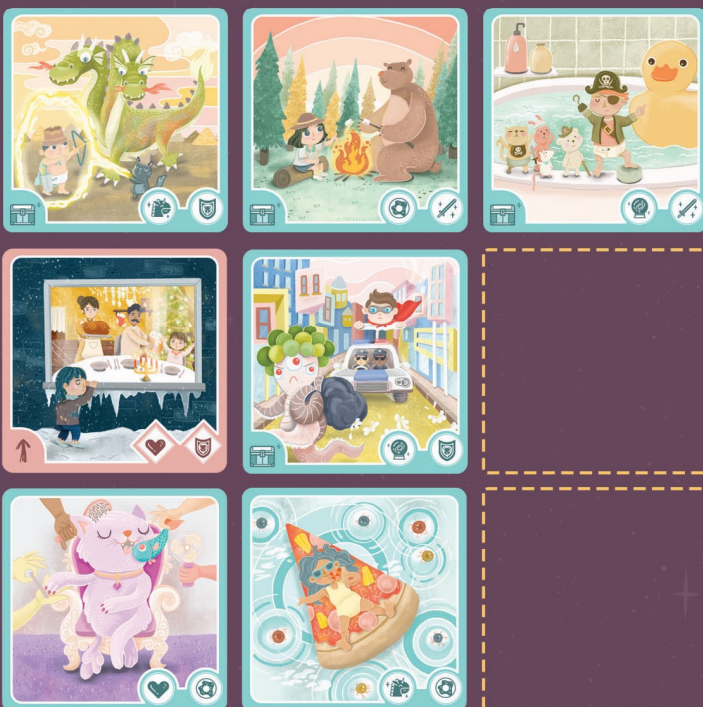
*If the adjacent position is empty, the tile simply moves into the vacant spot.



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 attack ends. If there are still empty spaces on the dream scape, continue to draw new dream tiles.



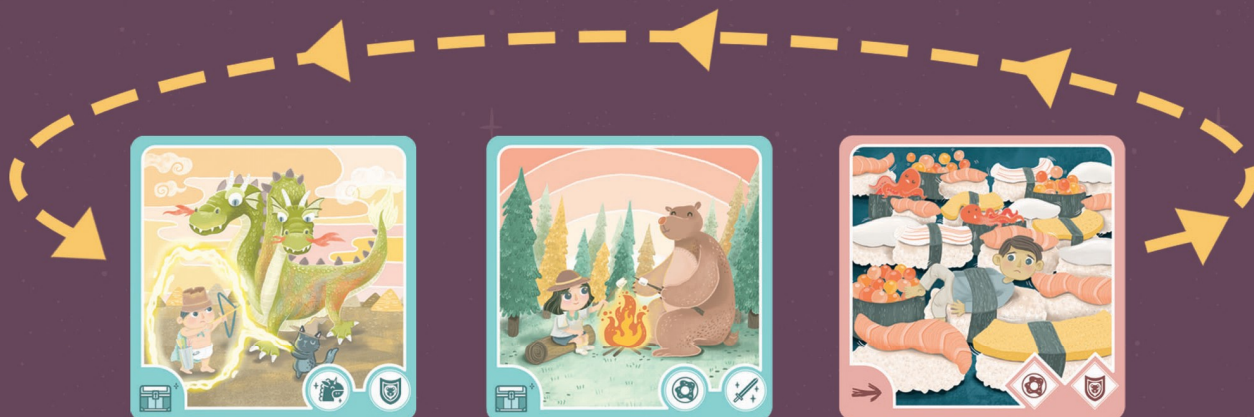
When one or more matches are found. The active tile and all matching nightmare tiles are discarded.

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

Movement Wraps Around

If a Nightmare tile is on the edge of the Dreamscape and tries to **swap** in a direction outside the Dreamscape, it swaps spaces with the tile on the opposite side of the Dreamscape instead.

For example, if a Nightmare in the right column wants to swap to the right, it swaps its space with the tile in the left column in the same row.



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

After the attack ends, continue the Spawn New Dreams step, as long as the Dreamscape still has empty spaces. If Nightmares were discarded, be sure to also fill the new empty spaces with drawn Dream tiles.

Dream Catcher Abilities

Every Dream Catcher has an ability, listed on their card, that allows them to act in a unique way.

Some abilities are **passive**, meaning they take effect at specific times for no cost, while other abilities are **active**, meaning they can be used at any time by discarding the Power cards prompted by the ability.

Using an ability does not take an action. You may use your ability at **any** time, even outside your turn. You may use your ability any number of times, as long as you discard the required cards.

Remember: You **only** draw cards at the end of your Dream Catcher phase. If you discard cards to use an ability outside your turn, you won't draw new cards immediately!

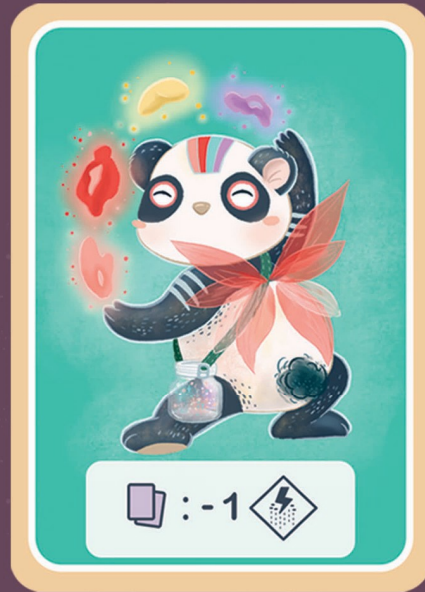
Dream Catchers ability



Jazz: Time Traveler

Active Ability:

Discard 2 Power cards with the same symbol, move the Time counter right by 1 space.



Mochi: Calm Lullaby

Active Ability:

If you discard 2 Power cards with the same symbol, move the Nightmare counter right by 1 space.



Bubbles: Fortune Teller

Active Ability:

Discard 2 Power cards with the same symbol, reveal the top card of the Dream deck or Monster deck.



Cooper: Treasure Hunter

Passive Ability:

Whenever you catch a Nightmare with 2 symbols, immediately draw a Treasure Chest card.

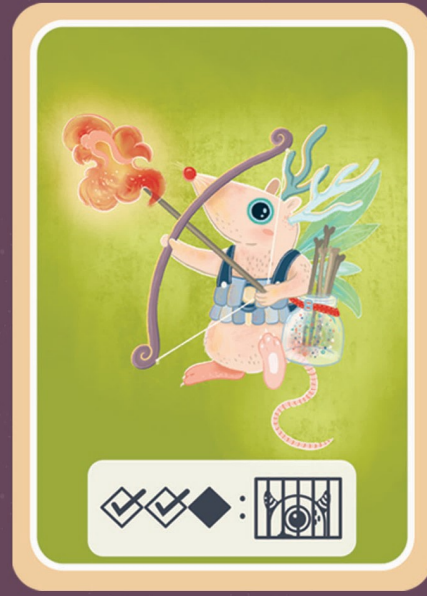
Dream Catchers ability



Candy: Miss Capable

Passive Ability:

On your turn, you may take up to 3 actions.



Pixie: Monster Slayer

Passive Ability:

You can attempt to catch a Monster with 2 out of the 3 required Power cards. If you catch the Monster, discard only 2 required Power cards.

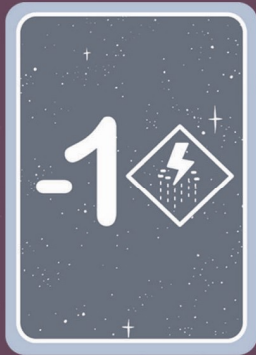


Oscar: Switcharoo

Active Ability:

Discard **any** 2 power cards to draw 1 new power card from the power deck.

Glossary: Treasure Chests



Move the Nightmare counter right by 1 space.



Move the Sweet Dreams counter left by 1 space.



Move the Time counter right by 1 space.



Discard 1 Nightmare tile of your choice from the Dreamscape.

You can even play this card immediately before a Nightmare would attack.



Reduce a Monster's strength by 1 permanently. Place a Weakness token on the Monster to show its new strength.

You must play this card **before** a player rolls the die to catch the Monster.

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 than others, use them wisely!



LOVE: 7 Cards



TREATS: 6 Cards



FANTASY: 6 Cards



CURIOSITY: 6 Cards



COURAGE: 4 Cards



WILD: 1 Card



STRENGTH: 4 Cards

Glossary: Bedroom Boards

Each Bedroom board represents the room of an adorable child waiting for you to give them a good night's sleep. Each bedroom presents a different challenge with unique rules.

Samantha's Room (#1)

Samantha is the most un-girly girl you will ever see. Nobody really gets her, but this doesn't bother her one bit.

Place a monster token on each square with a monster icon.

Time Track:
Time counter starts here.

Difficulty: 1

Rule Modifier:
Whenever you catch a Monster, move the Nightmare counter right by 1 space.

Scoring Track:
Place the Sweet Dreams and Nightmare counters here.
The numbers on the track refer to the number of players.

Peter and Nathan's Room (#2)

The twin boys Peter and Nathan are inseparable and do everything together. They even meet each other in their dreams!

Difficulty: 1

Rule Modifier:
You can play 2 Power cards with the same symbol as a Power card with any symbol.

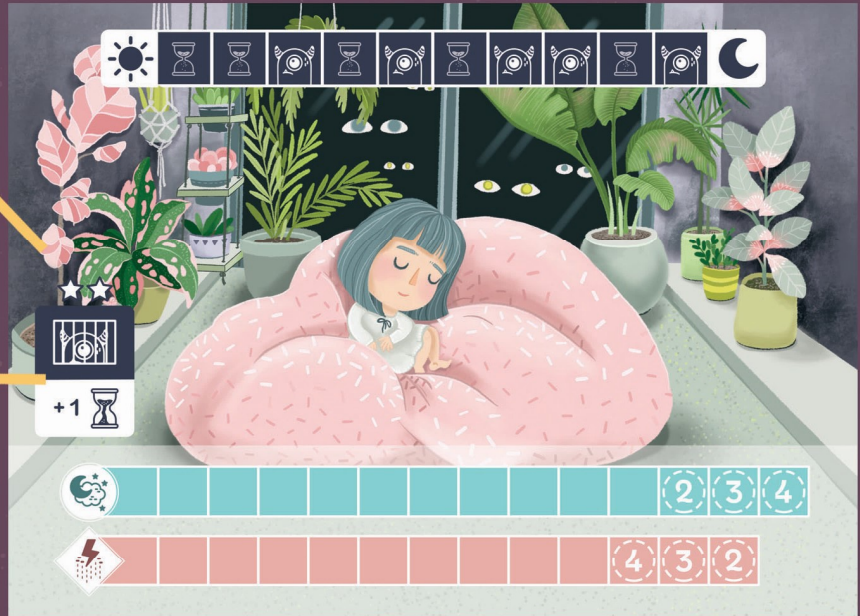
Diana's Room (#3)

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

Difficulty: 2

Rule Modifier:

Whenever you catch a Monster, move the Time counter right by 1 space.



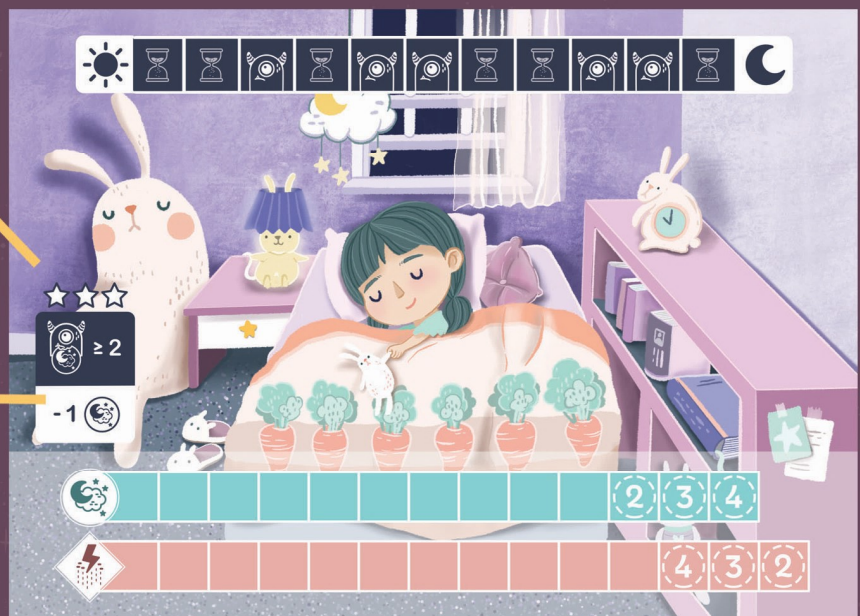
Lily's Room (#4)

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

Difficulty : 3

Rule Modifier:

Whenever a Monster discards at least 2 Sweet Dreams at once, move the Sweet Dreams counter right by 1 space.



Priscilla's Room (#5)

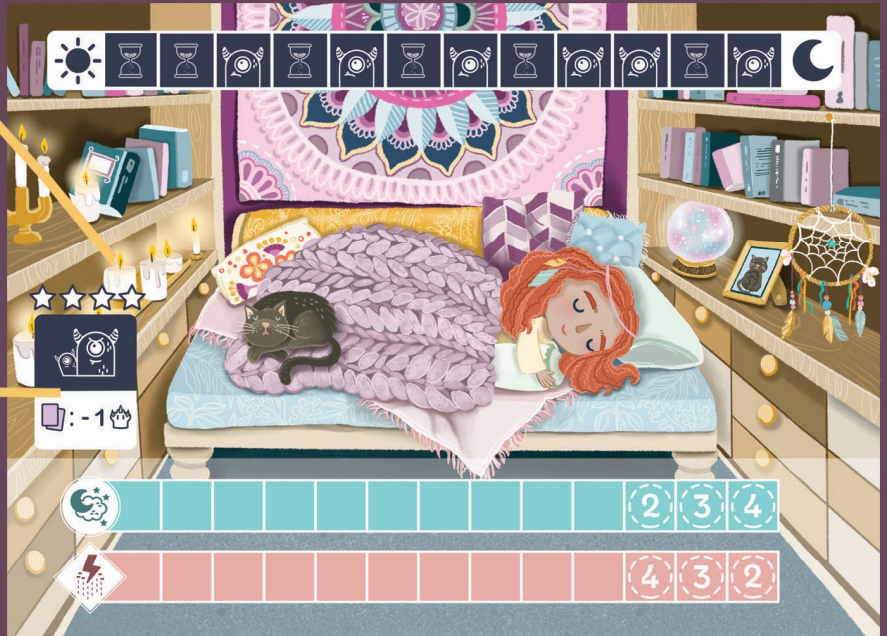
Priscilla loves everything astronomy and dreams of being an astronaut one day!

Difficulty: 4

Rule Modifier:

If there are 2 Monsters under the Bedroom board, only the Monster with higher strength can be caught.

During a player's turn, they can discard 2 Power cards with the same symbol to place a Weakness token on a Monster.



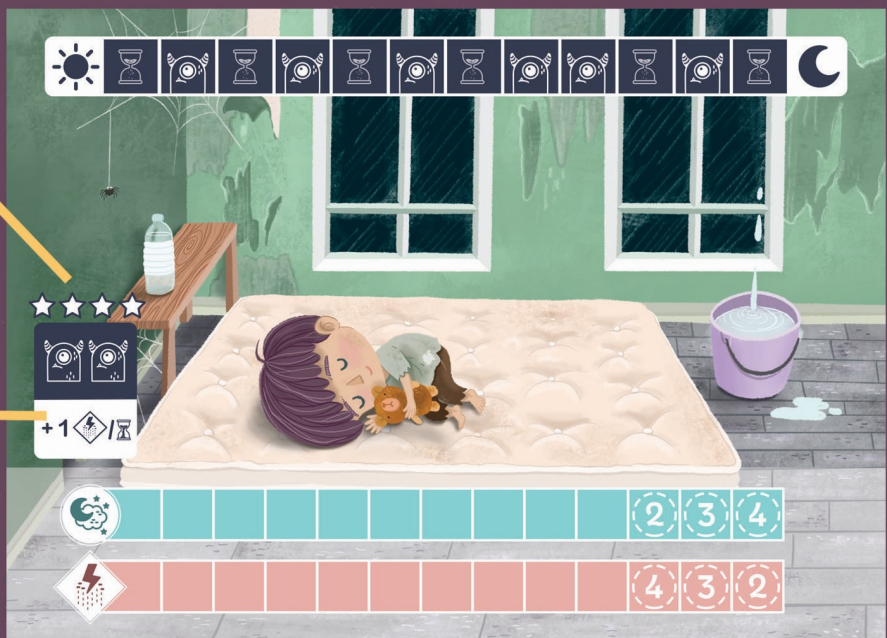
Peter's Room (#6)

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

Difficulty: 4

Rule Modifier:

At the start of each Night phase, move the Nightmare counter left by 1 space if there are 2 Monsters under the Bedroom board.





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



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