

# *Darkly Dreaming*

*a dice-rolling press-your-luck game of nightmares and insomnia*

## Building the play test copy:

1. Print 4 copies of the **dream** cards (giving 80 cards in total).
2. Print 1 copy of the **nightmare** cards (giving 1 of each type).
3. Print 2–4 copies of the **dreamer** cards (giving 1 for each player).
4. Write “first player” on one **dreamer** card.
5. Get a coin for each player to use as a **sleep marker**.
6. Gather 9 generic 6-sided dice.

## Starting a game:

1. Each player takes a **dreamer card** and places a **sleep marker** at “3” (on the left-hand side of the card).
2. Set the 4 **Nightmare cards** to the side, out of play.
3. Shuffle the **dreams** face-down to form a **dream deck** in the middle of the table.
4. The player with the **dreamer card** that indicates “first player” goes first.

## Playing as a dreamer:

On your turn, follow these 4 steps:

1. Draw **dreams** from the **dream deck** equal to your **sleep marker** (at the start of the turn, this will be 3). Shuffle 2 **dreams** back into the **deck**.
2. Place the remaining **dreams** in front of you and roll a **dice** for each (order does not matter – you apply the results after rolling for all of them).
3. Apply the result(s) in the following order: **points, hunt, exhaust, shadows (depths, envy, cages, primeval)** (see “Dice results”).

After applying *all* dice result(s):

- a. If you have 4 **dreams** in your **hunt** pile, you have been *hunted down* and are out of the game (see: “Out of the game”).
- b. If you have 3 face-down **dreams** in your **exhaust** pile, you *never* wake up and are out of the game (see: “Out of the game”).
- c. If you have 4 **dreams** in any **shadow** pile (or 3 **dreams** in a 3–4 player

game), you become a **Nightmare** (see: “Becoming a Nightmare”).

- d. If you have 3 **dreams** in your **exhaust** pile, you fall comatose and miss your next turn (see: “Comatose”).
  - e. If none of these apply, continue to step 4.
4. Choose to sleep or stay awake (you *must* Sleep if your **sleep marker** is at 9 when you begin this step):
    - a. **Sleep:** Return your **sleep marker** to 3; shuffle the top **dream** on your **exhaust** pile back into the **deck**; end your turn.
    - b. **Stay awake:** Increase your **sleep marker** by 1; and return to step 1.

## Dice results

1. **Shadow:** Place on your **shadow** pile, then apply the ability:
  - a. **Shadow of the Depths:** Draw 1 **dream**, roll a dice for it and apply the result immediately.
  - b. **Shadow of Envy:** The player to your left chooses 1 **dream** on your **dreamer card**. Reroll the dice for that **dream** and move it to the appropriate pile. (If you roll a **shadow** result, *do not* apply it.)
  - c. **Shadow of Cages:** Flip the face-up **dream** closest to the bottom of your **exhaust** pile *face-down*.
  - d. **Shadow of Primeval:** You *may* take any card in a **shadow** pile on your **dreamer card** and move it to your **hunt** pile.
2. **Exhaust:** Place on top of your **exhaust** pile.
3. **Hunt:** Place on your **hunt** pile.
4. **# Points:** Place on your **points** pile. (Note that **Dreams of Primeval** can be placed in two directions to indicate 1 or 2 points.)

## Comatose:

If you have 3 **dreams** on your **exhaust** pile at the end of step 3, you fall comatose.

1. If 3 of those **dreams** are face-down, you *never* wake up and are out of the game (see: “Out of the game”).

At the start of any turn in which you are comatose, shuffle all *face-up* **dreams** on your **exhaust** pile into the **dream deck**. Then end your turn.

(Do not remove any face-down **dreams** during a turn in which you are comatose – these can only be removed by ending your turn voluntarily).

#### Out of the game:

1. At the end of step 3, if you have 4 **dreams** in your **hunt** pile, or you have 3 face-down **dreams** in your **exhaust** pile, you are out of the game.
2. Shuffle *all* **dreams** from your **card** back into the **deck**.
3. You cannot win the game.

#### Becoming a Nightmare:

If you have 4 **dreams** in any **shadow** pile (or 3 or more in a 3–4 player game) at the end of step 3, you become a **Nightmare**.

1. Take the **Nightmare card** matching the biggest **shadow** pile on your **dreamer card**. (If there is a tie, choose from tied piles.)
2. Keep all **dreams** on your point pile. Shuffle *all other* **dreams** you have into the **deck**.
3. End your turn.

#### Playing as a Nightmare:

**Nightmare** players are not **dreamer** players. Instead, they take turns as follows:

1. On your turn, draw 2 **dreams**, shuffle 1 back into the **deck**, select a **dreamer** player, and roll the **dice** for them. They must apply the facing. (Note the order. You choose the **dream** and *then* decide who to roll it for.)
2. Each **nightmare card** has additional effects when certain results are rolled by **dreamers**. Refer to each card for those effects.

#### Ending the Game

The game can end in three ways. If:

1. at the end of any turn, any player has 15 points or more in their **points** pile,

any remaining **dreamer** players each take one final turn, and the game ends at the start of the first player's turn.

Alternatively, the game ends immediately if:

2. all players remaining in the game are **Nightmares**; or
3. a player must draw a **dream**, but none remain in the **deck**,

The player (whether **Nightmare** or **dreamer**) with the most points wins the game.

You can score second, third and fourth if it makes you happier. In the case of a tie, the player with the most **dreams** on their **dreamer card** wins (usually this will be a **dreamer** player). If there is still a tie... well... uh, you both/all win. Awkward.

#### Three/Four Player Games

























































In a 3–4 player game, players require fewer **shadows** to become a **Nightmare** (see: “Becoming a Nightmare”).

1. **2 Players:** If one player has 4 **dreams** in any **shadow** pile, they become a **Nightmare**.
2. **3–4 Players:** If one player has 3 **dreams** in any **shadow** pile, they become a **Nightmare**.

#### Frequently Asked Answers

1. **When do I resolve a Shadow of the Depths?**  
If you roll a Shadow of the Depths, you must resolve the newly drawn and rolled dream before you continue to resolve other dreams this turn.
2. **What if I draw or roll too many dice?**  
If you draw too many dice, return them all to the bag and draw again. If you roll too many dice, you must reroll them after selecting which to return to the bag.
3. **What if I put a dice I want back in the bag?**  
If you put a dice back in the bag, you *cannot* change your mind and retrieve it.
4. **I filled the hunt row during Step 3, but then was forced to reroll one of those dice. Am I still out of the game?**  
If you complete a row during Step 3, but then remove dice from that row before the step is over, you have not completed that row.
5. **Where do I send feedback?**  
If you have any questions or feedback regarding this game, please send it to [foxtale@gmail.com](mailto:foxtale@gmail.com)
6. **Who did the art?**  
Stock images from [www.pexels.com](http://www.pexels.com)  
Game design by Shannon Kelly  
This document is version 1.6 (card variant).  
For more, see [www.foxtalegames.com](http://www.foxtalegames.com)

Print off 4 copies of the below. These are “Dream” cards (ie “dreams”).

<p><i>1 point</i> <b>Dream of the Depths</b></p>  ----- 1 point  ----- Exhaust  - Shadow	<p><i>1 point</i> <b>Dream of Envy</b></p>  ----- 1 point  ----- Exhaust  - Shadow	<p><i>1 point</i> <b>Dream of Primeval</b></p>  ----- 1 point  ----- 2 points  ----- Exhaust  ----- Hunt  ----- Shadow <p><i>2 points</i></p>	<p><i>1 point</i> <b>Dream of Cages</b></p>  ----- 1 point  ----- Exhaust  ----- Shadow
<p><i>1 point</i> <b>Dream of the Depths</b></p>  ----- 1 point  ----- Exhaust  - Shadow	<p><i>1 point</i> <b>Dream of Envy</b></p>  ----- 1 point  ----- Exhaust  - Shadow	<p><i>1 point</i> <b>Dream of Primeval</b></p>  ----- 1 point  ----- 2 points  ----- Exhaust  ----- Hunt  ----- Shadow <p><i>2 points</i></p>	<p><i>1 point</i> <b>Dream of Cages</b></p>  ----- 1 point  ----- Exhaust  ----- Shadow
<p><i>1 point</i> <b>Dream of the Depths</b></p>  ----- 1 point  ----- Exhaust  - Shadow	<p><i>1 point</i> <b>Dream of Envy</b></p>  ----- 1 point  ----- Exhaust  - Shadow	<p><i>1 point</i> <b>Dream of Primeval</b></p>  ----- 1 point  ----- 2 points  ----- Exhaust  ----- Hunt  ----- Shadow <p><i>2 points</i></p>	<p><i>1 point</i> <b>Dream of Cages</b></p>  ----- 1 point  ----- Exhaust  ----- Shadow
<p><i>1 point</i> <b>Dream of the Depths</b></p>  ----- 1 point  ----- Exhaust  - Shadow	<p><i>1 point</i> <b>Dream of Envy</b></p>  ----- 1 point  ----- Exhaust  - Shadow	<p><i>1 point</i> <b>Dream of Primeval</b></p>  ----- 1 point  ----- 2 points  ----- Exhaust  ----- Hunt  ----- Shadow <p><i>2 points</i></p>	<p><i>1 point</i> <b>Dream of Cages</b></p>  ----- 1 point  ----- Exhaust  ----- Shadow

Print off 1 copy of the below. These are "Nightmare" cards.

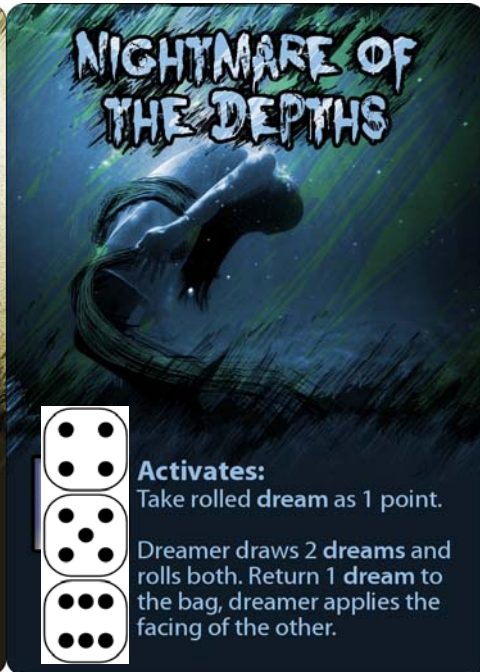


**NIGHTMARE OF CAGES**

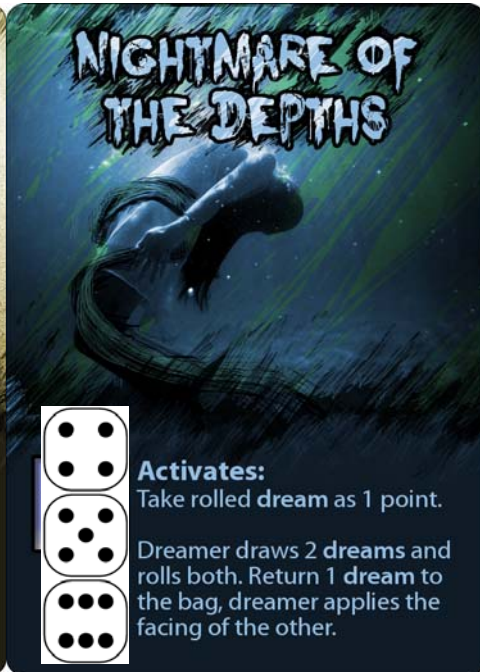





  
  
  


**Activates:**  
Take rolled dream as 1 point.  
Apply the effect of  of Cages to the dreamer.



**NIGHTMARE OF THE DEPTHS**



**Activates:**  
Take rolled dream as 1 point.  
Dreamer draws 2 dreams and rolls both. Return 1 dream to the bag, dreamer applies the facing of the other.



**NIGHTMARE OF ENVY**




**Activation:**  
Take rolled dream as 1 point.  
Choose the dream rerolled; or the dreamer rerolls 2 dreams of *their* choice and you take any rolled (1)s as 1 point.



**NIGHTMARE OF PRIMEVAL FEAR**




**Activates:**  
Take rolled dream as 1 point.  
You may move a (2) from the points area of the dreamer's card to their  space.



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**SHADOW OF THE DEPTHS PILE**

(If you are out of the game, do not resolve.)

3 **dreams** at the end of step 3 (or 4 **dreams** if 2 player game): become **Nightmare of the Depths.**

**SHADOW OF ENVY PILE**

(If you are out of the game, do not resolve.)

3 **dreams** at the end of step 3 (or 4 **dreams** if 2 player game): become **Nightmare of Envy.**

**POINTS PILE**

Stack points here.

(Dreams of Primeval that roll "2 points" can be stacked upside down to show they are worth 2 points.)

**HUNT PILE**

4 **dreams** at the end of step 3: *hunted down* and out of the game.

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**SHADOW OF CAGES PILE**

(If you are out of the game, do not resolve.)

3 **dreams** at the end of step 3 (or 4 **dreams** if 2 player game): become **Nightmare of Cages.**

**SHADOW OF PRIMEVAL PILE**

(If you are out of the game, do not resolve.)

3 **dreams** at the end of step 3 (or 4 **dreams** if 2 player game): become **Nightmare of Primeval.**

If, at the end of any turn, any player has 15 points or more in their **points** pile, any remaining **dreamer** players each take one final turn, and the game ends at the start of the first player's turn.

**EXHAUST PILE**

3 **dreams** at the end of step 3: fall comatose.

3 **dreams** face-down at the end of step 3: *permanently comatose* and out of the game.

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