

Darkly Dreaming

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

Building the play test copy:

1. Take 80 dice (20 of 4 different colours) and place stickers on each face. Mark the stickers as described in “Building dice facings”.
2. Place those 80 dice into an opaque bag.
3. Print 1 copy of the **nightmare** cards (giving 1 of each type).
4. Print enough copies of the **dreamer** cards (giving 1 for each player).
5. Write “first player” on one **dreamer** card.
6. Get a token or coin for each player to use as a **sleep marker**.

Building dice facings:

1. Dreams of the Depths (we suggest **blue**):



2. Dreams of Envy (we suggest **green**):



3. Dreams of Cages (we suggest **yellow**):



4. Dreams of Primeval Fear (we suggest **red**):



Starting a game:

1. Each player takes a **dreamer card** and places a **sleep marker** at “3” (on the right-hand side of the card: 3, 5, 7, 9).
2. Set the 4 **Nightmare cards** to the side, out of play.
3. Place the 80 dice (**dreams**) into the **dream bag** 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 bag** equal to your **sleep marker** (at the start of the turn, this will be 3). Return 2 **dreams** back into the **bag**.


2. Roll the remaining **dreams** (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** row, 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** row, you *never* wake up and are out of the game (see: “Out of the game”).
 - c. If you have 4 **dreams** in any **shadow** row (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** row, 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; return the rightmost **dream** in your **exhaust** row to the **bag**; end your turn.
 - b. **Stay awake:** Increase your **sleep marker** by 1; return to step 1.


Dice results


1. (**Shadow**): Place in the row matching its colour, then apply the ability:
 - a. **Shadow of the Depths:** Draw 1 **dream**, roll it and apply the result immediately.
 - b. **Shadow of Envy:** The player to your left chooses 1 **dream** on your **dreamer card**. Reroll that **dream** and move it to the appropriate row. (Do not apply effects of results.)
 - c. **Shadow of Cages:** Rotate the leftmost **dream** in your row to a face. (Do not move it.)
 - d. **Shadow of Primeval Fear:** You *may* take any dice in a row on your






dreamer card and move it to your  row.

-  (**Exhaust**): Place in your  row.
-  (**Hunt**): Place in your  row.
- (1)/(2) (Points)**: Place in your **points** row.




Comatose:

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

- If 3 of those **dreams** are rotated to their  face, 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, return all  **dreams** on your  row (not  **dreams**) into the **dream bag**. Then end your turn. (Do not remove any  **dreams** on your  row during a turn in which you are comatose – these can only be removed by ending your turn voluntarily).


Out of the game:

At the end of step 3, if you have 4 **dreams** in your  row, or you have 3  **dreams** on your  row, you are out of the game.

- Return *all* **dreams** from your **card** back into the **bag**.
- You cannot win the game.

Becoming a Nightmare:

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

- Take the **nightmare card** matching the most filled  row on your **dreamer card**. (If there is a tie, choose from tied piles.)
- Keep all **dreams** on your **points** row.
- Return *all other* **dreams** you have back to the **bag**.
- End your turn. You play as a **nightmare** now.

Playing as a Nightmare:

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

- On your turn, draw 2 **dreams**, return 1 to the **bag**, select a **dreamer** player, and roll the **dream** for them. They must apply the facing. (Note the order. You choose the **dream** and *then* decide who to roll it for.)

- Each **nightmare card** has additional effects when certain results are rolled by **dreamers**. A **nightmare card** activates when the face(s) on that card are rolled *on a dream matching that nightmare*.

a. Refer to each card for those effects.

Ending the Game

The game can end in three ways. If:

- at the end of any turn, any player has 15 points or more in their **points** row, 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:



- all players remaining in the game are **nightmares**; or
- a player must draw a **dream**, but none remain in the **bag**.

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. 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  to become a **nightmare** (see: “Becoming a Nightmare”).

- 2 Players**: If one player has 4 **dreams** in any  row, they become a **nightmare**.
- 3–4 Players**: If one player has 3 **dreams** in any  row, 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

6. **Who did the art?**

Icons made by Lorc: lorcblog.blogspot.com


Stock images from www.pexels.com

Game design by Shannon Kelly


This document is version 1.6 (dice variant).

For more, see www.foxtalegames.com

Print off 1 copy of the below. These are the nightmare cards.



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.



NIGHTMARE OF CAGES



Activates:
Take rolled dream as 1 point.



Apply the effect of ☹ of Cages to the dreamer.

Print off 2 copies of the below. These are the dreamer cards.

DARKLY DREAMING

Shadows: If filled, become a Nightmare.

Depths: Draw 1 dice, roll & apply.

Envy: Next player picks 1 dice, reroll.

Cages: Turn leftmost ☉ to ☽.

Primeval: May move ☽ to ☾ space.

Hunt: If filled, you are killed. **3** DRAW

Exhaust: If filled, comatose. **5**

Points: If filled, game ends.

1	2	3	4	5	7
6	7	8	9	10	
11	12	13	14	15	9

DICE

1. Draw dice. Return 2 to bag.
2. Roll dice. 3. Apply faces.
4. Sleep or stay awake.

Playtest v.1.06. Art is playtest only. Game (c) 2016 Fox Tale Games

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