DREAMWORLD

AN UNCONSCIOUS MIND CARD GAME

RULEBOOK

COMPONENTS

66 Dream cards

Three suits, each with two sets of numbers 1-11

Diamond   Hex   Circle

6 Client cards

4 Professor cards
1 per player

1 Freud card

12 Therapy tiles

4 Professor tokens
1 per player

(You may optionally use the pet sides.)

60 Treatment tokens
15 per player

10 standard Treatment tokens (+1 tokens); 5 golden Treatment tokens

OVERVIEW

As a follower of Freud's theories of the unconscious mind, your goal is to help people recover from their psychological traumas. You can foster each client's healing potential by interpreting the symbolism of their dreams.

At the start of a round, each player chooses a dream card and simultaneously reveals it. Next, they arrange the cards numerically beside the current client. The difference between your card's number and the next determines how many treatment tokens you may score: the bigger the gap, the better. If you are the first to score all your tokens, you win!

PLAYER SETUP

1. Choose a color and take the Professor card, Professor token, and the five golden Treatment tokens in that color. From the standard Treatment tokens supply, take one of value 5, two of value 4, three of value 3, and four of value 2. Return any unused Treatment tokens to the box.

2. Lay out your 15 Treatment tokens number side up in the order shown (with the five golden Treatment tokens forming a column to the left of the others).

3. Place your Professor card and token near your Treatment tokens.

MAIN SETUP

4 In a 2-player game, use the sides of the Freud and Client cards with the numbers 11 and 1 in the upper left and right corners. In a 3- or 4-player game, use the sides with the numbers 12 and 0.

5 Lay the Freud card on the table, then shuffle the six Client cards and arrange them in a column above the Freud card.

6 Take the 12 Therapy tiles and randomly divide them into two groups of six. Flip the tiles in one group to show arrows pointing to the left; flip the other group to show arrows pointing to the right.

7 Randomly place one left-pointing and one right-pointing Therapy tile on each of the six Client cards above Freud.¦

8 In a 2-player game, remove all of the Dream cards with numbers 11 and 1, returning them to the box. In a 3- or 4-player game, use all of the Dream cards.

9 Shuffle the Dream cards and deal each player a hand of 16 cards.

10 In a 2- or 3-player game, deal a face-down Dream card to the left and right of every Client card and the Freud card. (There should be 14 face-down Dream cards in total.)

11 Set the remaining Dream cards aside as a face-down deck above the top Client card.
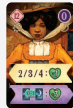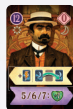
PLAYING THE GAME

The game is played over a number of rounds. In the first round, players arrange their Dream cards in a row to the left of the topmost Client card; in the second round, they arrange their cards on the right; and in the third round, the game proceeds to the next Client down—much like the left-to-right pattern of reading a book. This continues until a player wins or the end of the 14th round (after Dream cards have been played on both sides of all six Clients and Freud).

During each round, all players perform the following phases in order:

1. *Play a Card*
2. *Determine Scoring*
3. *Check for End-Game Conditions*

1. PLAY A CARD

In the following order:

A. Choose a card from your hand and hold it in front of you face down. It may either be a **Dream card** or your **Professor card** (if it is in your hand).

B. All players simultaneously reveal their chosen cards.

C. If you played a Dream card, place your **Professor token** on it. If you played your Professor card, do not place your token yet; instead, keep it face up and wait for the last step of this phase *(see step E.)*.

D. Arrange the Dream cards next to the current Client in numerical order (including any non-player cards).
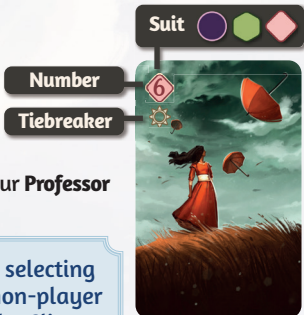

Breaking Ties for Priority

- *If two or more Dream cards with the same number are played, the tied card matching the current suit takes priority and is placed closer to the Client.*

- *If two cards in the same suit with the same number are played, the Sun and Moon tiebreaker icons determine which one takes priority. For cards played on the Sun side of the Client, the one with the Sun icon takes priority. For cards played on the Moon side of the Client, the one with the Moon icon takes priority.*

- *To break any further ties, use the hierarchy of suits shown on the Freud card (see page 12).*

Descending Order ☀

- When you play cards on the Sun side (left of the Client card), arrange them in descending numerical order away from the Client (higher numbers to the right, lower numbers to the left).
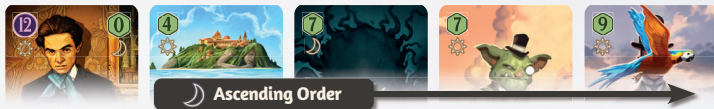
☾ **Ascending Order**

- When you play cards on the Moon side (right of the Client card), arrange them in ascending numerical order away from the Client (lower numbers to the left, higher numbers to the right).

Example: The current Client's suit is Diamond with a Moon tiebreaker. Two on-suit 6 cards are played. The 6 card with the Moon icon takes priority and goes to the left of the 6 card with the Sun icon.

*The term **on-suit** means the card's number matches the Diamond, Hex, or Circle icon of the current Client. The Sun and Moon icons are not part of the suit; they are only for breaking ties. On-suit cards have the potential to score; off-suit cards (or non-player cards) cannot score, but they can still affect the scoring gaps, etc.*

E. If you played your Professor card, place it face up in your play area and repeat the *Play a Card* phase. If more than one player is repeating this phase, reveal all Dream cards simultaneously. Insert the newly revealed cards into the arrangement in numerical order, resolving any ties for priority, as usual *(see page 6)*.

You may not play your Professor card again until you reclaim it into your hand (see page 11).

2. DETERMINE SCORING

To resolve scoring, **start with the player whose card is furthest from the current Client** and work inwards (left to right on the Sun side, and right to left on the Moon side).

Rounds 1–12 are affected by Therapy tiles, one per round (see page 16). Rounds 13 and 14 are affected by the Freud card (see page 12). Be sure to include any applicable effects while scoring.

On your turn, you may **SCORE** or **DRAW**.

A. SCORE

- To score Treatment tokens, your card must be on-suit (matching the current Client's suit). If your card is off-suit, you must draw *(see page 11)*.

- The amount you may score is limited by the numerical gap between your card and the next card in the arrangement, setting the value of **Treatment tokens** you may flip over. You may flip a single Treatment token up to the gap's value or multiple Treatment tokens with an equal or lesser sum. The gaps are counted from left to right on the Sun side and from right to left on the Moon side. The next card's suit does not matter; non-player and off-suit cards still close gaps. Be sure to include the **Therapy tile** effects whenever applicable *(see page 16)*.

- You may spend up to three **+1 tokens** before scoring to increase the value of your gap (including a gap of 0). When you do so, place the +1 tokens on top of your current Dream card. Each token you place increases your scoring value by 1. Then, score as usual using the modified limit. Any tokens you spend remain on the Dream card.

- When you score and flip over a Treatment token, it must always be the rightmost one of whichever row you choose—working toward the final, **golden Treatment token** on the left *(see the examples on page 10)*.

- *You may not use +1 tokens on the same turn you gain them.*
- *You may not use more than three +1 tokens per round.*
- *+1 tokens do not change Dream card numbers or gap sizes for other players (i.e., the tokens you use only modify your own scoring value).*

Example: Carl plays an on-suit 2 card. The next card in the arrangement is a 4. The difference is 2. Carl adds three +1 tokens and increases his scoring limit to 5. He then flips his rightmost value 5 Treatment token—which so happens to be a golden token.

Example: Sabina plays an on-suit 8 card. The next card in the arrangement is a 3. The difference is 5. She may flip over her rightmost value 5 Treatment token—but instead, she chooses to flip her rightmost value 2 and 3 tokens. Each one becomes a +1 token that she sets aside in her supply. She may use them on a future round.

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B. DRAW

If you cannot score (or choose not to), you may draw one of the following cards into your hand:

- Your Professor card
- Any face-up Dream card from a prior round

> *If there are any +1 tokens on the Dream card you draw, add them to your supply.* You may use them on a future round, following the usual scoring rules (see page 9).

3. CHECK FOR END-GAME CONDITIONS

Check if any player has flipped over all of their Treatment tokens. If so, they win! If there is a tie, the tied player with the most +1 tokens in their supply wins. If no player has won, begin the next round—or, if no player has won after 14 rounds, proceed to final scoring.

FINAL SCORING

The player who flipped over the most golden Treatment tokens wins!

If there is a tie for most flipped golden Treatment tokens, the tied player with the lowest combined value remaining on all of their un-flipped Treatment tokens wins. If there is still a tie, the remaining tied player with the most +1 tokens in their supply wins.

Example: After 14 rounds, Margarete and Alfred have both flipped four of their five golden Treatment tokens, more than anyone else. Margarete did not manage to flip her value 6 golden Treatment token. Alfred has two value 2 Treatment tokens remaining face up for a total value of 4. Alfred has the lower total value of remaining Treatment tokens, so he wins the game.

Freud Card

In rounds 13 and 14, any suit can score. However, if cards are played with the same number, there is a hierarchy for determining their priority (i.e., which cards go closest to Freud). For cards played on the Sun side, Circles take priority over Hexes, and Hexes take priority over Diamonds. For cards played on the Moon side, Diamonds take priority over Hexes, and Hexes take priority over Circles. Ties within the same suit are broken by the Sun and Moon tiebreaker icons, as usual (see page 6).

OVERVIEW

In the solo game, you play against the automated opponent, *the Id*.

If the Id flips over all six of its Treatment tokens, it wins. If you flip over all 15 of your Treatment tokens, you win. Otherwise, the game ends after 14 rounds. If you have more golden Treatment tokens flipped over than the Id, you win. Otherwise, the Id wins.

SETUP

Set up the main area up as you would for a 2-player game. Next, choose a difficulty setting (*easy*, *medium*, or *hard*) and lay out six golden Treatment tokens for the Id, according to the corresponding pattern shown below. These will be the only Treatment tokens the Id uses. Give the Id a Professor token.

| Easy	Medium	Hard
4 4 4	4 4 4	4 4
3 3 3	2 2 2	3 3
		2 2

13

PLAYING THE GAME

- Before choosing your card, flip this round's non-player Dream card beside the Client, as usual.

- **After** you play your card, draw and reveal 1 Dream card from the deck for the Id (and place the Id's Professor token on it).

- Arrange the cards and resolve them, as usual. However, **the Id's card may always score**—even if it is off-suit.

- Determine the Id's gap and score its highest-valued Treatment token(s) possible. (The Id always prefers to flip over its highest valued tokens rather than multiple tokens that equal the same amount.)

- Check if either player has flipped all their Treatment tokens. If so, the player who did wins! Otherwise, continue playing.
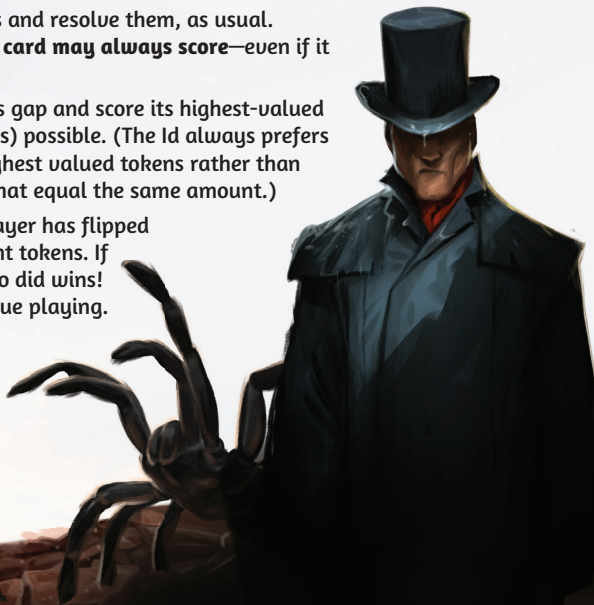
CREDITS

Game Design / Development:
Jonathan "Jonny Pac" Cantin

Art: Andrew Bosley, Vincent Dutrait

Art Direction / Project Management:
Yoma

Graphic Design / Rulebook Layout:
Zinia Redo, Yoma

Rulebook Editing: Jonny Pac,
Amanda Erven, Cory Munson

Proofreading: Cory Munson, Cody Ague,
Miguel Conceição, Glenn Flaherty

Primary Playtesting: Cody Ague,
Steven Aramini, Thanos Argiris, Henry
Audubon, William J. Brown III, James
Ernest, Ricardo Gonçalves, John Guthrie,
Eric Heitzman, Dale Keefer, Cory
Munson, Zinia Redo, Corey Thompson

Special Thanks to: Konstantinos Laskas
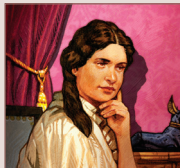and Antonio Zax, co-designers of
Unconscious Mind

Carl Jung

Margarete
Hilferding

Alfred Adler
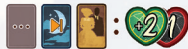
Sabina
Spielrein

8/9/10 : If your Dream card has one of the numbers shown, add 1 to your scoring value.

☀ : If your Dream card has the Sun/Moon, add/subtract the amount shown when determining your scoring value.

If you play the **farthest** Dream card from the current Client, add/subtract the amount shown when determining your scoring value.

If you play the **closest** Dream card to the current Client, add/subtract the amount shown when determining your scoring value.

0-1 : If your gap is 0 or 1, add 3 to your scoring value.

When scoring, you may disregard the next Dream card (i.e., *skip* it). Assess the gap between your Dream card and the next closest card.

Before choosing and revealing your cards, draw 1 random Dream card from the deck and place it face up beside the current Client. After the players reveal their cards, add this card to the arrangement.

After revealing your cards, draw and reveal 1 random Dream card from the deck and add it to the current arrangement.