LUCIDITY

SIX-SIDED NIGHTMARES

1-4 PLAYERS • AGES 14+ • 20-30 MINS

You have the ability to enter the dream world: a world of vivid hallucinations and horrific monsters. Draw power from the Nightmares that live there, but do not let them corrupt you. For there are other Dreamers seeking power this night, and there is only room for one to escape from the realm of Nightmares.

Should you become corrupted and turn into a Nightmare yourself, you must hunt down the other Dreamers and consume their power. When the night is over, only one Dreamer or Nightmare will be left standing.

CONTENTS

80 x Dice (in 4 colors)
20 x Dreams of the Depths
20 x Dreams of Envy
20 x Dreams of Imprisonment
20 x Dreams of Primeval Fear

1 x Black Cotton Bag

4 x Dreamer Cards
Multiplayer game on one side
Single player game on reverse

5 x Nightmare Cards
4 x Primary Nightmares
1 x Nightmare of Temptation (variant)

4 x Turn Summary Cards

4 x Glass Sleep Markers

Setting Up

❶ Each player takes a Dreamer card and places it multiplayer-side up in front of them.

◆ The multiplayer side of a Dreamer card is the side with the Power row along the bottom edge. The other side is used for the single player variant (The Bogeymen), described on p 10.

❷ Each player takes a sleep marker and a summary card.

❸ Place the four primary Nightmare cards (Depths, Envy, Imprisonment and Primeval Fear) near the middle of the table (both sides are identical except for art).

◆ You may replace the Nightmare of either Envy or Primeval Fear with the Nightmare of Temptation (set to its green or red side as matches the replaced Nightmare). This Nightmare is an *optional* variant to mix up your games. It is suggested to only use it after you are familiar with the basic rules.

❹ Place the 80 dice (dreams) into the bag and shake it to mix them. Place the bag within reach of all players.

❺ The player who last had a bad dream goes first.

❻ Play continues clockwise.

How to Win

At the end of the game, the winner is the player (Nightmare or Dreamer) with the most Power (signified by ⚀1⚀ and ⚁2⚁ dreams).

Turn Order (Dreamer)

On your turn, do the following in order:

1. CHOOSE A SLEEP TRACK

At the beginning of every turn, decide how deeply you wish to dream.

> Choose one of the three starting points on the Sleep Tracks, and place your sleep marker on it.

2. DRAW AND SELECT DREAMS

Randomly draw a number of dreams from the bag equal to the number under your sleep marker. Then select two dreams from those drawn and return them to the bag.

> *Note: The summary card lists the faces on each color of dream.*

THE DEPTHS: Drown you in dreams.

ENVY: Give and take Power easily.

IMPRISONMENT: End your turn early.

PRIMEVAL FEAR: High risk, high reward.

3. ROLL AND RESOLVE DREAMS

Roll the remaining dreams and then resolve them by matching the symbols rolled to the spaces on your Dreamer card.

> *Rerolling Dreams: You may, at any time, spend a ①①① or ②②② from your Power row to reroll any number of unresolved dreams matching that spent dream's color. Place the spent dream on the Nightmare matching its color, or back in the bag if that Nightmare has been claimed by a player.*

Order of Resolution

Always resolve dreams in the following order:

POWER
Place in your Power track.
A ②②② counts as ①①① + ①①① . Leave a gap in your row to show this.

HUNT
Place in your Hunt row.

EXHAUST
Place in your Exhaust row.

SHADOW

You may resolve rolled Shadows in any order. Each time you do, place it in the Shadow row matching its color, then you *must* resolve their listed Shadow effect (see below).

> *Note: If a row is full, place any additional dreams of that symbol adjacent to that space. Continue to apply Shadow effects. The fourth space in the Shadow rows is only used in a two player game.*

SHADOW OF THE DEPTHS

Draw one random dream from the bag, roll it and add it to your unresolved dreams. If it is not a 👁 you must resolve it before any others.

SHADOW OF ENVY

The next player in turn order selects any one dream on your Dreamer card, except for a 👁 of Envy. You must reroll that dream and add it to your unresolved dreams. If it is not a 👁 you must resolve it before any others.

SHADOW OF IMPRISONMENT

If you have any 𝓏ᶻ in your Exhaust row, rotate any one to its 👁 side. Do not move the dream, just rotate it.

SHADOW OF PRIMEVAL FEAR

You may take one 👁 of any color on your Dreamer card and move it to your Hunt row. Do not rotate the dream, just move it.

4. CHECK FOR FILLED ROWS

After resolving all rolled dreams, check to see if any rows on your Dreamer card are filled, in the following order:

Hunt row
If you have four or more dreams in your Hunt row, you are eliminated. Return all dreams on your card to the bag. You do not take further turns, though you are still considered the "next player" for various abilities.

Exhaust row
If you have three or more dreams in your Exhaust row, you are exhausted. Draw one random dream from the bag. Return it to the bag, along with all ①1 and ②2 on your Power row that match its color.

You cannot Dream Again while exhausted. You must Rest and end your turn, however you might still become a Nightmare (see below).

Shadow row
If you have three or more dreams in any Shadow row (or four or more in a two player game), you become a Nightmare. You always become a Nightmare of the color matching your most filled Shadow row. If there is a tie, you may choose between tied colors.

Return all dreams on your Dreamer card except for ①1 and ②2 to the bag.

Place the matching Nightmare card over your Shadow rows. Take all ①1 and ②2 on that card and add them to your Power row.

Then end your turn. In future turns, you play as a Nightmare (see p 8).

Remove all dice apart from Power when you become a Nightmare.

HUNT: Lose the game if filled.   EXHAUST: Lose power if filled.   SHADOWS: Become a Nightmare if filled.

THE DEPTHS

SLEEP TRACK: Choose how deeply you wish to dream.

3 · 5 · 7   4 · 6 · 8   5 · 7 · 9

5. REST OR DREAM AGAIN

If you are Exhausted or at the end of a Sleep Track, you must Rest. Otherwise, choose to Rest or Dream Again:

Rest: By resting you regain some control over your dreams. Return either one 👁 or all 💤 dreams on your Dreamer card to the bag. Then end your turn.

Dream Again: By pressing your luck, you gain further insights, but begin to lose control. Increase your sleep marker by one step along the Track. Do not switch Sleep Tracks.

Increase your sleep marker by 1 stage. (depending on the Sleep Track you chose at the start of your turn).

HUNT: Lose the game if filled.   EXHAUST: Lose power if filled.   SHADOWS: Become a Nightmare if filled.

THE DEPTHS

Draw and roll one dream.

ENVY

SLEEP TRACK: Choose how deeply you wish to dream.

5 · 7   6 · 8   5 · 9

Return to the "Draw and Select Dreams" step, but this time you will be drawing more dreams than before.

Note: You can press your luck twice each turn before you must Rest.

TURN ORDER (NIGHTMARE)

Any player who has claimed a Nightmare card is considered a Nightmare. Nightmare players are not Dreamer players.

On your turn, you may either Consume Power or Send Minions to attack a Dreamer.

Consume Power: Take one ① or ② of your color from any player's Power row (Nightmare or Dreamer player) and add it to your own. Then end your turn.

Send Minions: Draw two random dreams from the bag. Return one, and give one to a Dreamer player. They must roll and resolve it immediately. Then end your turn.

NIGHTMARE ABILITIES

Every time a Dreamer player chooses to resolve certain symbols on a dream of your color (as indicated on your Nightmare card), you take that dream, turn it into a ① and add it to your Power row, then may choose to activate a special ability.

Each Nightmare card describes which symbols are taken as ① and what abilities you can trigger. Because all Nightmares take 🦑 dreams of their own color, there can never be two Nightmares of the same color.

ENDING THE GAME

At the end of any player's turn, if any player (Nightmare or Dreamer) has 15 or more Power (signified by the ① and ② symbols), then every other remaining Dreamer player takes a final turn before the game ends.

At the end of the game, the player (Nightmare or Dreamer) with the most Power wins. (② counts as ① + ① .) Either they have escaped the dream world, or they have become the most powerful Nightmare and consumed all of the others.

If there are ever no Dreamers remaining, the game ends immediately and the Nightmare with the most Power wins.

The "Worst Case" Rule: If you ever draw or roll more dreams than you are allowed to, the next player in turn order may select the excess which are to be returned to the bag. Then you must roll/reroll the dreams. If you ever return more than two dreams to the bag, the next player in turn order may pick dreams of any color out of the bag to replace them. If you return a dream to the bag, you cannot change your mind and take it back out again.

If there are ever no dreams left in the bag, the current player finishes their turn, rolling and resolving all remaining dreams, and then the player with the most Power wins.

Two Player Games

Players in a two player game will only become Nightmares if they fill all four spaces of a Shadow row.

The Bogeymen
(Single Player Variant)

You seek riches, power and, most importantly, vengeance.
Steal into the nightmare realm of one of the dream world's
rulers — the Lords of Nightmare … the Bogeymen —
and escape unharmed with their treasures.

SET UP

On the back of each Dreamer card is one of four Bogeyman cards, each with different special rules and a different challenge. Once you have set up your game (as on p 2), take an unused Dreamer card and flip it to its Bogeyman side (it will have the word "Spooks" in the top-right corner), then place that above your Dreamer card.

> *Note: Dreams in the Spooks rows are called "Spooks".*

POPULATE SPOOKS

On the Bogeyman card, there are two columns labelled "Spooks" (three on the Lord of the Depths card). These are the Spooks rows. To begin a game, draw dreams from the bag randomly and, one at a time, place them into the Spooks row from bottom to top, making sure to place them with the correct side facing up (as indicated on each Spooks space). Once all rows are filled, the game begins.

TURN ORDER (SINGLE PLAYER VARIANT)

A turn in this variant is the same as in the multiplayer game. You draw, return, roll, resolve, then rest or dream again, with the following changes:

Winning the Game: To win, you must either collect 15 Power or, after the last Spook is moved to your Dreamer card, you must have at least two Power for each Nightmare that has Awakened (see below; this Power can be of any color).

Awakening Nightmares: You cannot become a Nightmare. Instead, if four spaces of any Shadow row are filled when you check for filled rows, return all dreams in that row to the bag. Then take the matching Nightmare and place it above the Bogeyman card. That Nightmare is considered to be "Awakened".

During the "Draw and Select Dreams" step of your turn, you may never return dreams of an Awakened Nightmare's color to the bag (even if this means returning fewer than two dreams).

If the matching Nightmare was already Awakened, you lose the game.

Shadows of Envy: Since there is no "next player", when you resolve a 👁 of Envy, you must instead reroll the first dream in your Power row.

Resting: Whenever you choose (or are forced) to Rest, you must move two Spooks from the bottom Spooks row onto your Dreamer card. Put them in the row matching their face; eg, if they show a 👁 face they must go to your Shadow row. These are not "resolved" (they are moved) and so do not activate 👁 effects.

> *Note: The Lord of the Depths has three Spooks in each row. You must move two onto your card if possible and then return the excess Spook to the bag.*

Rerolling Spooks: The key to winning is to reroll your Spooks to get rid of them before they can be moved to your Dreamer card. To reroll Spooks:

❶ Pick a color and spend a ⓵ or ⓶ of that color (placing it into the bag).

❷ Pick up any number of Spooks of that color, so long as all of those Spooks are adjacent to each other. (Diagonal Spooks are not adjacent to each other.)

◆ You may choose not to pick up a Spook (eg, if it is showing a ⓵ face you may not want to) but then you may not use it to pick up adjacent Spooks of its color.

❸ Roll all of the picked up Spooks. (Note that you may not reroll these by spending Power — they are not "unresolved" dreams.)

❹ Return any ⓵ and ⓶ rolled to the bag.

❺ Place any 🐾, ☾ᶻ and ☻ rolled back in the Spooks rows, filling the gaps from bottom to top and keeping them on the face that they rolled (ie, if you roll a Spook and it lands on 🐾 then you must return it to the Spooks rows 🐾-side up).

❻ Then shift all Spooks down until no gaps remain. If there is ever a gap in the Spooks row (eg, the Lady of Primeval Fear removes two), you must shift all Spooks down until no gaps remain.

You may reroll Spooks as many times as you like, as long as you pay each time, and follow all of the above steps. You may only reroll Spooks after the "Roll and Resolve Dreams" step of your turn.

LADY OF PRIMEVAL FEAR

When you resolve a Hunt, you may return any two Spooks to the bag.

HARD: Whenever a Nightmare Awakens, turn all Spooks of PRIMEVAL FEAR to their 🕷 faces.

SPOOKS

HUNT KILLS SPOOKS

Select a single color "island" of Spooks and reroll them.

Return any Power to the bag.

Fill the gaps in the Spooks rows from bottom to top.

Shuffle all the Spooks down to fill any gaps.

HARD MODE:

For an added challenge, each Bogeyman comes with an additional Hard Mode. At the bottom, in the middle, is a paragraph beginning with "HARD". This adds additional challenges to the single player game if you are finding it too easy.

LORD OF
IMPRISONMENT

The right Spooks column begins face up.

HARD: When you Rest, move one of the removed dreams to the top Spooks row (instead of the bag).

RIGHT-HAND SPOOKS BEGIN AS

CREDITS:

Designed by Shannon Kelly
Published by Fox Tale Games
Illustrations by William Webb
Graphic design by Stephanie Gustafsson
Logo by James Colmer

Play testers: Rebecca Beech, Peter Cricchiola, Alex Filewood, Jeff Fisher, Ivana Garner, Patrick Harper, Ryan George Herden, Andrew Hope, Chris James, Siobhan James, Lydia Low, Michael Richardson and Chris Suffern.

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