Night has fallen and you fall asleep peacefully.
It's the perfect occasion for dream spirits to visit you and influence your dream for better or worse...
Listen to the voices of the Fairies, but beware of the Boogeymen and the Sandmen.
At the break of dawn, will you remember your dream?

Overview

When I Dream is played over a series of rounds equal to the number of players.
Each round is divided into 2 phases: Night and Day. Each night, one player–the Dreamer–tries to identify the Elements based on the clues that the other players give them.
Each day, **the Fairies** and **the Dreamer** score points for each Element the Dreamer identified correctly.
The Boogeymen score points each time the Dreamer is incorrect.
The Sandmen score extra points when the Fairies and the Boogeymen score the same number of points.

Contents

- 11 Dream Spirit Cards
  (5 Fairies, 4 Boogeymen and 2 Sandmen)
- 110 Dream Cards
  (double-sided, each with four Elements)
- 104 Point Tokens
- 1 Bed
- 1 Headboard
- 1 Board
- 1 Sleep Mask
- 1 Sand Timer (2 minutes)
- 1 Rulebook







Object of the Game

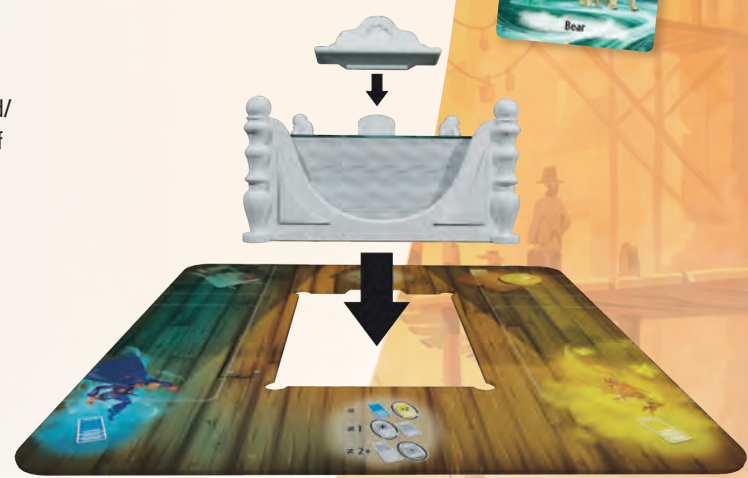
At the end of the game, the player with the most points wins.

Setup

1 Place the board in the center of the table.
2 Place the bed in the center of the board.
3 Since the Dream Cards are double-sided, shuffle them thoroughly (by rotating and/or flipping them) and place them on the Bed. Place the Headboard to cover one of the two Elements. Covered Elements are not used during the game.
4 Place the sand timer and the Point tokens within reach of all players.
5 Depending on the number of players, take the corresponding Dream Spirit cards and leave the rest in the box (they will not be used during the game).

Number of players	4	5	6	7	8	9	10
Fairies	1	2	3	3	4	4	5
Boogeymen	1	1	2	2	3	3	4
Sandmen	2	2	1	2	1	2	1

6 The oldest player becomes the Dreamer for the first round. They take the sleep mask and place it in front of themselves.



Playing the Game

Night

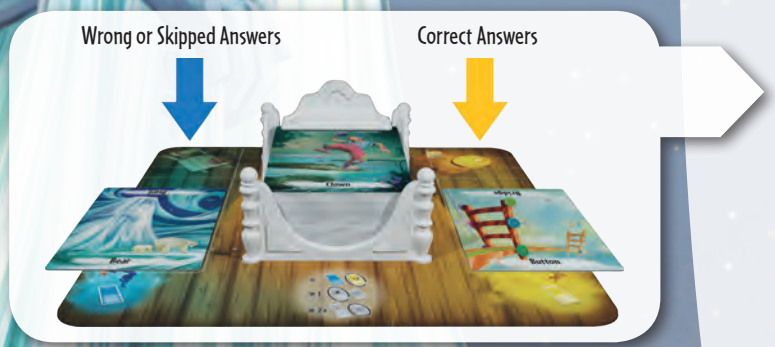
1 – Distribute the Roles

The Dreamer shuffles the Dream Spirit cards and deals **one** to each player beside themselves. Each player looks at their card without revealing it to the other players. The remaining card is placed facedown on the table and must not be revealed.

Then, the Dreamer covers their eyes with the sleep mask. Place the **top Dream card at the bottom of the deck** (making sure to rotate or flip it) to reveal the next Element.
Flip the sand timer.

2 – The Dream

Starting with the player to the **left** of the Dreamer and going clockwise, each player gives **a single-word clue** to describe the Element. Proceed this way until the Dreamer interrupts to guess the Element. **As a result, it is possible for multiple turns to go around the table.** The players cannot give clues that are derived from the Element, or clues that sound similar, or even translate the Element into another language.



At any point, the Dreamer can interrupt to give **one, and only one,** guess:

- If the Dreamer is correct, the card is placed on the Yellow side of the board.
- If the Dreamer is incorrect, the card is placed on the **Blue** side.

Then, players resume taking turns and proceed with the newly revealed Dream card.

Important: The Dreamer cannot know whether their answer was right or wrong. Players must remain discreet!

When the two minutes are over, the Dreamer may give one last answer (this is not mandatory). If they decide not to, the last card remains on top of the deck, with no effect.

Clarifications:

- If the Dreamer is confused and has no ideas, they can skip the current card by saying: "Pass." The card is then placed on the Blue side of the board.
- If a player cannot find a good clue, they can skip their turn by saying: "Pass."
- If a player takes more than 5 seconds to give their clue, their turn is automatically skipped.
- If a player gives an improper clue, the current Dream card is placed in front of that player as a penalty. It will reduce their score by one point at the end of the game. Proceed with the newly revealed card but **make sure that the Dreamer knows that the Dream card has changed.**
- When placing cards on the board, make sure to spread the cards so that players can see the past Elements.

Day

1 - Recount the Dream

Before removing the sleep mask, the Dreamer recounts their dream and tries to mention **all** the Elements they guessed during the night.
As you recount the dream, feel free to dramatize your dream. Be inspired by your answers to create a dreamy, funny, zany story...
For example: "In my dream, I saw a ROOSTER who fought against a VAMPIRE for a HAMBURGER while a DOG was playing DRUMS."

When the Dreamer has finished recounting their dream, they remove the sleep mask.

Clarification: As the Dreamer mentions the cards of their dream, the other players can slightly **rotate** the Dream cards to help during scoring.

2 – Count the Points

The players reveal their Dream Spirit cards and score points as follows:



- **Fairies** score 1 point for each Dream card on the **Yellow** side of the board (correct answers).



- **Boogeymen** score 1 point for each Dream card on the **Blue** side of the board (wrong and/or skipped answers).



- The **Dreamer** scores 1 point for each Dream card on the **Yellow** side of the board. They also score 2 extra points if they mentioned **all** the Elements placed on the **Yellow** side of the board when recounting the dream.

- **Sandmen** compare the number of Dream Cards on **each** side of the board:



  * If the numbers are **the same,** they score 1 point for each card on the **Yellow** side, plus 2 extra points.
  * If there's a **one-card difference,** they score a number of points equal to the **greater** of these two numbers.
  * If there's a **difference of two or more cards,** they score a number of points equal to the **smaller** of these two numbers.

Example: Lisa and Eve are Fairies, they score 3 points. Tom is the Dreamer, he scores 5 points because he remembered all of the Elements (3 + 2). Amy and Melissa are Boogeymen, they score 2 points each. Jack is a Sandman, he scores 3 points.

3 – Round End

Remove all of the Dream cards from the board and place them at the bottom of the deck (making sure to rotate and/or flip the cards).
The player sitting to the left of the Dreamer becomes next round's Dreamer. They take the sleep mask and all of the Dream Spirit cards, including the one that was set aside.



Game End

When all the players have been the Dreamer once, the game ends.
Each player counts their points, remembering to subtract one point for each penalty they have in front of themselves.
The player with the most points wins the game.
In case of a tie, the tied player with the fewest penalties is the winner. If there is still a tie, the players share the victory.

Credits

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Thomas would like to dedicate this game to Christophe Dieu (1974-2016).

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