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DREAM RUNNERS
BOARD GAME BOX
RULES
BOARD GAME BOX

This dream seems strange, almost too real. And yet, the four-winged owl you see so clearly cannot possibly exist. What are you doing on this unfamiliar island? Other people have ended up here as well… and they look as disconcerted as you feel. You need to get out of here.

GOAL OF THE GAME

Assemble your **segments** quickly and cleverly to create a composition that best matches the **dream tile** in the middle of the table. Collect as many **star fragments** as possible, banish **nightmares**, and above all don't waste any time!
The player who has the most**dream points** after 8 rounds wins.

COMPONENTS



1 sand timer



24 dream tiles:

- 6 level-1 tiles
- 6 level-2 tiles
- 6 level-3 tiles
- 6 level-4 tiles



1 main board



8 scoring tokens

(2 per player)



18 chest tokens



4 serenity boards

(1 per player)



60 coin tokens



64 star fragment tokens:

- 16 blue fragments
- 16 white fragments
- 16 orange fragments
- 16 green fragments



20 key tokens



40 segment tiles:

- 24 neutral segment tiles (6 of each shape)
- 4 initial segment tiles per player

SETUP

Form a dream pile in the middle of the table as follows: Choose 2 **dream 4 tiles** at random and put them face down. Then choose 2 **dream 3 tiles** at random and put them face down on top of the two **dream 4 tiles**. Do the same with 2 **dream 2 tiles**, which you put on top of the **dream 3 tiles**, and then with 2 **dream 1 tiles**, which you put on top of the **dream 2 tiles**. Put the rest of the **tiles** back in the box. Put the pile in the middle of the table so that all players can see it easily 1. Put the main board nearby 2.

Note: When you are first learning the game, before setting up, put aside all the **tiles** that have a star at the bottom 3. When playing with experienced players, use both the **tiles** with and without stars.

Each player chooses a color, takes the corresponding **serenity** board, and puts it in front of them 4. Each player then puts one of the 2 scoring tokens in their color on the start of the **star** track on the main board 5 and the other on their **serenity** track 6. Each player also takes the 4 **segments** in their color and 2 **coin** tokens, and puts them in front of them 7.

Form 4 piles of 6 **segments** face down (one pile for each shape) and put them near the main board. Turn the **segment** on top of each pile face up 8.
Sort the **chest** tokens by type and put them into 3 face-down piles, one for each type ( ) 9. Put the **key** tokens , **star fragments** and **coins** in a reserve near the main board 10.

Put the **dream tile** from the top of the pile face down in the middle of the table 11 and put the sand timer next to it 12.






1
2
3
4
5
6
7
8
9
10
11
12
20

GAME OVERVIEW

You encounter a new **dream tile** each round. You must fit your **segments** together so they best match the contents of the **dream tile** to collect rewards (using the **collect** effect) and **banish nightmares** (using the **banish** effect).





Collecting **star fragments** and **banishing nightmares** let you advance on the **star** track and keep your **serenity** to earn the most **dream points** at the end of the game. At the end of every round, you can spend **coins** to obtain new **segments** or earn **serenity points**.

PLAYING THE GAME

Each round is played in phases as follows:

1 - Creating a Dream
2 - Resolving Compositions
3 - Making Improvements
4 - Preparing for the Next Round

I) CREATING A DREAM

For the first round, the player who dreams the most turns the **dream tile** in the middle of the table face up. This is the dream that all the players will experience during the round. During this phase, all players play simultaneously and in real time. All players must use their **segments** to form squares of 3 cells by 3 cells, or shapes close to that (see **"Resolve Compositions"**, pg. 7) to match the dream as best they can.



As soon as a player is happy with how they have arranged their **segments**, that player takes the sand timer, puts it on the space provided for it on their **serenity** board, turns it over, and announces that they have done so. That player can no longer change their composition. That player immediately takes a **coin** and becomes the "first dreamer" for the round. The other players must complete their compositions. When the sand timer runs out, the phase is over and none of the players can change their compositions anymore.

Note: Players do not need to use all their **segments** during this phase.



II) RESOLVING COMPOSITIONS

Each player applies the following effects in the order of their choice:

Dream Coherence: For each cell in your composition that is missing from a 3-cell by 3-cell square AND for each cell outside a 3-cell by 3-cell square, you lose 1 **serenity point**.

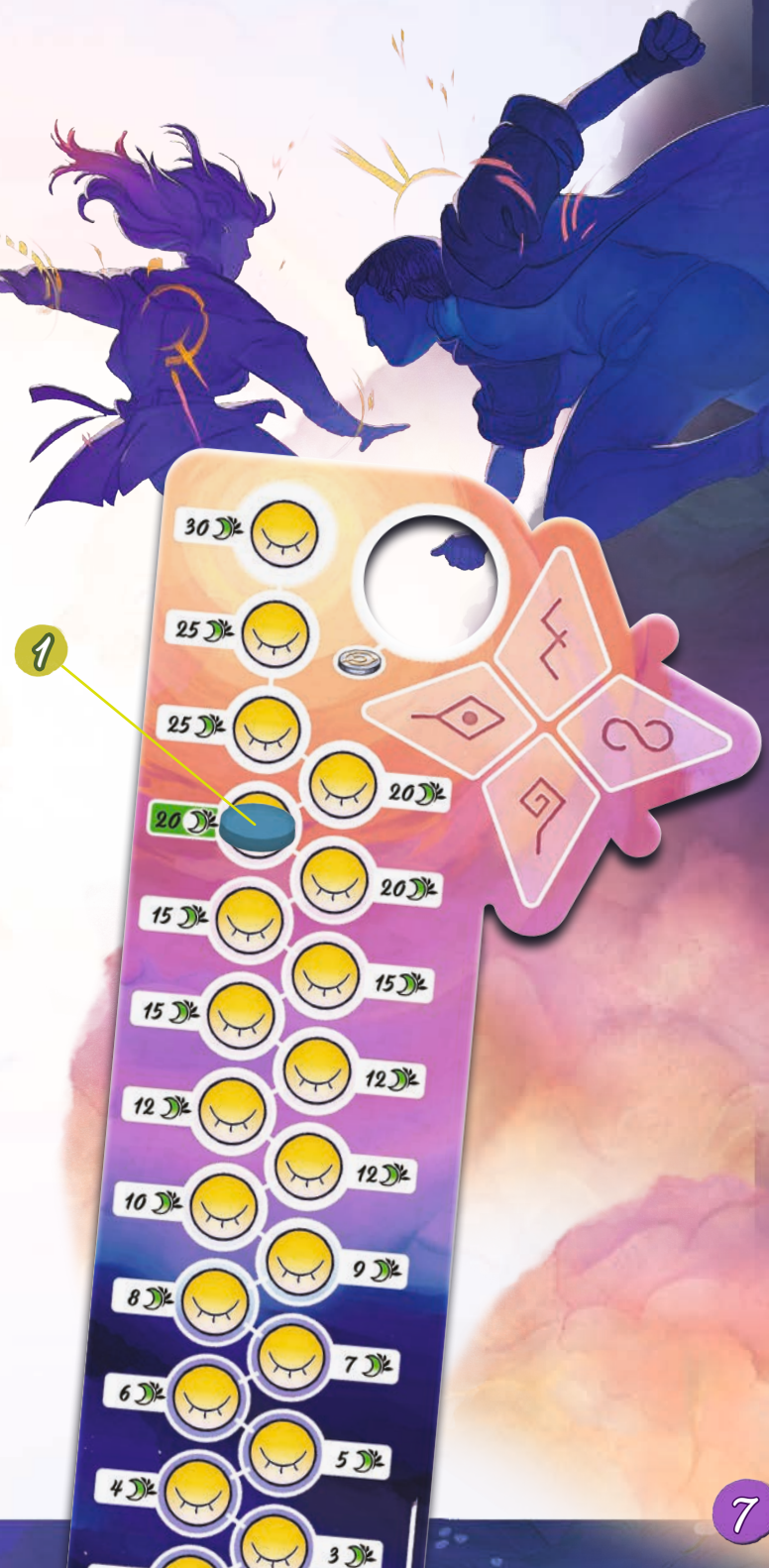


Banishing: For each **nightmare** cell on which you did not apply the **banish** effect, you lose as many **serenity points** as indicated on the cell.



Collecting: For each reward cell on which you applied the **collect** effect, you receive all of the rewards on that cell. Each reward cell can contain one or more of the following elements: **star fragments, keys, coins, serenity points, and chests**.

Serenity Track: When you do not **banish nightmares** or when your dream is incoherent, you lose **serenity points** and move your scoring token down that track (1). The more you move down that track, the fewer **dream points** you will earn at the end of the game. In addition, if you reach the last space at the bottom of the track, you wake up and immediately lose the game!



REWARDS



Star Fragments: Take the corresponding **fragment** token from the reserve (with the **fragment**, you choose the color). As soon as you have 4 **fragments** of different colors, discard them and move your scoring token up one space on the **star** track.



Serenity: Gain 1 **serenity point**.



Key: Take one **key** from the reserve. Keys are used to open **chests** (see **"Special Cells"**, pg. 8).



Coin: Take 1 **coin** from the reserve. You can spend coins to gain **serenity** or acquire new **segments** (see **"Making Improvements"**, pg. 9).

SPECIAL EFFECTS



: This effect works like the **collect** effect, but when you apply this effect on a reward cell, you gain double what you would normally gain!



: Apply the **collect** effect AND the **banish** effect on this cell.

EXAMPLE



1 There is one missing cell and one extra cell, so the player loses 2 **serenity points**.
2 One of the **nightmares** was not **banished**, so the player loses 2 **serenity points**.
3 The player receives a **key** token and two blue **fragments** thanks to the **collect** effects and .

SPECIAL CELLS



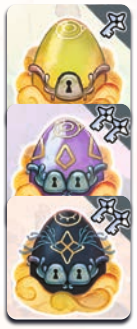
Octopus: If this **nightmare** is not **banished**, lose as many **serenity points** as there are **collect** symbols in your composition.



Bat: If this **nightmare** is not **banished** and you have not played all your **segments** this round, put one of your unplayed **segments** back in the box.



Spider: If this **nightmare** is not **banished** , lose 1 **serenity point**. If you apply the **collect** effect on this cell, you receive the corresponding **fragment**. If you apply the **banish/collect** effect on this cell, you receive the **fragment** without losing **serenity points**!



Chest: If you apply the **collect** effect and have enough **keys**, you open the **chest**. Turn over the top **chest** token in the corresponding pile, discard the necessary **keys** and receive the contents. (Only one **chest** is turned over per round, and every player who opens that chest during the round receives its contents.)



Converging Dreams: Players who applied the **collect** effect on this cell share its contents. Prepare the contents of the cell, then each of those players in turn takes one of those elements (rotating clockwise from the first dreamer). Keep going around until all the elements have been taken.

Note: In the case of multiple resolutions, each player may resolve them in the order that is the most advantageous to them.

SPECIAL CASES



- The x2 effect does not change the amount of **serenity points** lost when it is played on a **nightmare** cell.

- The x2 effect counts as a single **collect** symbol on the **octopus** cell.

- If you apply the x2 effect to a **chest** cell, you must open the **chest** a second time if possible by discarding the corresponding **keys** again to double the reward obtained.

- If you apply the x2 effect on a **fragment** cell, choose a **fragment** color and receive 2 **fragments** in that color.

- If you apply the x2 effect on a **converging dreams** cell, take part in the sharing of the rewards normally. Then, after the rewards have been distributed, double your rewards by taking the same ones again from the reserve.



III) MAKING IMPROVEMENTS

During this phase, you may spend **coins** to acquire new **segments** and gain **serenity**.

Each player, starting with the first dreamer and continuing clockwise, can spend 4 **coins** to acquire one of the four visible **segments** 1 (maximum 1 **segment** per player per round). Afterwards, turn over the next **segment** in the pile.
Certain **segments** have **dream points** and **coins** depicted on them. When you buy a **segment** with a depiction of **coins** on it 2, you immediately get as many **coins** as indicated. At the end of the game, the **dream points** 3 depicted on the **segments** in your possession are added to your score.
Gaining 1 **serenity** point costs 3 **coins** 4. You may do this as often as you like.



IV) PREPARING FOR THE NEXT ROUND

Put the **dream tile** from the round in the box, then put the **dream tile** from the top of the pile face down in its place. If a **chest** token has been revealed, put it back in the box. The first dreamer puts the sand timer next to the **dream tile**. When all the players are ready, the first dreamer turns over the **dream tile** and a new round begins.

END OF THE GAME

After 8 rounds, the game ends. Each player adds up the **dream points** matching their positions on the **star** track (1) and on their **serenity** track (2), plus the **dream points** shown on the **segments** (3) in their possession. The player with the most **dream points** wins. If players are tied, the victory goes to the player with the most **coins**.



EXAMPLE OF A FULL ROUND

At the start of the 3rd round, Alice has this:



I) CREATING A DREAM

Bob, who was the first dreamer during the last round has just turned over the **dream tile** for the current round. The players create their compositions, and Alice finishes hers first. She takes the sand timer, turns it over and puts it on her board (1) and receives 1 **coin**. The other players finish their compositions.

II) RESOLVING COMPOSITIONS

Alice applies the **collecting**, **banishing**, and **dream coherence** phases in the order of her choice.

Collecting: Alice decides to apply the various **collect** effects in the order below.

(2) Alice receives 1 **key**.
(3) Alice receives 4 **coins** (thanks to the ×2 **collect** effect).
(4) Alice opens the **chest**. This **chest** requires 2 **keys** to open, so Alice discards her 2 **keys**. She turns over the **chest** token (5) and gets its contents: 1 **fragment** in the color of her choice (she chooses a **fragment**), and 4 **coins**.
Alice now has 9 **coins**, 2, 1, 1, and 1. (She doesn't have any **keys** left.) Since she has at least one **fragment** of each type, she discards 4 different **fragments** (6) and moves up one space on the **star** track.

Dream Coherence: There are 2 cells in her composition that do not fit a 3-cell by 3-cell square (7), so Alice loses 2 **serenity points** (8).

Banishing: Alice did not **banish** the **nightmare** in the lower right (9), which causes her to lose 2 **serenity points** (10).

The other players also resolve their own compositions.

III) MAKING IMPROVEMENTS

Each player, starting with Alice, has the option of buying a **segment**. Alice, who is the first dreamer, chooses to buy a **segment** for 4 **coins** (11), which earns her 1 **coin**. Then the other players have the option of buying **segments** in turn. Finally, Alice decides to spend her 6 remaining **coins** to get 2 **serenity points** (12).

IV) PREPARING FOR THE NEXT ROUND

Alice puts the **dream tile** and **chest** token back in the box. She puts the sand timer back in the middle of the table, waits until the other players are ready, and then turns over the new **dream tile** for the next round.





CREDITS:

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Dream Runners is a product of quality. If something is missing, please contact us at **www.boardgamebox.life/service/.**