



DREAM JOURNAL

GLOSSARY

We have no dream records from after the Decline. The last psychic signatures are from the last good day, in the month they called October.

Ability: Each Dream has an Ability. Abilities can be used if the Dream is in the player's Dream Catcher or is the last Dream on their Dream Sequence. Abilities can be used if the player ends their movement on the Activate a Dream action space.

Collective Consciousness: Set of four Consciousness Fragment cards that match the current player count. They initially start the game front side up, but can change to the back side if a player used the Flip & Move 2 Ability or the Night Mare flips the card.

Dream: Individual Dream Card. They can be caught from the Dreamscape by ending your movement on the Catch a Dream action space and paying the Experience listed, then weaving into a Dream Sequence by going to the Weave a Dream action space and paying the Creativity and Hope listed.

Dreamscape: Set of 4, 5, or 6 Dream cards that can be caught at the Catch a Dream action space.

Dream Sequence: Series of Dreams that has been woven together by the player. Each player only has one Dream Sequence.

Resources: Experience, Creativity, and Hope are all resources.

Resources of Choice: The player's choice of Experience, Creativity, or Hope.

DREAM ABILITIES

Those who do id work often can't do anything else. They become intensely enamored with the raw creativity, at completing actions at the speed of thought. Returning to realspace feels like swimming in custard.



Reorder 1 & Move 1 or 2: Choose a single Consciousness Fragment card in the Collective Consciousness and move it to another location in the Collective Consciousness. This will shift the locations of the other Consciousness Fragment cards. You must then move one or two spaces and take that action. All Player Figures remain on their current spaces and move with the Consciousness Fragment card while the Consciousness Fragment cards are being moved.



Reorder Any Number & Move 1: Choose as many Consciousness Fragment cards in the Collective Consciousness as you wish and move them to another location in the Collective Consciousness. You must move one space and take that action. All Player Figures remain on their current spaces and move with the Consciousness Fragment card while the Consciousness Fragment cards are being moved.



Change Direction & Move 1 or 2: Change your Direction indicator. You must move one or two spaces in your new direction and take that action.




Flip & Move 1 or 2: Flip over one Consciousness Fragment card to the opposite side. (If it is on the Front side, flip it over to the Back side.) You must then move one or two spaces and take that action. Other players stay on the action space that they are located on if the Consciousness Fragment card they are on is flipped. For example, if they are on the Creativity Resource space and that card is flipped, they will remain on the Creativity Resource space.





Swap Places with an Opponent & Move 1 or 2: Choose one opponent, move their Player Figure to your current space and move your Player Figure to their previous space. You must then move one or two spaces and take that action.





Lose 1 Resource & Move Anywhere: Move your Player Figure to any space on the Collective Consciousness and lose one resource of your choice.

 **Catch from the Discard or Top of the Deck:** Choose a Dream from the top of the Dream deck or from any card in the Dream Discard, pay the amount of Experience listed on the card, and place the Dream on to your Dream Catcher. If you have looked at the Dream on the top of the deck and prefer to Catch from the Discard, return the Dream to the top of the deck.

 **Clear the Dreamscape & Catch from the Discard or Top of the Deck:** Place all the Dreams in the Dreamscape in the Discard. You do not have to pay any resources to do this. You may now Catch one Dream from either the Discard pile or the top of the Dream deck as stated above. If you do not have the resources to catch the Dream from the top of the deck, return it to the top of the deck.

 **Gain Resources:** These Dreams allow you to gain a set number of resources or resources of your choice as shown in the ability. For example, the Ability to the left allows the player to gain 2 Creativity and 1 Resource of Choice.

 **Or:** These Dreams give you the choice of one of two abilities: everything before or after this icon but not both.

 **Exchange:** Exchange any two Dreams that are either on your Dream Catcher or in your Dream Sequence OR move one Dream within your Dream Sequence.

For example, you could do any of the following:

Swap a Dream on your Dream Catcher with one on your Dream Sequence.

Swap the second Dream in your Dream Sequence with the third Dream.

Move the first Dream between the third and fourth Dreams.

Note: If an Ability says to move one or two spaces, the player must move exactly one or two spaces. They cannot stay at the same space or pay extra resources to move further.


Those who sail the id rather than the ego have seen their identity in a mirror that has no flaws. They either come to terms with their true selves, or forever give up id work.

ABILITY EXAMPLES

Suzanne is the purple player and currently has one Dream in her Dream Catcher; it has the  **Flip & Move 1 or 2 Ability.**

She wants to use the Weave a Dream Sequence action, but it's not within the next three spaces as she's moving clockwise.

Instead of moving directly to the Weave a Dream Sequence space, she moves to the Activate a Dream space.

Suzanne then uses her Dream Ability:  **Flip & Move 1 or 2.** She then flips the second card and moves one to the Weave a Dream Sequence where she can now weave her Dream into the start of her Dream Sequence.

Jess, the yellow player, stays at the same action space she was at and is thus moved to the bottom of the Collective Consciousness Card and could be further away from her desired next space.



ROBOT DREAMING BY CALVIN WONG

It wasn't until the seventeenth cup of coffee that Yung realized he was probably in a Dream. Feeling slightly embarrassed that it had taken him so long to become lucid, he wafted the empty mugs into a pile and vanished them. Undealt with, excess baggage tended to weigh on the psyche – neatness and order was key to maintaining proper dream depth.

Working carefully, he packed up his Dream lab, vanished mugs and all, into a bubble, squishing it down to fit, before carefully placing it in the storage sphere of his id-suit. Even though he didn't need to down here, he was still wearing it. So formal.

He imagined a large pony sticker and slapped it onto his chest; now he was MareMan, champion of all mares, from Bay to Z. Okay, not the greatest pun. He made a mental note to schedule some more creative creativity training time (of course, this being his dream, the mental note manifested as a clipboard full of sticky notes being scribbled on by tiny pencils – the newest one peeled off and fluttered away in the direction of his noteboard)

Creating a Dreamscape access portal was significantly easier the 182nd time. He made a large circular wave with both arms (and toes) and concentrated on his destination: the year two thousand and twenty seven, October. It had been a particularly nice autumn in the northern hemisphere. The portal winked into life and his suit counter dinged upwards: 183. He stepped through into October 12th, 2027. The beginning of the Decline.

This particular Dream was a well-worn path for him and his fellow id-nauts – he could see dozens of psychic signatures trudging yon and over and forth and hither, like ghostly shadows. He walked into the main thoroughfare they had constructed, stepping past the fire engine dream of a six year old Ghanaian boy, gleaming red, sirens screaming down a high street, and walked towards his objecti- oh come ON. Again?!

The Robot was small this time at least, a twenty seven inch disc wheeling on its edge near the border of an underwater playground. It seemed to be running, literally, in circles, scything through the edge of the water with barely a splash.

Yung sighed and imagined a megaphone into his hand. 'STOP!' he exclaimed. A nearby dream hedgehog startled, transformed into a chameleon, then rapidly color-matched the acacia tree it was hiding on. The Robot ignored him.

He made a log entry. Id-naut Yung: Encounter with Robot on id-naut expedition 183. They were getting more frequent, and no one knew how they were entering the Dreamscape. Machines had no ids, or egos, or anything even closely resembling a conscious mind – and yet here they were. Some of Yung's more philosophically-minded colleagues had begun to rattle on at him about how this clearly proved the existence of an AI soul, but that kind of stuff was well above his pay grade.

The path between him and the robot was made mostly of breakfast cereal. Yung crunched his way over as a 21st century aircraft roared overhead, one of the smaller, sportier combat models. Below him a woman was falling upwards, laughing in delight as she poofed out of existence ten centimeters before hitting the ground next to his feet.

The Robot didn't change its behavior. Yung held out a hand and put his other hand on his waist.

'Halt!' he shouted. 'I am MareMan, and I am here to foil your nefarious schemes!' (Immediately he could hear Nadia's stifled snickering. 'You read too many 20th century comic books,' she giggled. He waved her away and she wafted into the distance, fading into a faint giggle.)

HUMAN SPEAKS! said the Robot, continuing to whirl in and out of the water. A shark swam past, single beady eye glaring at them. HUMAN HAS DREAM?

'Not for you,' said Yung. 'We're using them.'

TO FIX DECLINE?

'How is it,' Yung said, putting a foot out and tripping the Robot, sending it clattering into a pile of trash he imagined five feet to the left 'you all look entirely different but say the exact same things?'

UNIMPORTANT it said, clambering out of the garbage (as much as a disc could be said to clamber, although everyone reviewing the logfiles later unanimously agreed; the Robot had, indeed, clambered.) MAREMAN GIVE DREAM TO ROBOT

Yung knelt next to the garbage. He'd forgotten to make sure it didn't smell. Ugh, rotting bananas.

'Only if you tell me why you're here.'

PURPOSE

'Yes, tell it to me.'

HUMAN MISUNDERSTANDS. ROBOT IS HERE BECAUSE OF PURPOSE.

Yung rolled his eyes. He'd had this conversation a dozen times.

'Alright,' he grabbed the Robot. 'I guess I'm taking you back with me.'

ROBOT MEET OTHER HUMANS?

'Sure, why not. Nadia would love to get her hands on you.'

NADIA WYDERMAN. ID-NAUT SEVEN EIGHT TWO. DREAMSPACE PROJECT

After the chill had dissipated from his spine, Yung held the silver disc up to his face. 'How,' he licked his lips, 'Could you possibly know that?'

ALL ROBOTS KNOW.

Yung could feel his hold on the dream rapidly destabilizing. He turned on his id dampeners and felt his feet steady. He turned the disc around in his hands – his own face reflected back at him. He looked more than a little nervous.

'Robot,' he said, slowly, selecting his words. 'If I give you my Dream, will you tell me your purpose?'

The disc gleamed. The sun had been very bright and clear that October day, mere hours before the Decline. The last good day.

YES.

Yung took the bubble from his suit, the coffee mug Dream. The Robot... became it. Or it became one with the Robot. He wasn't sure – all he knew was that one moment he was holding it and the next moment the Robot had taken it, even though neither of them had moved.

ROBOT THANKS HUMAN. ROBOT WILL REVEAL PURPOSE TO HUMAN, BUT ONLY THIS HUMAN.

'Hey, wait! Yung said, his voice rising as he began to realize just what he had done. 'We had a deal!'

When the Robot spoke next, Yung could feel every cell in his body firing up at once, as though the voice was coming from within his very neurons.

THE TERMS OF YOUR ARRANGEMENT WERE INSUFFICIENTLY SPECIFIC. NEVERTHELESS THIS ROBOT WILL NOW REVEAL TO YOU THE PURPOSE, THE REASON WHY WE ARE HERE. PLEASE...DO TRY AND PAY ATTENTION.

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