

YOU'LL LOVE IT!



- o A modern and crazy quiz game: mime, hum, or finish the lyrics as quickly as possible!
- o 300 000 boxes sold and millions of players won over by the mobile version



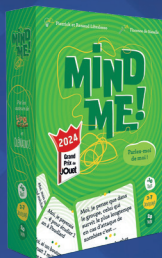
- o Guess the theme hidden in the song: listen, deduce, answer!
- o The gift that brings people together: perfect for playing with family or friends.



- o Stop miming, make others mime.
- o Laughter guaranteed!



- o The perfect game for (re)discovering your friends.
- o Voted best party game in 2024.



Visions

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Seppyo

8+
2-5
30'

Night falls and you sink into a deep sleep filled with strange dreams...

Will you be able to avoid nightmares and have coherent dreams to score the most points and win the game?

OBJECTIVE OF THE GAME

Assemble Dream Fragments and compose Dreams that will allow you to score the most points before the end of the night, which will come either when the deck runs out or if a player wakes up early.

COMPONENTS

- o 75 Dream Fragment cards
3x (Environments × 5 Categories)
- o 5 double-sided Reflection cards
(2-3 players / 4-5 players)
- o 5 player aid cards
- o 5 cubes

Environment →

Category →



SETUP

Shuffle the cards and take the number corresponding to the number of players:

30 cards
for 2 players

45 cards
for 3 players

60 cards
for 4 players

75 cards
for 5 players

(The remaining cards are returned to the box and will not be used for this game.)

1. Form a face-down draw pile.
2. Deal 3 cards to each player.
3. Reveal the top 5 cards of the draw pile to create the central river.
4. Each player places one Reflection card in front of them (using the side corresponding to the number of players) and places their cube on space 0.

Lucas

1



3



4



Chloé

3



2

Thomas

4

5 CATEGORIES



Dream-catcher



Mythical Creatures



Flight



Music



Time

5 ENVIRONMENTS



Icy Birches



Burning Desert



Hidden Village



Enchanted Forest



Galactic Valley

GAME OVERVIEW

The game represents a single night during which each player tries to build up to two Dreams.

On your turn, you must:

1 - Play one card from your hand (resolving its effects)

2 - Refill your hand to 3 cards from the river.

The game continues until one of the following end conditions is met:

- > there are no more cards left in the deck or in the river,
- > A player woke up prematurely thanks to Reflections.

1- PLAY A CARD

When playing a card, choose one of the following actions:

A START A NEW DREAM

Place a card face up in front of you. This card becomes the first card of a new Dream.

Note: This action is only possible twice per game for each player, since each player can only have two different Dreams. The two dreams must be placed one below the other and aligned correctly, as shown in the image.

B CONTINUE A DREAM

Add the card to an already started Dream only if it shares the same Environment or the same Category as the last card of that Dream.

Note: For clarity, overlap cards slightly to the right of the category icon.

C PLAY A NIGHTMARE

Place your card face down at the end of a Dream:

- > randomly steal one card from a player of your choice;
- > that player then draws one card to refill their hand.

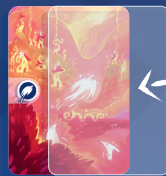
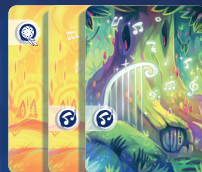
A Nightmare then acts as a wild card: any card may follow it, without needing to share either the Environment or the Category of the previous card

Notes: If none of your cards allow you to start or continue a dream, then you **MUST** have a nightmare. Even if one of your cards allows you to start or continue a dream, you can choose to have a nightmare. **WARNING:** it is impossible to have a nightmare if there are no more cards left in the deck.

A



B



C



GAME EFFECTS

REFLECTION

A Reflection occurs when the card you just played matches (Environment or Category) the card placed at the same position in your other Dream.

For each match:

- move your cube 1 space forward
- add 1 card from the draw pile to the river, which can therefore TEMPORARILY contain more than 5 cards.

If your cube reaches the Awakening space, you immediately win the game.

Example 1

By placing "Time in the Burning Desert", the player creates a Category match with "Time in the Galactic Valley" located directly opposite in their other Dream.

- He moves the cube **one space forward** on the Reflection track, guaranteeing 5 points at the end of the game.
- He adds the **top card** from the deck to the river.



Example 2

By placing the "Time in the Galactic Valley" card, the player matches the Category and Environment with the "Time in the Galactic Valley" card located directly opposite in the other Dream.

- He moves his cube **two spaces forward** on the Reflection track, guaranteeing 10 points at the end of the game.
- He adds the **first two cards** from the deck to the river.



Note : If the draw pile is empty, you still go up the track but do not add any more cards.

ECHO

You trigger an Echo when you play a card that is strictly identical (*same Category and same Environment*) to another card already present in the same Dream, even if several cards are placed between them.

→ You immediately play another card (in the same Dream or in the other one).

If this new card also triggers an Echo, you play your final card. You refill your hand only at the end of your turn; you do not refill between Echo plays.

🔴 **Note:** When you perform an Echo, if no card in your hand allows you to begin or continue a dream, then you must have a nightmare (see p.4).

Example

The player played the card "Mythical Creature in the Burning Desert," which is already present in the Dream. And will therefore play another card.

Same category & same environment



2- REFILL YOUR HAND TO 3 CARDS

At the end of your turn, choose cards from the river to return to 3 cards in hand.

Whenever the river is empty, refill it to 5 cards (or with the remaining cards in the draw pile). The river is not refilled unless it is completely emptied or after a Reflection.

🔴 **Note:** At the end of each turn, all players therefore have 3 cards in their hand (except at the end of the game).

END OF THE GAME

The game ends:

> either when a player **reaches the Wake-up square**, and that player wins the game!



> either when there are **no more cards** left in the deck or in the river. All players continue to play the cards in their hands. If a player can no longer start or continue one of their dreams, they skip their turn (*instead of playing*). When all players have skipped their turn, proceed to count the points.

FINAL SCORING

Your final score is the sum of the following 3 scores:

- 1 **For your first Dream**, multiply the most frequent Environment by the most frequent Category.
- 2 **For your second Dream**, do the same.
- 3 Add the points from the **Reflection track**.

And the highest score wins!

- Environment: 3 *Icy Birch* cards
- Category: 4 *Flight* cards

$3 \times 4 = 12 \text{ pts}$



- Environment: 5 *Hidden Village* cards
- Category: 2 *Time* cards

$2 \times 5 = 10 \text{ pts}$

Final score: 1 + 2 + 3 = 36 pts

DO YOU HAVE A QUESTION?

If you have any questions or comments, send us an email at salut@olemains.com and we'll get back to you super fast!

You can also mention us on Instagram during your games and we'll send you a little surprise.

If you're shy, just contact us via DM and we'll send you the surprise too ;-)

ENVIRONMENTAL COMMITMENT



We have chosen to manufacture our games in the European Union, with cards printed on paper sourced from well-managed forests (FSC® certified) and recycled materials.

We're pretty proud of it, and we hope you are too.

CREDITS



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