Oneironauts

Hi Oneironauts!
Welcome to our diving center! I will be your instructor.

As you may know, Oneironauts can dive directly into their own dreams. Special equipment such as elixir allows them to control that process. To dive together, Oneironauts use cards with words to coordinate the dive. During the journey they communicate with each other like real scuba divers in the water: they use sign language! Also remember that you always need at least one dive buddy. Solo diving is strictly prohibited!

To get certified as an Open Dream Diver you need to pass the final exam by collecting a minimum of fifteen sheep before the elixir is over. Sheep love to play hide-and-seek with Oneironauts, and the most frequent place where they like to hide is no one's dreams. Like experienced divers who can save breathing gas, a team of skilled oneironauts is able to consume much less elixir due to the correct vision and interpretation of dreams!

Goal of the Game

Oneironauts is a cooperative game in which all players play as a team. A game is played in several rounds. In each round, the group will be given a specific word. All players play a card from their hand that, according to them, matches this word. Cards must be played face down; then, they are shuffled, and a random card is added from the deck. Your goal, as Oneironauts, is to identify that card. Yet there is no talking in the world of dreams – you need to think like your fellow players. If you do, victory will be yours!

Preparing Your Diving Equipment

1 Form a face-up display in the center of the table with as many **Gesture Cards** as there are players +1.
For instance, for 4 players, there will be 5 cards in the display.

Gesture Cards

2 Place the **Elixir Track** and the **Sheep Track** next to the display.

Sheep Marker

3 Set the **Sheep Marker** on the "0" space on the **Sheep Track**.

Sheep Track　　*Elixir Track*

5 Each player takes **6 Dream Cards** to form their starting hand.
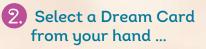
The player that woke up last goes first.

Dream Cards

4 Place the deck of **Dream Cards** and the deck of **Word Cards** within easy reach of all players.

Word Cards

How to Play: Planning Your Dive

1. **Reveal a Word Card**

The first player takes the top Word Card from the deck and reveals it face up, so that all the players can read the word printed on it.

2. **Select a Dream Card from your hand ...**

Each player (including the first player) chooses a Dream Card from their hand that matches the word from the Word Card. Then, they place the chosen Dream Card face down on the center of the table.

... and add a random card to the pool

Add one random Dream Card from the face down deck to the Dream Cards that have been played this round. Then, shuffle them all together.

Example: The Word Card reads "nature". Mike places a Dream Card with a picture of a cactus in the desert face down on the center of the table. According to Mike, this Dream Card perfectly represents nature.

3. **Reveal Dream Cards**

Reveal the Dream Cards that have been played and place them face up below the display of Gesture Cards. Each Dream Card must be associated with a Gesture Card and a number.

4. Vote

No talking when dreaming! Players are **not allowed** to discuss Dream Cards.

All players now simultaneously and independently try to identify the Dream Card that was randomly added from the deck (ie not played by any other player). As soon as everyone is ready to vote, by the count "one, two, three !" everyone simultaneously reproduce the gesture that is associated with the Dream Card that – according to them – was added from the deck. Each gesture corresponds to a specific number.

5. Score

The first player now points at each card and asks who played it. When they found the random card, the team collects 1 sheep for each player who voted for that Dream Card. Use the Sheep Marker on the Sheep Track to keep track of the number of collected sheep.

The end of the round

Once you've collected sheep, the round ends. Move the face down Word Card into the leftmost free space on the Elixir Track. All played Dream Cards go to the discard pile and each player draws one Dream Card from the deck to replace the one they played. Role of a first player is passed clockwise.

Perfect Skills! If ALL players, without exception, correctly guessed the random Dream Card the Word Card is **discarded** instead of being placed on the Elixir Track.

Dive End

If players move the sixth Word Card to the Elixir Track, filling all spaces on the track, they lose. If they manage to collect 15 or more sheep before that, they instantly win!

The number of dives per day is unlimited and doesn't depend on the skills of Oneironauts!