

DREAMS OF DYSTOPIA



“The postapocalyptic
Deckbuilding Game
with a TWIST”

RULES MANUAL

Provisional Game Rules Version 0.1

The goal of the game:

The goal of the game is to reduce the Life Points (LP) of your opponent Masters to zero by means of sending your Minions into Combat, supporting them with various Weapons and by activating various Abilities. The “Last Man Standing”, that is the player who manages to know out all other players’ Masters will be crowned victor. Whilst trying to defeat the opponent Master, you will have the choice between the wicked ways of evil or the righteous path of good, as each card in Dreams of Dystopia has a “Divine” and a “Demonic” side – and you will be choosing your side from the very beginning, or even tread the dangerous and challenging way of the twilight, using both Divine and Demonic cards in one deck and you will even have ways to change from good to evil and vice versa mid-game! Thus, Dreams of Dystopia truly is a “Deckbuilding Game with a Twist!”

What you need to play:

- The 278 Dreams of Dystopia Playing Cards
- One red 20-sided dice per player for keeping track of LP.
- One blue 20-sided dice per player for keeping track of LOYALTY.
- About 50 opaque card sleeves for each player, preferably in different colors
- This rules manual for easy reference

Getting the game started - Preparations:

In Dreams of Dystopia there are 6 different Masters to choose from and no less than 16 different Minions to recruit and use in your deck as well as 8 Weapons to support your Minions, all of which have a Divine and a Demonic side, all in one card. Furthermore, there are Curse and Heroic Deed cards as well as either Divine or Demonic "Starting Minions".

The first thing to do to set up the game is to choose your Master. Beginning with the youngest player, each player chooses one of the 6 different Masters and also chooses whether they want to use the Divine or Demonic side of their Master. The Masters are put into opaque sleeves with the face (Divine or Demonic) you want to use up, so it is visible inside the sleeve whilst the other side is concealed.

The next step is for each player to assemble their starting decks of 10 cards each. These are identical, save for the Starting Minions which will be either Divine or Demonic depending on your Masters faction. So each player takes 2 Heroic Deed cards, 4 Curse cards and 4 Starting Minions of their Masters Faction (the Divine Starting Minion is called "Minion of the Sun" whereas the Demonic one is called "Minion of the Moon") and puts those into their sleeves as well.

Then, take the 16 different Minion cards and put them in stacks of 8 cards each in the center of the table where everyone can reach them comfortably. Do the same for the 8 Weapons. (It does not matter which side is up at this point.) Lastly, put the remaining Curse and Heroic Deeds cards in two stacks in the center of the table as well. This all is called the “Supply” from where you will be Acquiring new cards for expanding and enhancing your deck during the actual game.

Lastly, each player shuffles their starting deck of 10 cards thoroughly, places it face-down next to them and draws the top 5 cards from it. These will be the players’ starting hands. Either let the youngest player begin or determine the starting player by a random method. Players will take turns always following the same basic structure one after the other, beginning with the starting player and in clockwise order around the table. Now the game can begin!

The structure of a turn:

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Each turn follows the same basic structure and has actually just 2 pre-defined Phases:

1.) Main Phase: During Main Phase you will be able to do a number of different things in no particular order, however “Acquisition”, the “buying” of new cards, is

always the last thing you do in your Main Phase so Acquisition concludes your Main Phase and takes you right to End Phase. **IMPORTANT:** When you recruit a Minion or purchase a Weapon, you must choose a side, either Divine or Demonic and put the acquired card into one of your card sleeves accordingly. Acquiring a card that is not of the faction of your Master requires 2 more FAME as normal. So if your Master is Divine a Demonic Minion will require 2 more FAME to recruit as per normal. You cannot just reverse the cards mid-game, unless a certain card effect allows you to do so. Curses and Heroic Deeds are also put into sleeves whenever you add one to your deck! Any new additions to your deck are placed into your Discard. They will be added to your deck as soon as you shuffle your Discard the next time to form a new deck!

Here are the things you **MAY** do **ONCE** in any order of your choosing, before Acquisition:

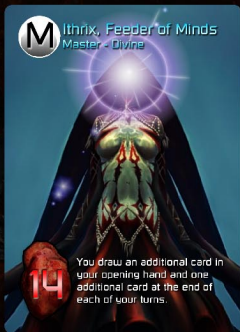
- **Ability:** Use the Ability of one of your Minions in your hand.
- **Heroic Deed:** Discard 1 Heroic Deed card from hand to gain 1 FAME.
- **Combat:** Declare an attack with one of the Minions in your hand. When attacking, there are four sub-phases that need to be handled in the following order:
 - o Declare Attacker Step
 - o Declare Blocker Step
 - o Damage Step
 - o Clean-Up Step

2.) End Phase: Discard your remaining hand cards and draw 5 new cards. If ever your deck runs out of cards, either during End-Phase or at any point in the game, just take your Discard and shuffle it to form your new Draw Deck.

The card types:

In Dreams of Dystopia, there are 3 main types of cards: Masters, Minions and Weapons. In addition to those there will be Curse cards and Heroic Deed cards as well. Let us look at them one by one:

Masters:



Each Master is either Divine or Demonic, as you chose at the very beginning of the game. This is seen in the orb with the “M” in the top left corner of the card which is either white for Divine or Black for Demonic.

Furthermore, each Master has a Starting LP value displayed on the human heart icon in the bottom left corner. At the beginning of the game you will be placing your red D20 there set to the value indicated. As you lose or gain LP, you'll be adjusting the dice accordingly. When the dice value / LP drop to zero or below, your Master is defeated and you are out of the game. Furthermore, a blue D20 is placed on your Master to indicate their FAME. Whenever you use a Heroic Deed card from hand, your FAME, which is 0 at the start of the game, will be increased by 1. Furthermore, many card abilities will further increase your FAME. Adjust the blue D20 accordingly. Lastly, each Master has some special ability as printed in text form on the Master card. You cannot just flip your Master from Divine to Demonic or vice versa mid-game, unless a card allows you to do so!

Minions:

18 Shining Naga Champion
Minion - Divine



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10 ABILITY: Draw 2, +2 Ability, +2 Combat. Gain 2 LP.

10 SUPPORT: Search your deck for any 1 Weapon and use it immediately on your Minion. SKL Requirement must be met. Shuffle deck afterwards.

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18 Dread Naga Champion
Minion - Demonic



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9 ABILITY: Draw 3, +1 Ability, +3 Combat.

10 SUPPORT: Search your deck for any 1 Weapon and use it immediately on your Minion. SKL Requirement must be met. Shuffle deck afterwards.

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Your Minions are the backbone of every deck. They have a LOYALTY value of 1 - 20, which determines if your Master can “recruit” them, acquire that is, from your Supply during Acquisition at the end of their Main Phase. Your Master’s FAME must be equal or higher than the LOYALTY of the Minion you want to recruit. A recruited Minion goes to your Discard right away. The LOYALTY value is displayed in the white orb (for Divine Minions) or black orb (for Demonic Minions) in the top left corner of the Minion card.

Furthermore, each Minion has an Attack-Value (ATK) in red and a Defense-Value (DEF) in green as well as a Skill-Value (SKL) in yellow towards the lower left corner of the Minion card. ATK and DEF determine your Minion’s fate in combat – the ATK value counts when it is your turn and your Minion declares and attack on any opponent Master whilst the DEF value determines how much damage the Minion can absorb when used as a blocker when an opponent attacks you on their turn. In any case, if your ATK exceeds the DEF of the blocker, the opponent loses LP equal to the difference in values. And also the other way around, if you block and your DEF is higher than the ATK of the attacker, the attacking player loses LP equal to the difference. In either case, if your attacker or blocker has the “Defender” keyword, all excess damage is ignored and you will not lose any LP no matter how much stronger the attacking or blocking Minion is.

Each Minion may have any number of three different effects in the form of rules text on the lower part of the card, which are keyworded “ABILITY”, “SUPPORT” and “COMBAT”.

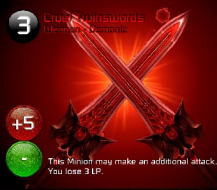
You can choose to use your Minion in any of these three ways, which work as follows:

- **ABILITY:** Just announce you are using the Minion’s ability, discard it from your hand and apply the effects as detailed after the keyword “ABILITY”. Usually you are limited to 1 Ability per turn!
- **SUPPORT:** Upon declaring an attack or upon blocking with one of your Minions, you may discard a Minion with “SUPPORT” from your hand in order to give your attacker or blocker the abilities or bonuses as specified on the supporting Minion. You may support a Minion as many times as you can or want. However, a Divine Minion can only be supported by another Divine Minion from your hand and a Demonic Minion can only be supported by a Demonic Minion.
- **COMBAT:** This is an ability that occurs when you send your Minion into battle, either as blocker or attacker. Some cards will specify when the effect written on the Minion will apply or take effect. “Upon Block” means you will get the “COMBAT” effect only when using the Minion as a blocker, “Upon Attack” means you’ll get the benefit when you declare an attack with this Minion and “Upon Hit” on the other hand only gives you the bonus effect when you

happen to inflict damage on your opponent by means of attacking OR blocking, when they lost LP in the course of the battle. That counts as a hit.

The SKL value of your Minion will determine which weapons they will be able to use in combat, when attacking or blocking. A Minion's SKL must be equal or higher than the SKL-Requirement detailed on the Weapon cards in order to be able to use a certain Weapon in battle.

Weapons



You can “purchase”, during Acquisition at the end of your Main Phase, any Weapon from your Supply without having to meet any requirements. However, each Weapon has a Skill-Requirement, shown as a number in the white orb for Divine or the black Orb for the Demonic Weapons. When one of your Minions attacks or blocks, you can discard any number of Weapons from your hand in order to boost your Minion's stats and give them certain bonus abilities. However, the SKL-Requirement must be met for a Minion to use a Weapon. The SKL (yellow) of your

Minion must be equal or higher than the SKL-Requirement indicated on the Weapon card so the Minion can use the Weapon in combat. Also, similar to SUPPORT on Minions, a Divine Minion can only use a Divine Weapon and a Demonic Minion can only use a Demonic Weapon.

Curses and Heroic Deeds:



Curse Cards are just dead cards in your hand. Get rid of them as soon as possible. Heroic Deed Cards on the other hand are useful. Once per turn, you may discard 1 Heroic Deed Card from hand to increase your FAME by 1. There are plenty of effects that break this limit!

About Combat:

Usually, you have one Combat per turn, although there are plenty of cards that will give you additional Combats. A Combat is either when you attack with one of your Minions during your own turn or send out a Minion from your hand as a blocker during an opponent turn. In a game with more than 2 players, you decide for each attack which opponent will be the target.

When you are attacking, there are 4 sub-phases or Steps as mentioned in brief before:

1. **Declare Attacker Step:** Put one Minion with which you want to attack your opponent from your hand onto the table and announce the attack. This is the time when you can discard supporting Minions and use Weapons.
2. **Declare Blocker Step:** Your opponent **MAY** put one Minion from their hand onto the table to act as a blocker. Now the opponent may also use supporting Minions and Weapons from their hand to boost their blocker.
3. **Damage Step:** Compare the total ATK of the attacker with the total DEF of the blocker. If the ATK is lower than the DEF, your opponent has made a hit and your Master will lose LP equal to the difference between ATK and DEF. If the DEF is lower than the ATK, you will have landed a hit on

your opponent and his Master will lose LP equal to the difference between ATK and DEF.

4. Clean-Up Step: Each player takes all the cards involved in this Combat and puts them in their Discard – so the attacking and blocking Minions as well as all Supporters and Weapons.

Usually, you can use one Minion card as an attacker or as a blocker once in one turn, even though you got additional Combats through certain card effects, since the attacker or blocker is discarded during Clean-Up Step. However there may be cards that allow for an additional attack or block. If you happen to gain such an effect, you can leave your attacker or blocker on the table and discard only Supporters and Weapons at Clean-Up. The Minion which was previously used as attacker or blocker may be used to attack or block one more time, regardless if you have any extra Combats left.

If it is your opponent's turn and they attack you multiple times, you may send out one blocker for each attack if you want or can! Sending out multiple blockers a turn does not require additional Combats.

Important Keywords:

- **Gain X LP:** Add X to your LP total by advancing the red dice accordingly. You may exceed your printed starting LP if you gain additional life, although the maximum number of LP is 20.
- **Lose X LP:** Decrease the number of LP on your red dice by X.
- **Take X LP:** Choose any 1 player and decrease their LP by X.
- **Gain/Lose X Fame:** Increase/Decrease your Fame Value (the blue dice) by X.
- **Curse: X:** Take X Curse Cards from the Supply and put them into the opponent's Discard.
- **Defender:** Excess damage that would cause you to lose LP in Combat is ignored if your Minion has Defender.
- **+X Acquisition:** You may acquire X additional Minion or Weapon cards during Acquisition.
- **+X Recruit:** You may recruit X additional Minion cards during Acquisition.

- **+X Purchase:** You may purchase X additional Weapon cards during Acquisition.
- **+X Ability:** You may perform X additional Abilities during this Main Phase.
- **+X Combat:** You may perform X additional Combats during this turn.
- **+X Heroic Deed:** You may play X additional Heroic Deed cards during this Main Phase.
- **Draw X:** Take the topmost X cards from your deck into your hand.
- **Discard X:** You must put X cards from your hand into your discard. Some discards let you chose which card you discard whereas others discard cards at random.



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Artwork by Robert Modelski