



# The Red Raven



Lurking in the shadows, it is there. This oppressive presence, you always felt it. Guiding your steps to the darkest recesses of your dreams, you hardly dare to look at it when it finally appears on your way.

Sometimes you chase it, gathering enough strength to face your nightmares, but you know that sooner or later it will be watching you, darkening your sweetest dreams. Will you finally be able to free yourself from its harmful hold?



## Expansion Components



*Tormented side*

### 4 Torment tiles

To deal with the Red Raven threat and reach serenity.



*Serene side*

### 8 Nightmare Cards

Will you be brave enough to go deeper into your Nightmares?



*Defeating Nightmare*



*Entering Nightmare*



**1 Red Raven roost tile**



**1 Dream Purpose tile**



### 10 red shards

The Nightmare infestation is growing.



### 1 Roost tile

Send the Red Raven here if you want to have some relief.

# How to Play

## Expansion Setup

As this expansion works only with Nightmare rules, add these steps to the Nightmare setup:

- Shuffle the Dream Purpose tile from Red Raven with the other ones before drawing Purposes.
- Put the Roost tile next to the Purpose board.
- Each player takes a Torment tile and puts it next to their Dreamscape board, with the Torment side visible.



- Shuffle all Nightmare cards and deal 2 to each player who then chooses one to keep, with side I visible (*with the least Slumber points*) on the appropriate space of their Torment tile. All other Nightmare cards are discarded to the box.

## Using Nightmare Cards



The Power slot of your Nightmare card is slightly different than those on Dreamcards.

- Its reddish background allows you to use any color of shard, including red, to trigger the effect of any Power from the Dreamworld.
- When putting a shard on your Nightmare card Power slot, you may bring yourself to the Red Raven's attention. Before using the card Power, please follow these few steps:
  - If you don't already have the Red Raven in your Dreamscape, place it on any empty shard of your Dreamscape.
  - If you already have it, move it to any empty shard of another player's Dreamscape.

*Later in the game, you will be able to choose to move the Red Raven on any free slot of the Roost instead of another player's Dreamscape. More details in the next sections.*

## Using Torment Tiles

The slots of the Torment tiles all lack a golden frame, indicating that any shards on them are discarded to the bag at the end of each Cycle.

### The Tormented side

When starting the game, this side is visible with your Nightmare card on top. You must already have a shard on your Nightmare card in order to use the slot of the Tormented side and move the Red Raven anywhere (*to any player's Dreamscape, or to the Roost if it has been unlocked, see following sections*).



### The Serene side

This new slot allows to use any color of shard to move the Raven anywhere, and then use any Dreamworld Power. The two slots of this side can be used in any order.



# The Red Raven

The Red Raven will often land in your Dreamscape. Take note of these points regarding this disturbing bird:

- Once it comes into your Dreamscape, put a red shard from the reserve in the upper right slot of your Torment tile. Each of them will make you lose 3 points at the end of the game.   
- As long as your Torment tile is on its Tormented side, when you complete any card,   /  score 1 less Slumber point per red shard on your Torment tile.
- During Emergence, if the Red Raven is in your Dreamscape, you **must** choose and discard to the bag any empty shard (*one with nothing on it*) adjacent to it.
- The Red Raven prevents any card being completed if it is present on its pattern.

## Completing Nightmare Cards

Once you meet the requirements of your Nightmare card, score its Slumber points and flip it, revealing the darkest part of your bad dream. At this point, you can either try to defeat your Nightmare completely or still let a shadow still loom in your dreams.

If you still have a Nightmare card on your Torment tile by the end of the game, you completely failed to confront your Nightmares and lose 5 Slumber points.



### A Shadow still looms

Once you have flipped your Nightmare card, you may not feel like going deeper into your nightmares and choose to discard your card to the box.



- Put 1 red shard from the reserve on any free slot of the Roost to trigger the matching Power (*see Using the Roost*).
- Since you no longer have a Nightmare card, the lower right slot of your Torment tile is now usable without constraint.

### The Defeat of Nightmares

If you kept your Nightmare card and finally managed to complete its second side, please follow these steps:



- Score its Slumber points and discard it to the box.
- If there is a shard on your Nightmare card and/or on the bottom right corner of your Torment tile, discard them to the bag.
- Set aside all the red shards still present on your tile.
- Flip your Torment tile to its Serene side.
- Put all the red shards you kept on the upper right slot of the Torment tile.
- Finally, put a red shard from the reserve on any empty slot of the Roost to trigger the matching Power.

## Using the Roost

Once there is at least one red shard on the Roost, you can move the Red Raven to it, instead of moving it to another player's Dreamscape.



*Move a red shard from the Roost to any free slot, and put the Raven on it to trigger a Roost Power.*

To do this, take any shard from the Roost, move it to any free slot, and put the Red Raven on it to trigger the matching Power.

Here are the descriptions of the Roost Powers:



- Move 1 red shard from your Torment tile to any other player's Torment tile.



- Discard 1 red shard from your Torment tile to the reserve.



- Discard up to 2 red shards from your Torment tile to the reserve.



- Discard 1 red shard from any Dreamscape to the bag.



- Put 1 red shard from the reserve into any Dreamscape, adjacent to any shard.

## Dream Purpose



If the Red Raven is in your Dreamscape, lose points according to the number of Torment tiles flipped to their Serene side.

## Final Scoring

- If your Nightmare card is still on your Torment tile, lose 5 Slumber points.
- In addition to those in your Dreamscape, each red shard on your Torment tile makes you lose 3 Slumber points.

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