



White as Snow



Cradled by the gentle pulsing warmth of a fireplace, your thoughts wander back to sunny winter afternoons; invigorating cold, the snow crunching under your feet, the snowballs flying and the big, round snowmen.

The snow invited itself into your musings, so whether it is to stack it up to and form cute parts of landscapes, to melt it under your feet, or to help you slide a bit further in your dreams, you're the only one to choose how to play with it!



Expansion Components



1 Snowman meeple

10 Snowcards

Including the dual powers of the Snowman, which you will obtain only if you manage to complete one of these Snowcards.



5 White shards

In this expansion, all white shards become Snowshards.



2 Dream Purposes tiles

5 Snow tiles

On which to put the Snowcards and take the benefits of melted Snowshards.



How to Play

Expansion Setup

Add these steps to the regular setup:

- Add all the Snowshards to the bag.
- During step 5, shuffle all Dream Purpose tiles from White as Snow together with the others. Take 1 blue, 1 green, 1 grey, 1 brown, **and 1 white shard** from the bag and randomly put 1 of them on each slot marked on the tiles, if slots are present.



For a 3-player game, form a board with 4 Snow tiles and put a Snowcard on each of them.

- Shuffle all the Snow tiles, take as many as the number of players +1, and put them next to each other beside the Dreamworld board.
- Shuffle the Snowcards and put 1 face up on each Snow tile. Put the rest back into the box.

The Snowcards

The Snowcards can be completed by any player, but each player can complete only one. Once you meet the requirements of a Snowcard, flip it, revealing its Snowman face, and put it next to your Dreamscape board. Now each time you make a Snowshard melt, put it on your Snowcard. With the magical energy of the Snowman, you now have access to great Powers. You can discard the shards from your Snowcard whenever you want during your turn to take the benefit of its Powers.

- On the top slot, you have access to the 2 Powers that remodel your Dreamscape.
- On the bottom slot, you may choose between drawing a shard randomly from the bag, or having 1 extra action point during Travel.



The Snowshards

Any time **any game component** is removed from the top of a Snowshard, you may make this white shard melt. Melting a Snowshard means that you take it from your Dreamscape and put it into one of the slots provided for this purpose. You are not forced to melt it, but if you choose to, please follow these rules according to whether or not you have a Snowcard.



You don't have a Snowcard

Put it on any free slot, and use the matching Power. If another Power is visible at the bottom, you may then use it too.



If you put a white shard on the second slot, you can pick one shard from the

bag AND move 2 shards from your Dreamscape to your Hands.

You have a Snowcard

Put the shard on the first available slot, starting from the bottom.

Whenever you want during your turn, you can choose to discard any shard from your Snowcard to benefit from either of its two associated Powers.



You discard the top shard to move 3 shards in your Dreamscape, or remove 2, at your choice.

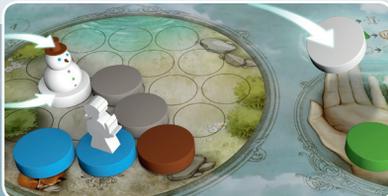
During Emergence, discard to the bag all white shards on Snowfiles, keep those on Snowcards.

The Snowman

Each time you put a Snowshard into your Hands, **by collecting it or by drawing it** from the bag, you attract the Snowman into your Dreamscape. If it is already present in your Dreamscape, do nothing, but if not, follow these steps:

- Take another white shard from the bag.
- Choose any valid slot in your Dreamscape (adjacent to or on top of another shard, or on the entry slot) to put it in.
- Take the Snowman, and put him on top of this shard.

You just collected a Snowshard, and the Snowman is in another player's Dreamscape. Take another Snowshard from the bag, and put it in your Dreamscape, with the Snowman on top of it.



Moving the Snowman

Just like your Dreamer, you are able to make the Snowman move to an adjacent slot using your Snowshards during your Creation phase. But as the Snowman always come with a Snowshard under it, follow these rule:

- Don't discard to the bag the Snowshard used to move the Snowman; instead, put it onto the destination of the Snowman, with the letter on top.

Put a White shard where you want to move the Snowman, and put him on top of it.



Dream Purposes



Score points according to the number of Snowcards completed by all players, but only if you have done one yourself.



The Snowman will finish the game in the Dreamscape of the player with the most Snowshards on his Snowcard. In case of a tie, he simply stays in his current Dreamscape. Score 6 Slumber points if you have the Snowman at the end of the game.

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