



Will O' The Wisp



Night after night, roaming your Dreamscape, you end up believing it has no secret for you anymore. But when you see for the first time the eyes of a Wisp, you immediately understand how wrong you were. You remember some tales of the ancients, mentioning those tiny creatures awaiting for a kind soul to show them the way to follow, in exchange of tremendous wishes.

It is decided! Saving those cute Wisps from the limbos will become part of your mission, and for sure, Will O' The Wisp won't forget your brave actions.



Expansion components



18 Wish Tiles

You will be able to claim one of them each time you will save a Wisp.



Will O'

Roaming in the Dreamscape to reward you good actions.



18 Wisps

Each game, 3 of them are waiting for you to save them from the limbos of your Dreamscape.



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Rules: Pierre Steenebruggen



How to play

Expansion Setup

Add these steps at the end of the regular setup:

- Sort all Wish Tiles by color to form 6 decks.
- Shuffle these decks, then place them face up, reachable for all players.



- Place Will O' on The Muse Archives (location 1).

- Randomly, make packs of 3 Wisps equal to the number of players +1.

- From the last to the first, each player choose one pack and place freely one Wisp on each slot indicated hereafter.



Will O's Favors

Before your Travel phase, you ask Will O' for help.

Each Cycle, for **each Wisp out** of your Dreamscape (see next page), you earn **1 Favor** that **must** be used to make Will O' act (in the order of your choice).

• For 1 Favor:

- Move Will O' to an adjacent location.
- Pick a Shard from the bag to replace any other Shard on the location where Will O' is, or on any special slot linked to it.

• For 2 Favors:

- Pick a Shard from the bag and put it on any empty slot of the location where Will O' is, or on any special slot linked to it.



With 3 of your Wisps secured, you choose to move Will O', and pick a new Shard from the bag to put on a special slot linked to the location where Will O' is.

Advanced rules:

As long as Will O' is present on a location, you can still use the Power of this location, even if Mr Nightmare is there too.

Save a Wisp, make a Wish!

Whenever your Dreamer comes onto a Shard adjacent to a Wisp, you save it.

Take the top Wish Tile matching the color of the Wisp and place it at the bottom of your Dreamscape board.

Finally, put your new friend on top of the Wish Tile, over the leftmost Wisp shape.



As soon as your Dreamer comes on this Rock Shard, take the first green Tile Wish, and put the saved Wisp on top of it.

There are 2 different types of Wishes:

- Those making you score more Slumber Points, to be checked during Final Scoring.
- Those that can be activated once per Cycle, during your turn of play, to take advantage of them.

Final Scoring Wishes

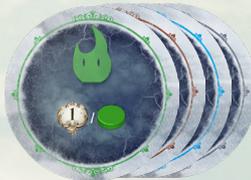
These Wishes take effect at the end of the game.



Score as many Slumber Points as twice the number of the location where Will O' is.



The Points you lose for each of your uncompleted Cards are equal to the number of the location where Will O' is.
 Cancels the standard 5 Points.



Score 1 Slumber Point for each Shard of this color in your Dreamscape.
 Each Tree on this color of Shard count as 1.



Score 1 Slumber Point for each 2 Shards of any color in your Dreamscape.
 Each Tree count as 1 Shard.

Make Wishes

You can make these Wishes once per Cycle, anytime during your turn. To do this, put the Wish on the right shape.

Put it back on the left at the beginning of next Cycle.



Use the power of the location where Will O' is.



Move your Sleeper to the same location as Will O'.



If your Sleeper is on the same location as Will O', score 1 Point per saved Wisp.



Change 1 of your Trees into a Grass Shard, or vice-versa.



Move one of your Trees on any empty Shard.



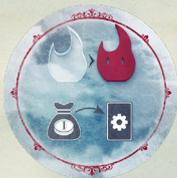
Move your Dreamer on any empty Shard.



Move your Dreamer. Can be used twice per Cycle.



Draw as many Cards as the number of the location where is Will O', and keep 1.



Pick 1 Shard from the bag and place it on any Dreamcard of any player to use its Power.



Steal 1 Shard from the Hands of a player whose Sleeper is on the same location as Will O'.



Steal 1 point to each player on the same location as Will O'.