

PROJECT DREAMSCAPE

VIRTUAL DREAMING

1 Participant. 10-20 minutes. Ages 12+

PROJECT PARAMETERS

With the data collected so far, the scientists behind Project Dreamscape believe they can attach a single participant into a virtual Dreamscape. In this scenario, computers help generate the presence of all the elements needed for a Dreamscape to exist. The parameters of the project remain the same; however, due to the introduction of a binary intelligence, some of the dream types work a little differently as well as the Dreamscape itself.

RULE CHANGE

The set up and scoring stays the same. As for playing the game, some of the dream types play a bit differently, and phase 3 has been slightly altered.

DREAM CHANGES

Night Terror: For solo play, Night Terror will target both your own Deep Sleep stack *and* the Sleep Deck. The top card of the Sleep Deck will be revealed and then fill the cheapest empty space in the Dreamscape. If there are no empty spaces, it goes to the discard pile. If there are no cards in the Sleep Deck, nothing happens. Additionally, you must discard a Z card. This can be a Z card you've already used this turn.

Collective Dream: For solo play, copy the top card of the discard pile. If the chosen dream type affects the REM stack, you can either target your own REM stack or the discard pile. If there are no cards in the discard pile, nothing happens.

PHASE 3 CHANGES

When you are done with your turn, do the normal clean up with these changes:

1. Instead of shifting the Dreamscape, discard all the Dream cards in the Dreamscape. You choose the order in which they go into the discard pile.
2. Slide any remaining Z cards to the cheapest spaces. *Note: See Dream Types Explained in the main rules.*
3. Turn the Z cards face-up.
4. Refill the Dreamscape from the Sleep Deck.
5. If the Dreamscape can not be fully filled, the game is over. Calculate your score as normal.

SCORE ANALYSIS FOR VIRTUAL DREAMING

Under 15: The only thing you can create are stick figures with your dreams. The scientists are worried. You either get too much Deep Sleep or not enough. Either way, you have trouble creating chains. You may want to work up to 5 Z cards and focusing only on a single dream type to try improving your score.

15-24: You made a fuzzy dog, or possibly a horse, though it could also be a hippo; no one's sure. The scientists believe you are not tapping into your potential. You know how to use the dream types, but stringing chains together eludes you. For improvement, try focusing on a single dream type to become more familiar with dream chains.

25-34: A half-caf triple tall two-pump whole milk no-whip extra-foam extra-hot white mocha appeared on the table, and it tastes good. The scientists see you as an average dreamer. You understand the goal and have a decent grasp of how chains work. The area in which you need improvement involves reducing wasted dream types in your REM stack. For improvement, you may want to tell yourself getting every card possible is not necessary.

35-44: It's a brand new car with that brand new car smell. The scientists are satisfied with your results as you show a great deal of promise. You have the ability to make some spectacular plays. The area in which you can improve is sustaining that level of proficiency. Make every card count towards scoring points.

45-54: It was cool to ride in a brand new car, but even cooler to ride a dragon. You display a level of dream mastery that impresses the scientists. Your ability to weave through dreams is natural and effortless. The last hurdle for you is figuring out how to make that one massive chain.

55 and Over: They named that planet after you, since you made it. The scientists now ask you questions about the machine as your abilities are akin to godly. You can dive into a dream world backwards or forwards and bring it to life. You are the ideal candidate to be selected above all others.