



NEODREAMS



Game Design: Ivan Lashin

Artwork: Evgeny Zubkov, Nick Gerts

GAME OVERVIEW

Neodreams is an engine-building eurogame where players manage their own Dream-producing corporations. With the unique twist on worker placement mechanism they will gather resources from the board and their engine to build the best dream entertainment in the galaxy.

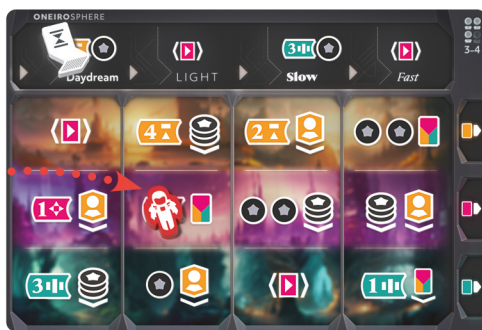
GAMEPLAY

Players take turns going clockwise, until 12 Dreams are created by one of them. On their turn, players take one of the actions:

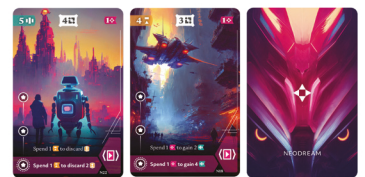
1 DEPLOY ONEIRONAUT

The player puts  from their reserve on any empty location and immediately takes any of the depicted actions in any order.

The Red player gains a resource and gets a card from the market




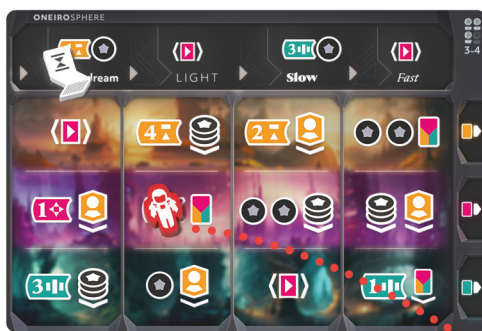
The Red player chooses this card and takes it into their hand






2 CYCLE SLEEP

The player moves the Cycle marker to the next space on the Sleep Cycle track, after that in any order:

- The active player receives Cycle actions depicted on the new track space
- All players return their  from the new track space to draw Dream cards or create Dreams.



They pay the cost in 3  и 2  to create a Dream and then activate both Neodreams with the  Sleep Cycle action



The Red player creates a Dream from their hand

GAME END

If one of the players has 12 Dreams, the players keep going until the last player's turn, then proceed to scoring. They gain depicted credits from created Dreams and 1 for each Object token placed on a card. The player with the most credits wins.

KEY SELLING POINTS

- ▶ Easy to learn – an elegant twist on worker placement mechanism
- ▶ New experience in the very popular genre – every card can be upgraded throughout the game to receive more powerful effects
- ▶ Highly replayable – 90 unique card abilities
- ▶ Eye-catcher – 170+ generated and curated art pieces

PRACTICAL INFO

CONTENTS
 1 Oneirosphere board,
 4 Dream boards,
 4 Mainframe boards,
 90 Dream cards,
 12 Resource markers,
 12 Oneironaut figures,
 1 Cycle marker, 90 Object tokens, 30 Client tokens,
 1 Active Player token,
 1 Last Player token

MOQ: 1000
MSRP: \$35

RELEASE: 2024

BOX:
Size: 277×194×67 mm

RIGHTS  except 