





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.

NEODREAMS

GAMEPLAY

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

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DEPLOY ONEIRONAUT

The player puts of 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







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.

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

For further information, prices, or conditions regarding those products, please get in touch with All About Games Consulting: sales@aagc.games



MSRP: €35

BOX

Size: 277x194x67 mm

