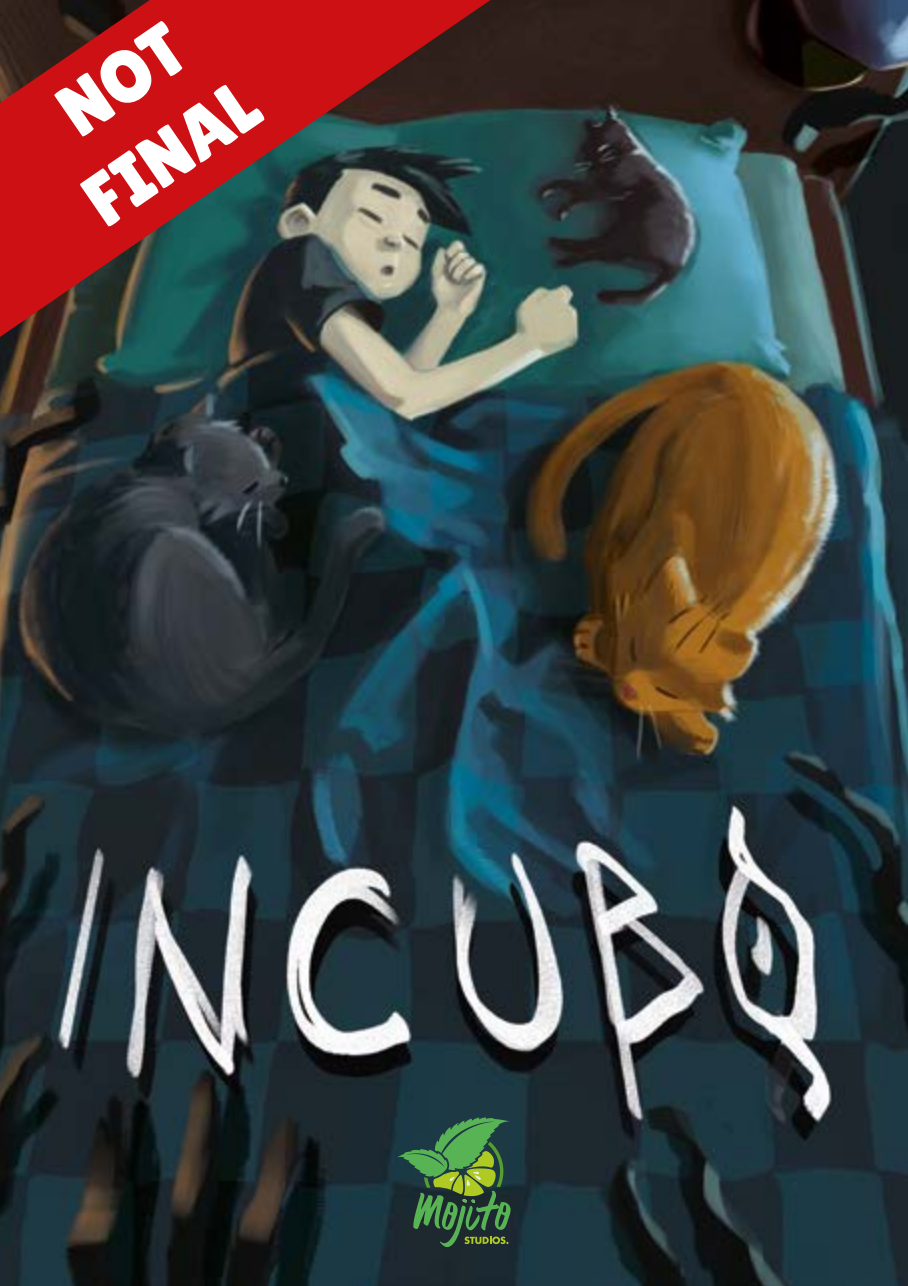


**NOT
FINAL**



INCUBO



Game Design: Francesco Messina

Tommy, Alpha, and Nina are three friends born on the same day, united by a strong bond. When their dad introduces them to a new kitten, Lana, found on the street, the three friends find themselves having to manage the immense energy of the new arrival. At the end of the day, exhausted, they fall asleep, but during their sleep, they receive terrible news: Nina has been kidnapped! Tommy and Alpha embark on an adventure to try to save their friend, facing their own fears and growing together along the way. Thanks to mutual support and admirable determination, the two friends become strong enough to face any challenge that comes their way... even a new ball of fur!

Components

19 Alpha
Courage Cards



24 Dream Cards



19 Tommy
Courage Cards



6 Alpha Fear Cards



6 Tommy Fear Cards



11 REM Phase Monster Cards



R.E.M. 1



R.E.M. 2



R.E.M. 3

6 +2 Chime Cards



2 Bedside Table Cards



Powers tokens



6 Dice - 1 D4, 1 D6, and
1 D10 per player



D4 dice values: 0, 1

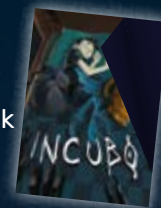
D6 dice values: 1, 2, 3

D10 dice values: 2, 3, 4, 5, 6

50 Chime Tokens



this
Rulebook



1 Bed Board



2 Free Card Markers
(1 per player)



GOAL OF THE GAME

The game consists of 3 Phases, each corresponding to the stages of R.E.M. sleep. In each Phase, you focus on Dream Cards to add them to your decks and strengthen your character. At the end of each of the 3 Phases, you will face a Monster together. If you successfully defeat the Monster that appears at the end of the 3rd Phase, you win the game.

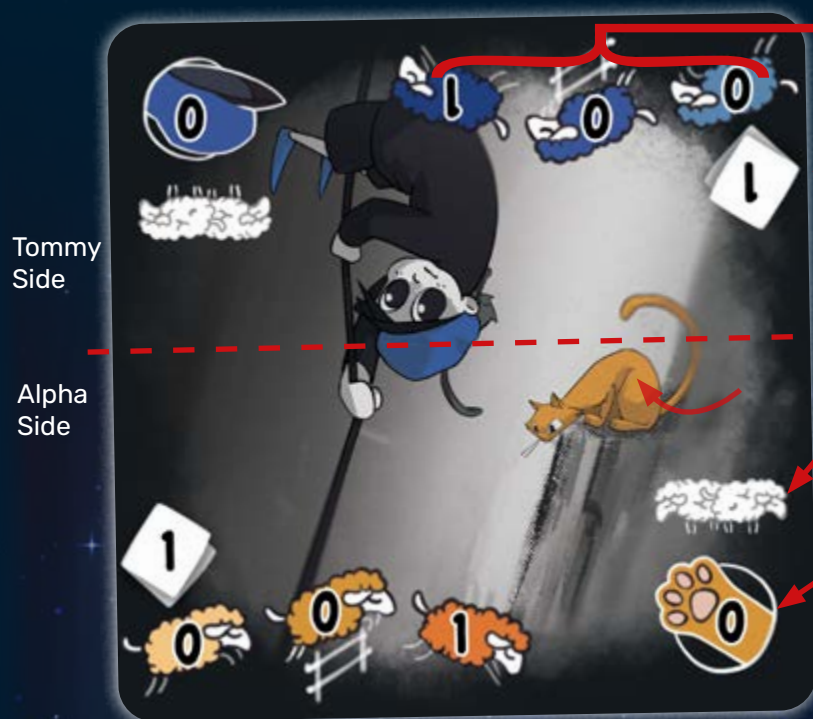
You lose if, at any point during the game, you run out of Chime Tokens.

To successfully complete the game, you must work together and discuss the best choices to overcome the Dream Cards, which will become increasingly challenging as the game progresses, and add them to your decks.

You may remove or pass Courage Cards (and Dream Cards, once added to the deck) to the other player in order to improve your or theirs Courage Deck.

You can definitely enjoy this game solo (**Solo Rules**, p. 23). However, it's designed with two players in mind, and sharing the experience with someone else really brings out the best in the game.

ANATOMY OF THE CARDS




Tommy Side





Alpha Side

Values relevant for **Dream Card Sub-Phase**, when setting the Required Courage (page 8).

Free cards for **Dream Card Sub-Phase**. See Play Courage Cards, at page 9.

Card Power, if any.
More details under the **CARDS POWERS**, at pages 20 and 21.

Courage value of the card for Alpha. The  symbol may vary:

-  = Starting Courage Card. See point 1 of the **SETUP** (p. 6).
-  = Fear Card. See point 2 of the **SETUP** and **Fear Cards**, at page 19.
-  /  = Monster Card (Phase 1/2). See point 6 of the **SETUP** and **Monster Card Sub-Phase**, page 14.


MONSTER CARDS



Required Courage, or the value to be added to a die (page 14).

Monster Heads tell you how many of its parts you must defeat (page 17).

Monster Heads show you how many free cards you have when facing it.

3rd Phase Monsters show  instead of the card's Courage value.

SETUP

You are supposed to sit facing each other. One player will play as Alpha, the cat, and the other as Tommy, the kid.

1. Divide the 38 Courage Cards according to the small triangle at the bottom right of the player symbol to whom the card belongs (🐱 for Alpha and 🧒 for Tommy) and shuffle each of the 2 Courage Decks. The illustrations will also help you!

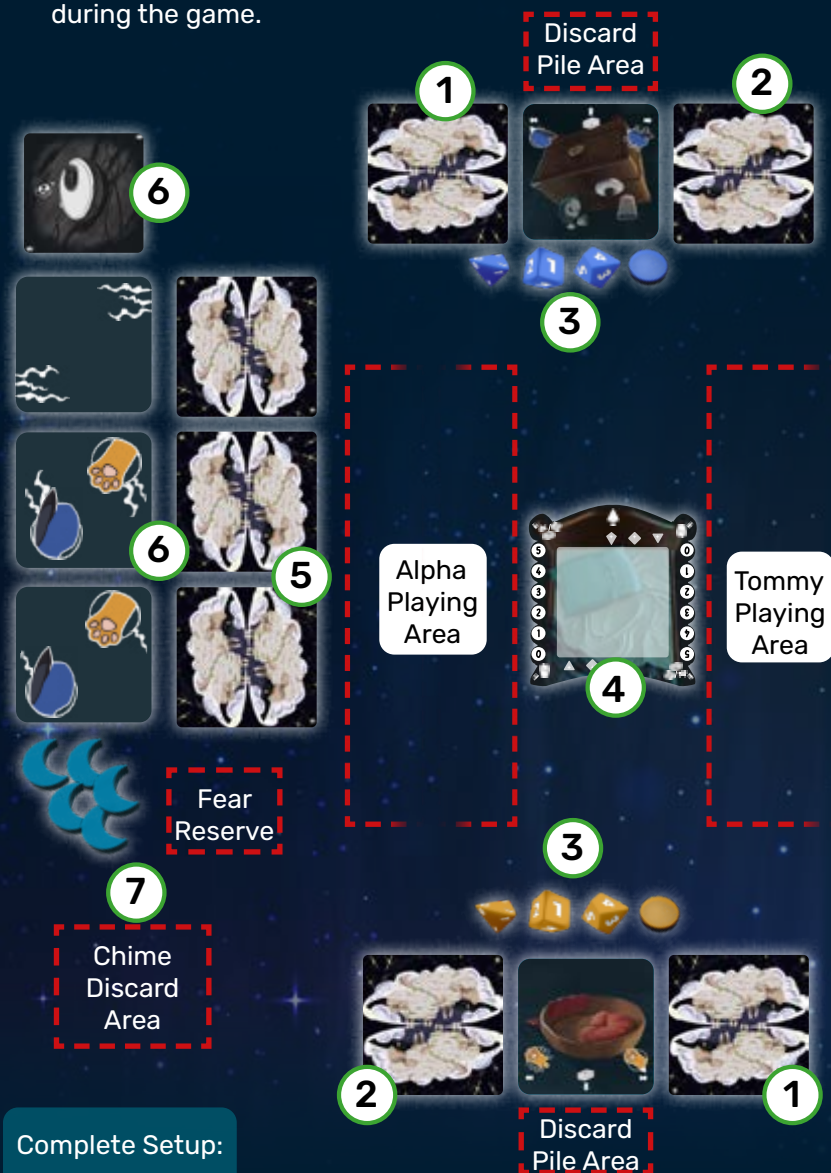
NOTE: The cards you use during the game will always display your player's symbol in the bottom right corner, and you must always keep them oriented this way. You CANNOT use a card that does not display your symbol!

2. Divide the 12 Fear Cards according to the players' symbols (🐱 and 🧒) and shuffle each deck face down to form the two player's Fear Decks.
3. Give each player their own Free Cards Marker and Bedside Table Card, which is used to organize the gaming areas by placing the cards around it, making it easier to track the actions. Then, give each player their dice (1 D4, 1 D6, and 1 D10) and starting Courage and Fear Decks to place face down beside the Bedside Table Cards, in the corresponding spaces.
4. Place the Bed Board in the center of the table, ensuring that the Growth symbol (🌱) indicates one of you.

*NOTE: The Growth symbol will tell you the next player that will take the defeated Dream Card. After a player takes a Dream Card, you must rotate the Bed Board to indicate the other player (see **Dream Card Result**, p. 12).*

5. Shuffle all of the Dream Cards and divide them into 3 face down decks to create the 3 R.E.M. Phases Decks:
 - 6 cards for R.E.M. 1 Deck,
 - 12 cards for R.E.M. 2 Deck,
 - and 6 cards for R.E.M. 3 Deck.
6. Next to these three decks, divide and place the corresponding Monster Cards for the 3 Phases (as indicated on them), and stack the +2 Chime Cards in a face-up deck.
7. Finally, place the 50 Chime Tokens within easy reach, leaving some space around for the Fear Reserve and the Chime Token

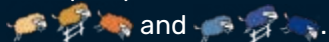
discard area, which you will possibly fill during the game.



Complete Setup:

GAMEPLAY

The game is divided into 3 R.E.M. Phases, indicated by two colored Sheep depicted in 3 consecutive stages of jumping over a fence:



Try not to fall asleep; we're only at the beginning of these rules!

Each Phase consists of 2 Sub-Phases:



- One where you face Dream Cards (until no more Dream Cards remain in that R.E.M. Deck)...
- And another where you must battle the Phase Monster together.

Dream Card Sub-Phase

I. Choose a Dream Card

First, draw a certain amount of cards from the appropriate R.E.M. Deck, depending on the R.E.M. Phase you are in:

- 1st R.E.M. Phase: Draw the top card of the R.E.M. 1 Deck. You'll face that Dream Card.
- 2nd R.E.M. Phase: Draw 2 card from the R.E.M. 2 Deck. Decide which one to face, and place the other one, face down, in the R.E.M. 3 Deck.
- 3rd R.E.M. Phase: Draw 3 cards from the R.E.M. 3 Deck (shuffle it before drawing, if it's the first time you are taking cards from it). Decide which one to face and return the other two to the box.

In any case, place the Dream Card you will be facing in the center of the Bed Board, rotating it so that the player symbols and Sheep colors match the corresponding player (/Orange for Alpha, /Blue for Tommy). This Dream Card represents an adventure to face.

II. Set the Required Courage

Depending on the R.E.M. Phase you are in, everyone rolls 1 of their dice and adds the result to the value of one of their Sheep:

- 1st R.E.M. Phase: Roll the D4 dice and add the result to the value written on the leftmost Sheep.
- 2nd R.E.M. Phase: Roll the D6 dice and add the result to the value written on the Sheep in the middle.
- 3rd R.E.M. Phase: Roll the D10 dice and add the result to the

value written on the rightmost Sheep.

This sum (Sheep value + die result), is the Required Courage for each side of the Dream Card: to beat your side, you must match (or exceed) it!

Example for the Required Courage of a 2nd R.E.M. Phase Dream Card:

Alpha and Tommy roll their D6 dice and add their result to the value on the Sheep right above the fence, on their side of the Dream Card:

$$\begin{array}{rcl} \text{Orange Sheep (1)} + \text{Orange Die (0)} & = & 1 \rightarrow \text{Alpha's Required Courage} \\ \text{Blue Sheep (3)} + \text{Blue Die (3)} & = & 6 \rightarrow \text{Tommy's Required Courage} \end{array}$$

III. Play Courage Cards

To confront the Dream Card, you must use your Courage Cards by playing them from your decks. There is no specific turn order, nor is it necessary to take turns in between.

There is also no obligation to play the minimum number of free cards indicated on the Dream Card. The only requirement is that each one of you must play at least 1 Courage Card from your Courage Deck, and then, if necessary, you will agree on how to proceed – who will draw and play the next card, how far you are willing to go, whether to stop if the required Courage value on the Dream Card has been reached by both of you, and so on.

IMPORTANT: If you need to draw and there are no cards in your Courage Deck, shuffle your Discard Pile to form a new Courage Deck where to draw cards from.

Each of you has a number of free Courage Cards, as indicated on the Dream Card (you can use the Markers to keep track of the free cards available).

Once you have played these free cards, you may decide to continue drawing Courage Cards by spending 1 Chime Token for each. Spend the Chime Token by taking them from the common reserve and setting them aside in the Chime Discard area.




IMPORTANT: You have 50 shared Chime Tokens available, and when these are used up, you lose the game. You can earn Chime Tokens through abilities conferred by cards; however, the maximum limit of 50 tokens cannot be exceeded, and any tokens obtained beyond this limit are considered lost.



When you play a Courage Card, you can place it in one of the three available rows indicated on the Bed Board: Play, Pass, or Elimination (see **Dream Card Result**, p. 12). You must choose the row immediately after drawing the Courage

Playing cards Example

This Dream Card's Required Courage for Alpha is 1 (0 from the leftmost Sheep + 1 from the D4), with 1 Free Card.

Tommy rolled a 0 on his D4, so he must match a Required Courage of 0 to beat his side.

- Tommy begins, and draws his first free card. This Courage Card has , enough to match his Required Courage. Tommy also notices that, on Alpha's side, the card he just played has  and a Power. Therefore, he decides to place it, for free, on the Pass row. Since Tommy defeated his side, they decide Alpha will play his turn now.
- Alpha draws a card which has , effectively making the challenge even harder! This card also has a Power that Alpha must activate immediately, but since they cannot have more than 50 Chime Tokens the benefit is lost. However, it has a Power on Tommy's side, and because of this, Alpha decides to place the card in the Pass row.
- Alpha has played his only free card, but he wishes to continue: they agree on spending 1 Chime Token (moving it to the Chime Discard Area) to allow Alpha to draw 1 more Courage card from his Courage Deck.

This new card has . Added to the previous , is enough to match the Required Courage ($-1+2 = 1$, Required Courage = 1). Alpha places this last card on the Play row and they decide to stop.

Card, and once placed, the card cannot be moved.
For each Dream Card to be faced, you can place only 1 Courage Card for free in the Pass row and only 1 for free in the Elimination row. If you want to place more cards in one of these two rows, you must pay 1 Chime Token each card you play there, taking them from the common reserve.

IMPORTANT: All the cards that you play contribute to your total Courage for the Dream Card you are facing, regardless of the row.

IMPORTANT: Cards without a player's symbol cannot be passed (as they cannot be used by the that player). You cannot place Fear Cards in either the Pass or Elimination rows.



IV. Dream Card Result

You draw and play Courage Cards until one of these two conclusions is reached (or until you run out of Chime Tokens and lose the game):

- Both Required Courage values have been reached (see also **Exceeding Courage**, p. 18):
You defeated the Dream Card, and the player with the Growth Symbol on their side of the Bed Board take that Dream Card and add it to their Discard pile, thus growing their Courage Deck by adding a new Dream (or Monster) Card.
Rotated the Bed Board 180 degrees so that the player who did not take the defeated Dream Card will be the next to obtain one when won.
- You agree to stop and abandon the adventure, suffering Terror:
Terror is the difference between the sum of the Required Courage values for each player minus the sum of the Courage values both of you managed to add with your cards, with a limit of the Required Courage +1, per player. You lose as many Chime Tokens as the value of Terror. Place half of these, rounded down, in the Fear Reserve area. You will use those to remove Fear Cards from the game (see **Fear Cards**, p. 19).
Place the unwon Dream Card on top of the R.E.M. 3 Deck.

In any case, add the cards in your Play row and in the other player's Pass row to your Discard Pile, and return to the box the cards you have played in the Elimination row. The other player does the same. Once an R.E.M. Deck runs out of Dream Cards, you will face the corresponding Phase Monster.

IMPORTANT: If you have played all the Courage cards, but need to play more (i.e. you have no cards in your Courage Deck or in your Discard Pile), you must stop and abandon the adventure. If this happen while you are facing a Monster, check if you have beaten enough of its parts:

- If yes, see **IV. Monster Result** (p. 15).
- If not, you lose the game!

In the previous example, both the Required Courage values were reached. Since the Growth symbol indicates Tommy, he adds the Dream Card to his Discard Pile, along with the card that Alpha placed in the Pass row (B). Alpha adds the card he placed in the Play row (C) and the card that Tommy placed in his Pass row (A) to his Discard Pile instead.

The Bed Board is rotated 180°, to indicate that Alpha will be the one to take the next Dream Card (or Monster Head) they'll defeat.

Stop and abandon example:



Alpha's Required Courage:
1 (D4) + 2 (leftmost Sheep) = 3

Alpha's Total Courage:
-1-2 = -3

Tommy's Required Courage:
0 (D4) + 1 (leftmost Sheep) = 1





Tommy's Total Courage:
-1-2+1 = -2

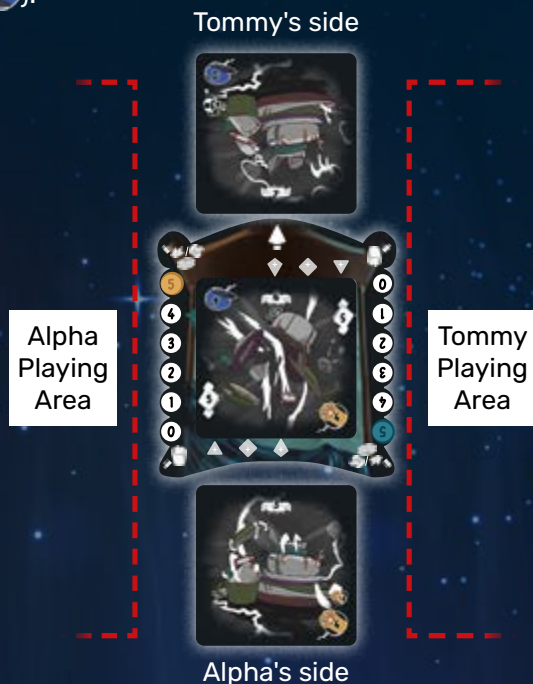
Alpha and Tommy decide to stop and suffer Terror. Terror, is equal to the difference between the two Required Courages (3+1 = 4) and the sum of the Courage values they added with their cards (-3-2 = -5). So, in this case, Terror is 4-(-5) = 9. They take 9 Chime Tokens from the reserve, place half of them (rounded down) in the Fear Reserve, and discard the remaining 5. Alpha adds the 2 cards Tommy placed in the Pass row to his Discard Pile, and discards the 2 cards he placed in the Eliminations row. Tommy, adds the card he placed in the Play row to his Discard Pile. Finally, they place the Dream Card on top of R.E.M. 3 Deck. They DO NOT rotate the Bed Board.

Monster Card Sub-Phase

I. Setup the Monster

Each player adds a Fear Card to their Courage discard pile, by drawing the card on top of their Fear Deck.

Then, take the Phase Monster Cards (or Card) for the ongoing Phase and place them in a straight line so that the Head (with both  and ) is in middle of the table (on the Bed Board) and the Arms, if any, are in front of the corresponding player (according to  and 



II. Set the Required Courage for the Head of the Monster

Depending on the R.E.M. Phase you are in, roll 2 dice and add the sum of the numbers drawn this way to the Courage value written on the Monster's Head Card:

- 1st R.E.M. Phase: Roll the two D4 dice.
- 2nd R.E.M. Phase: Roll the two D6 dice.
- 3rd R.E.M. Phase: Roll the two D10 dice.

Example for the Required Courage of a R.E.M. 1 Phase Monster:

Alpha and Tommy roll their D4 dice and add their results to the value written on two Sheep visible in the Monster Head:

$$\begin{array}{c} \text{Orange Triangle with 1} \\ + \\ \text{Purple Triangle with 0} \\ + \\ \text{Monster Head with 6} \end{array} = 7$$

The Required Courage to defeat the Head of this R.E.M. 1 Monster is 7.

IMPORTANT: The Required Courage for the Monster Arms is written on those cards, and you don't need to roll the dice for them.

III. Play Courage Cards



During this Sub-Phase, you must declare on which Monster Card you want to play your Courage Cards before you draw them. Draw Cards, one at a time, and play them beside the Monster Card you decided to face, on your playing area.

The Required Courage of each single Monster Card is considered common to both players, so you will add up the Courage values of all cards both of you played on that Monster Card.

IMPORTANT: In this Sub-Phase, the Pass and Elimination rows are not used and you are not allowed to exchange Courage Cards with the other player or to eliminate Courage Cards, except for Fear Cards (see **Fear Cards**, p.19).

IV. Monster Result

Once you have defeated a certain number of Monster Cards (as indicated on the Head), the Monster has been successfully beaten. Add the Monster Cards you have defeated to your Courage discard piles:

- Monster Head goes to the player indicated by the Growth symbol on the Bed Board. Then, rotate the Bed Board 180 degrees.
- Monster Arms, if any, go to the corresponding player (according to  and .

If there's any Monster Card you did not defeat, add Fear Cards to your Courage Discard piles:

- **Undeleted Monster Head:** Each player adds a Fear Card to their Courage Discard pile, by drawing the card on top of their Fear Deck.
- **Undeleted Monster Arm:** The corresponding player (according to 🍷 and 🍷) adds a Fear Card to their Courage Discard pile, by drawing the card on top of their Fear Deck.

IMPORTANT: you do not suffer Terror against R.E.M. Phase Monsters!

After defeating a Monster, the next R.E.M. Phase begins, and if you beat the 3rd R.E.M. Phase Monster you win the game!



Example of a R.E.M. 1 Phase Monster Card Sub-Phase:

Tommy and Alpha rolled their D4 dice to determine the Required Courage for the Monster Head ($1+0+6 = 7$).

They have 5 free cards each to defeat 2 of the 3 Monster Cards, as indicated on the Monster Head.

They agree on facing the Monster Arm on Tommy's side, given its lower Required Courage (2).

- Alpha plays his 1st free card. It has 🍷 1 and a Power that allows Alpha to play 1 card for free. He decides to activate it on this same Monster Arm, but draws a 🍷 -2.
- They decide it's Tommy's turn to play, that draws a 🍷 2. Their total Courage is now $(1-2+2 =) 1$. Tommy draws his 2nd free card, a 🍷 -1 (that lowers their Courage back to 0). Tommy then draws his 3rd free card, which is another 🍷 2: they reached the Required Courage of the Monster Arm, so they flip it!
- They decide to face the other Monster Arm (Required Courage = 3), and Tommy plays his 4th free card. It has 🍷 0, so they decide it's Alpha's turn to play. He draws his 2nd free card, a 🍷 2, then draws his 3rd free card, a 🍷 0. They are missing 1 Courage, that Alpha manages to add with his 4th free card, a 🍷 1. They matched the Required Courage, so they flip the Arm!
- They could stop now, given they have defeated 2 of the 3 Monster Cards, but since they still have some free cards to play, they try to face the Head. Tommy plays his 5th and last free card, a 🍷 -1.

Alpha plays his last free card, a 🍷 -1. They are out of free cards, so Alpha spends a Chime token to play one more card, which is, unfortunately, a 🍷 0. They are far from the Required Courage (7), so they decide to stop.

- To end the Monster Phase, Alpha adds the cards he played and the Monster Arm on his side to his Discard Pile, Tommy does the same with the cards relevant to him.

Since they did not beat the Monster Head, each of them also adds 1 Fear Card to their Discard Pile, taking it from their own face-down Fear Deck.

End of the Game

- If, at any point during the game, you need to draw Chime Tokens to continue playing and the Reserve is empty, the game ends immediately and you lose.
You run out of time! The Terror was too strong and you were not able to save Nina. Alpha and Tommy wake up suddenly... Phew! Fortunately, it was just a dream.
- If you defeat the 3rd R.E.M. Phase Monster you win.
Nina is safe! Moments of celebration and a hearty breakfast await our heroes upon waking up!

For curiosity, you can add up the total value of Courage cards available to the players and use it as a reference for the next game.

ADDITIONAL CORE RULES

Now that you know how to play your cards, keep the following rules in mind: they are essential for the game's functionality and have been separated for clarity.

Exceeding Courage

If you match (or exceed) the required Courage on your side of the Dream Card, you have completed your part of the challenge and do not need to draw more cards.

However, you might still want to draw more to improve your deck or to help the other player overcome their part of the Dream Card by providing 1 Courage, if needed. When you exceed the Required Courage on your side of a Dream Card, you can infuse up to 1 Courage to the other player from your excess, effectively reducing their Required Courage by 1.

Remember that Monster Cards Required Courage is in common!

Card Powers

Some cards have Powers, and unless otherwise indicated in the rulebook, Powers only apply to the cards belonging to the player who played them. Most Powers are not mandatory to use, but if you decide to, you resolve the effect only once. After use, rotate the card by 45 degrees as a reminder. You can use the Power of that specific card again when you draw it again in a future turn.

Fear Cards

When you draw a Courage Card, you might find a Fear Card. A Fear Card can either be played or removed entirely from the game:

- Play the Fear Card: You can only place it in the Play row. Its Courage value will count towards your total Courage and you must immediately activate any Power it might have.
- Remove the Fear Card: By mutual agreement, if you have at least 2 Chime Tokens in the Fear Reserve, you can spend them to remove the Fear Card from the game. Pay the 2 Chime Tokens by taking them from the Fear Reserve (and placing them in the Token Discard) and remove the Fear Card from the game by returning it to the box. Then, the other player takes a +2 Chime Card (if available; see **Chime Cards**, below) from the Chime Deck and adds it to their Courage discard pile. The other player has just helped you face one of your greatest fears! As a reward, they have earned some time.






Remember that Chime Tokens are added to the Fear Reserve as explained in the Dream Card Result section (p. 12).

Chime Cards

When you draw a Courage card, you might reveal a +2 Chime Card. In this case, put the card back in the +2 Chime Deck, and immediately add 2 Chime Tokens (if available) to the Chime Reserve, taking them from the Chime Tokens discard area.

IMPORTANT: Since Chime Cards and Fear Cards that you remove from the game are not placed in the Playing Area rows, they do not count towards the total number of cards played when counting Free Cards or resolving Powers with "play" effects.

TYPES OF CARDS

		Dream			R.E.M. 1 Monster
		Starting			R.E.M. 2 Monster
		Fear			R.E.M. 3 Monster

CARDS POWERS



Draw and play N cards from your deck, one at a time.



Add N Chime Tokens to the Reserve, taking them from the Discard Area.



Count the Courage value printed on a card twice. Place the x2 token on that card.



Look at the top 3 cards of your Courage Deck and return them on top of it in the order of your choice.



Look at the top 3 cards of your Courage Deck. Choose 1 to discard and return the other 2 back on top of the Courage Deck, in the order of your choice.



Look at the top 3 cards of your Courage Deck. Choose 1 to return to the box and 2 to return back on top of the Courage Deck, in the order of your choice.



Look at the top 2 cards of your Courage Deck. Choose 1 to add to your discard pile and 1 to play.



Shuffle your Discard Pile and randomly draw 1 Card from there to play.



Add 1 card to the Pass row for free.



Add 1 card to the Elimination row for free.



Return 1 card from the Play row to the bottom of your Courage Deck.



Return 1 card from the Play row to the bottom of your Courage Deck and draw the 1 on top of it to play.



Both players return 1 of the cards in their Play row to the bottom of their Courage Deck.



Activate it when you draw a Fear Card to spend only 1 Chime Token (from the Fear Reserve) to remove it from the game.



If you have played at least 2 N Courage value cards, activate it to get +N Courage. Place the +N token on top of an N card.



Spend 1/2 Chime token(s) from the Common Reserve to get +1/+3 Courage.



Raise to 0 the negative Courage value of a card (can affect Fear Cards). Place the 0 token on that card.



Infuse 1 Courage to the other player (regardless of the Courage you added).



Required Courage is in common, and is equal to the sum of the Required Courages.



Activate it when you would suffer Terror to reduce it by 3.



Copy the Power of another card. Place the = token on that card.

FEAR CARDS POWERS



Reduces to 0 the Courage value of your strongest Courage card.



Discard the card with the lowest Courage value among the positive ones.








Lose 1 Chime Token by taking it from the common reserve and placing it in the Discard area.

Symbols Clarifications




* = You must immediately activate this Power, if possible.

Clarifications on rules







- When you activate a Power you must resolve its effect entirely.
- If a Power with * cannot be resolved, ignore it.
- When a Power allows you to "play" 1 or more cards, any of those cards that are not placed in one of the rows (i.e. Fear Cards that you remove and Chime Cards) do not count towards that amount.



Example: You activate  and draw a  and a . You decide to discard the latter and to deal with the  because you have tokens available in the Fear Reserve. Once removed the  from the game, you can draw another card from your Courage Deck because the Fear Card was never placed in your Playing Area.

- A Power token keeps its effect active even if the card that placed it is removed from the Playing Area.

Example: You decide to play a  whose effect  reduces to 0 the Courage value of one of your cards. You place the 0 token on the affected card. Later, you manage to return that  to your deck, but since the token is still in play, its effect remains active.

- Powers can affect the Courage value of Fear Cards.
- Counting the Courage value of a Card twice will add the value printed on that card to itself. Use it on a -2 and you will get a -4!

Example: You use  and place a x2 token on a  card, resulting in . You then use  to copy  and apply this effect to the card that already has the x2 token on it, placing another token. The Power adds the value printed on the card, resulting in the card having .

- When the Required Courage is in common and you active *, just add 1 to the total Courage value you managed to add so far.
- Activating  when facing a Monster doesn't affect the game because the Required Courage is already in common.
- Powers that let you add cards to the Pass and Elimination rows of the Playing Area cannot be used when facing Monsters because those rows are not available in those Sub-Phases of the game.

Tweak the difficulty

If you want a harder challenge, don't use the Chime Cards and/or lower the amount of maximum Chime Tokens you can have.

SOLO RULES

To play solo, you only use one of the two starting decks: during the setup, chose one and return the other to the box.






Most of the game plays the same, with the following changes:

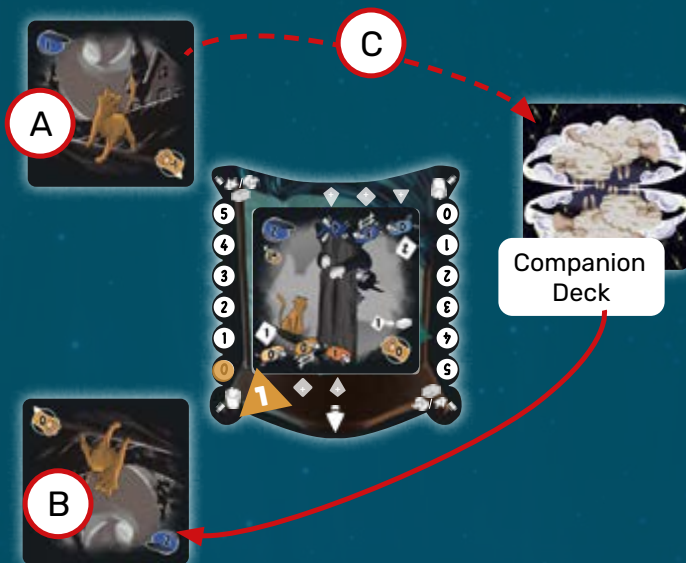
- You start with 35 Chime tokens, and you can't have more.
- To defeat a Dream card, you only need to match the Required Courage on your side. Set it as usual by rolling only your dice.
- You can't infuse Courage, any exceeding is lost.
- Cards you play in the Pass row, end up in a separate face-down Companion deck.
- To draw 1 card from the Companion deck, shuffle it, and spend 1 Chime token. Cards from the Companion deck can only be played in your the Elimination row, taking into account the other player's side of the card.
- The Growth symbol on the Bed Board always points at you (i.e. defeated Dream Cards will end only in your Discard Pile).
- When you are facing a Monster, ignore the arms on the other player's side, and halve both the Required Courage value printed on all Monster Heads and the amount of free cards you have available to play, rounded up.
Roll only your dice to determine the value to match, as usual.
- Ignore powers that require the second player. If you can partially apply a power, resolve only the possible part.

You can tweak the difficulty of your solo games, too, by removing the Chime Cards and/or changing the amount of maximum Chime tokens.

Example of playing solo rules

Alpha is facing a Dream Card, and rolled their dice to set the Required Courage, which is 1 ($1+0 = 1$).

- Alpha plays his only free card: it has  and , so they play it on the Pass Row.
- Alpha remembers they passed a couple of strong cards to the Companion Deck, so they decide to spend 1 Chime Token to draw from there, plus another one, because they are out of Free Cards. The card has  on Tommy's side, enough to beat the Dream! Alpha plays it on their own Elimination Row and successfully completes this adventure.
- The Dream Card will go into their Discard Pile, the  will go into the Companion deck, and the  is removed from the game entirely.



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