

Dingo's Dreams

Dingo and his friends have gotten lost on Walkabout! Visit their dreams to lead them home!

Components

- 25 Walkabout Cards (mini)
- 18 Dream Cards (square) (includes three blank cards for players to fill in themselves)
- 104 Dreamscape Tiles (26 per player)
- 1 Hazard card (square) and 5 Hazard Tokens (wooden discs)
- 5 Victory Cards (to record tied victories)
- This rulebook

Setup

1. Each player should do the following:

Pick one of the available animals to play and take all 26 Dreamscape Tiles showing that animal. For the moment, set aside the Tile with your animal's name on it.

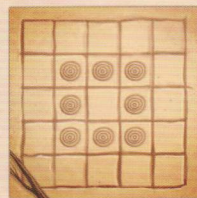


Flip your remaining 25 Tiles face-down so that your animal is hidden from view, with each landscape facing up. Mix these Tiles really well on the table in front of you.



Build your Dreamscape. Arrange these Tiles in a 5 x 5 grid in front of you, with a finger's width between each Tile. Make sure these Tiles all remain face-down – your animal should not be visible!

2. Shuffle all the square Dream Cards into a single face-down deck. Make sure this deck is in a central space easily visible to all players. Flip the top card face-up. This Dream card shows the pathway that will lead each player's animal home.



If you prefer, players are welcome to freely choose a Dream Card together.

For younger or first-time players, choose the card marked with a **single bullseye** before playing with any of the others. The single bullseye Dream Card can be completed using five animals in a row in any direction, including diagonally (just like in a regular game of Bingo).



If you already know how to play, place Hazard Tokens onto the Dream Card (see HAZARDS! on page 7).

3. Choose a player to be the **Dreamer**. If you are chosen, shuffle all the **Walkabout Cards** into a face-down deck and place them in front of you. You will be the one to reveal cards during WALKABOUT. Set the five victory cards to the side.



4. Decide on a point goal for your game (the number of points one player must score to win the game). **Play a short 1-point learning game the very first time you play.**

Quick jaunt : 1 point

Short hike : 2 points

Lengthy trek : 3 points

Epic adventure : 4 points

Object

Be the first player to guide your animal home from Walkabout. To do so, shift your animal's Dreamscape tile-by-tile until it matches the Dream Card showing the pathway home.

How to Play

Each turn, follow these steps in order, 1) Walkabout and 2) Dreamtime

1. Walkabout

The Dreamer flips over the top Walkabout card and reads its name out loud. ***This card represents the wanderings of your animal in its dreams this turn.***

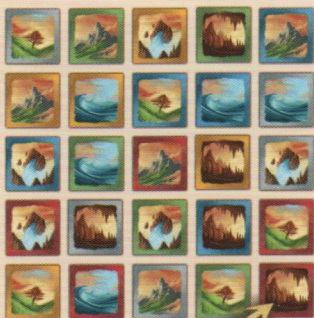
Each player performs the following actions at the same time.

Flip over the Tile in your Dreamscape that matches this card so that the animal side is now showing. *Do not move this tile.*

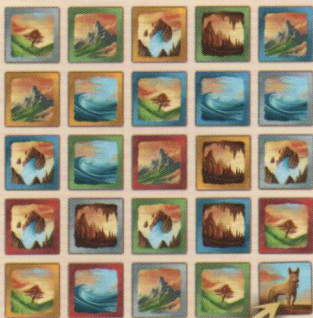
If a player holds the named Tile in hand (not as part of the Dreamscape) flip it face-up so that the animal side is now showing and keep it that way.

See the example below.

Example of Walkabout



Active
Walkabout
Card this
turn.



Find the
matching
tile...
and flip it
to display
your animal's
Walkabout
this turn.



2. Dreamtime

Your goal is to shape your animal's Dreamscape so that it matches the Dream Card.

To achieve this goal, take the extra Tile that isn't currently part of your Dreamscape and slide it into any row or column of Tiles before you (on any side, top or bottom, left or right). You must perform this action even if you don't want to. At the beginning of the game this Tile will be the one with your animal's name on it.

When you slide in this Tile, it will push out one Tile on the opposite side. This will become the Tile you play on your next turn. Make sure not to flip this Tile over! It must stay exactly as it was when you pushed it out. Straighten the tiles in your Dreamscape as needed.

Example of Dreamtime



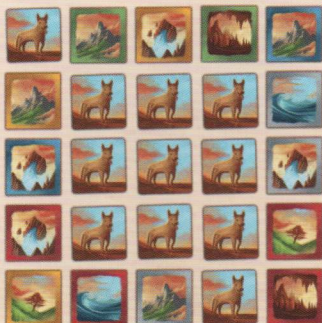
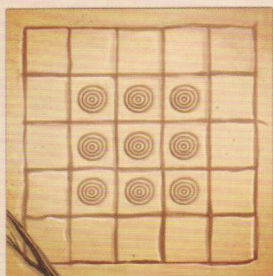
Winning the Game

The moment that your Dreamscape matches the Dream Card, you win the game. Call out the name of your animal: for example, "DINGO!" You have led your animal safely home!

Important: to match the Dream Card, you are only required to cover all MARKED spaces with Tiles showing your animal. UNMARKED spaces shown on the Dream Card can hold Tiles which are flipped either face-up or face-down – it doesn't matter which. Only HAZARD spaces (see below) must not have your animal in them.

If you are the winner, claim the Dream Card used this game to record your victory.

Example of a Winning Dreamscape



Resolving Ties

If a player wins when a tile is flipped over at Walkabout, this player beats those who would have won during Dreamtime.

If more than one player ties for the win during the same phase, award one player the Dream Card and give 1 Victory Card to each of the other tied players to record their shared victory. If no Victory Cards remain, use unclaimed Dream Cards to record shared victories.

Final Victory

Each Dream Card or Victory Card is worth 1 point. Award final victory to the first player to score the agreed-upon point goal (see SETUP on page 2).

To play again, simply flip all Tiles in your Dreamscape animal-side down. There is no need to mix them up. The tile with your Animal's name on it should be set to the side of your Dreamscape.

If players tie for the point goal, the tied players play again until one beats the other.

Hazards

Hazards are spaces where your animal cannot appear when claiming victory. **Hazards make the game much more challenging and strategic. Adding Hazards is highly recommended once you are familiar with how the game works.**

Setup:

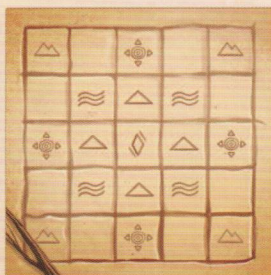
Use the multi-symbol **Hazard Card** as a guide for placing Hazard Tokens on the active Dream Card.

Cover exactly 4 spaces on the Dream Card matching one single symbol type shown on the Hazard Card. These spaces must be unmarked (not part of the goal on the Dream Card). *You may cover the center space as well if it is unmarked and you want an additional challenge.*

To win in this variation, you must a) match the pattern showing on the Dream Card AND b) none of your animals may be in play on the spaces marked by Hazard Tokens.

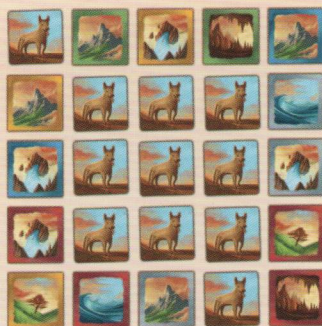
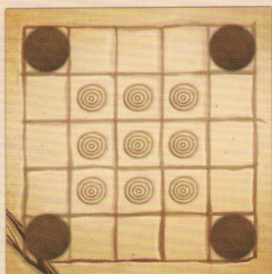
In this variation of the game, it is possible for all players to lose! If no players win, the game ends when no Walkabout Card is available to be played or when all players concede to defeat. In this case, no player claims the Dream Card – remove it from play and play again.

See the next page for an example.



Example of Hazards

Even though this Dreamscape matches the pattern shown on the Dream card, it cannot win until all four corners are free of the player's animals.



Deep Sleep Variant

When playing this variant, do not use the Victory Cards. Play three games. At the end of each game, record each player's score. You'll need to keep track on a piece of paper or electronic device. Players score points at the end of each game as follows:

Animal Tiles matching the Dream Card	1 point per match
Animal Tiles matching a Hazard	-1 point per match
Winning the Game	3 points

At the end of the third game, add up the total points for each player. The player with the highest total score claims victory!

The designer owes special thanks to Natasha Seegert, Ryan Laukat, Zach Johnson, Penny and Britt Miller, Alan Mouritsen, and especially Mia the Dog. With barks of gratitude to all Kickstarter backers!

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