in dreams

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in dreams

A slightly surreal storytelling game for one.

By Jamie Thul and Mike Berg — v1.1
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You will need a journal and something to write with to play In Dreams.

Begin by generating a character with a goal, then draw encounters from the deck. Allow the images and prompts to guide your imagination through the landscapes of your mind. As you take this journey, write about your experience within the dream.

Creative writing is more important than following strict rules; explore the artwork for ideas, and allow yourself to sink into whatever dreamworld inspires you.

the cards

Prompt cards:

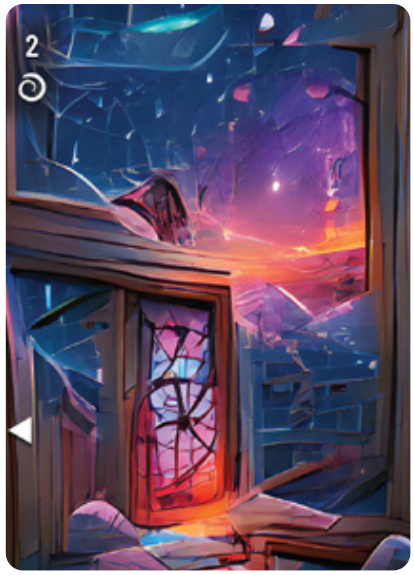
location

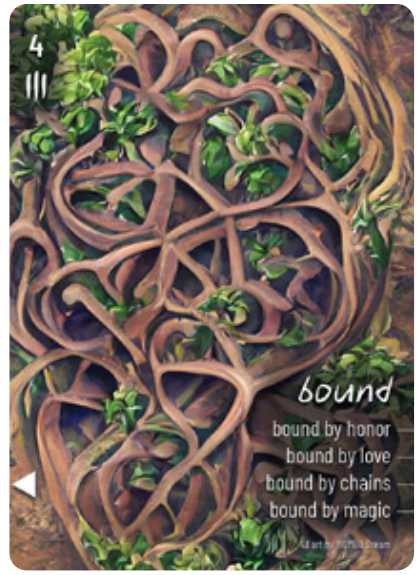
prompt

number

icon

arrow





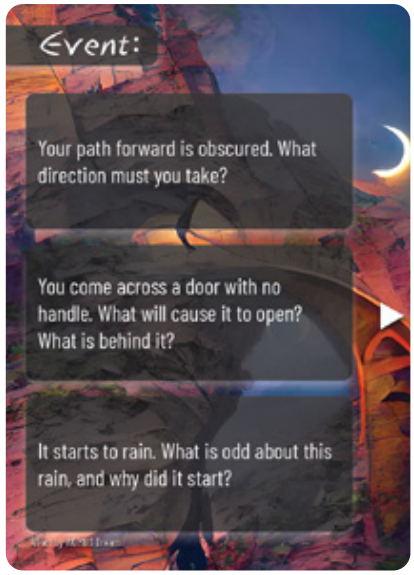
main prompt

prompt variants

Event cards:

event

event tone



character generator

Start by generating a character — this informs how you approach each encounter, and is generated by randomly selecting an entry in each of the four tables on the following pages.

Refer to column A on the following page. Draw 2 cards and lay them beside each other. This 2-digit number is the selection for column A.

Continue drawing 2 cards for each column, noting the result in your journal, like so:

I am A **and am** B **, and before this dream ends, I must** C D **.**

If your dream is not about yourself, give your character a name.

I am...

A

22. rejoining someone from my past

23. from far away

24. on a long journey

32. transcending human emotion

33. building a home

34. grieving a loved one

42. returning from battle

43. older

44. achieving a goal

... and am...

B

22. frustrated with myself

23. heartbroken

24. jaded but coming around

32. going against the grain

33. highly motivated

34. relieved

42. lost

43. optimistic

44. righting a wrong

... and before the dream ends, I must ...

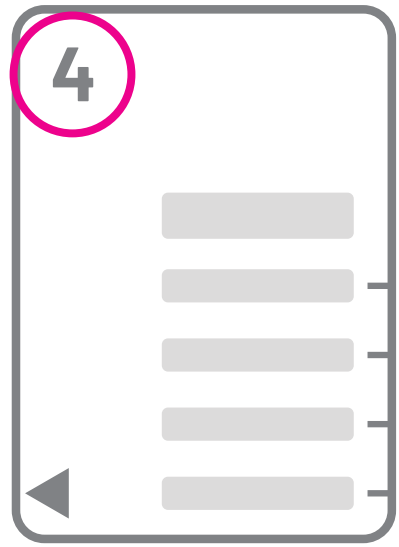
C	D
22. discover	**22.** a foe
23. summon	**23.** a mystery
24. restore	**24.** the path
32. fulfill	**32.** another dreamer
33. release	**33.** something lost
34. remember	**34.** a friend
42. seek	**42.** a prophecy
43. confront	**43.** magic
44. deliver	**44.** a higher being

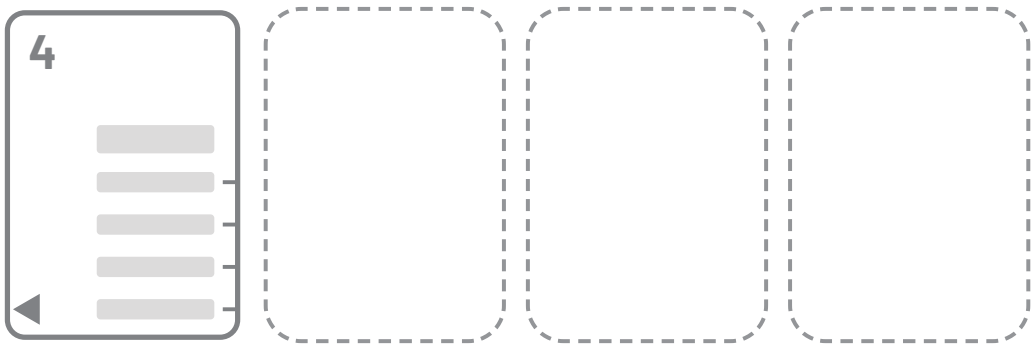
After generating your character, gather all the cards, shuffle the prompt deck, and generate your first encounter.

generate an encounter

Each encounter is created by drawing 2-4 prompt cards, followed by a location.

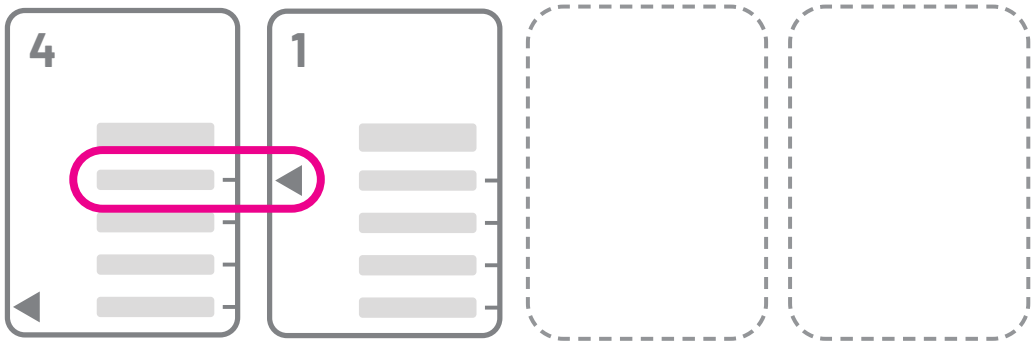
Draw a card with the prompt side face-up. The number on the card tells you how many prompts will be in this encounter. Place this card to the left of your table space.



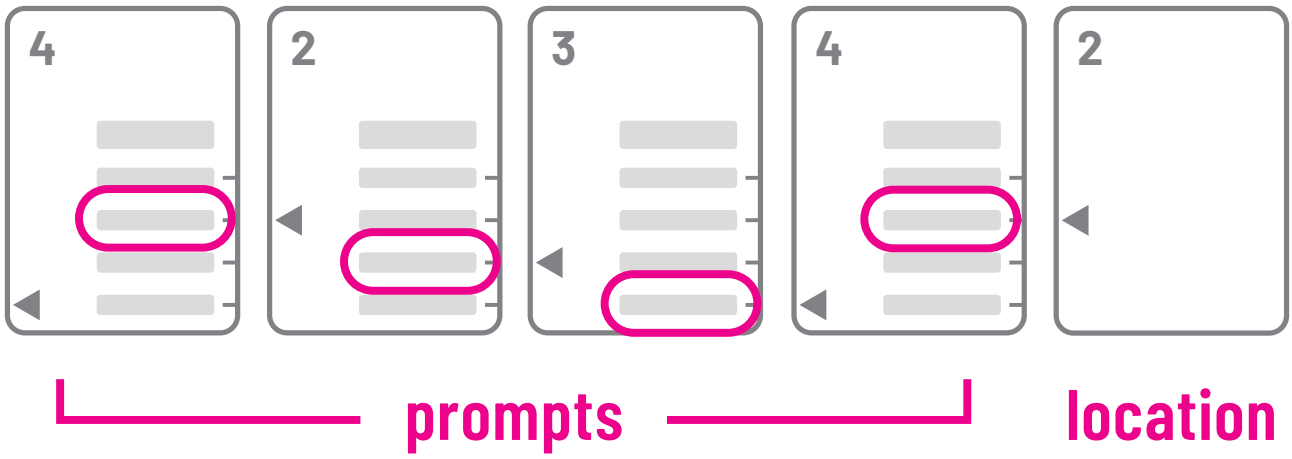


1 2 3 4

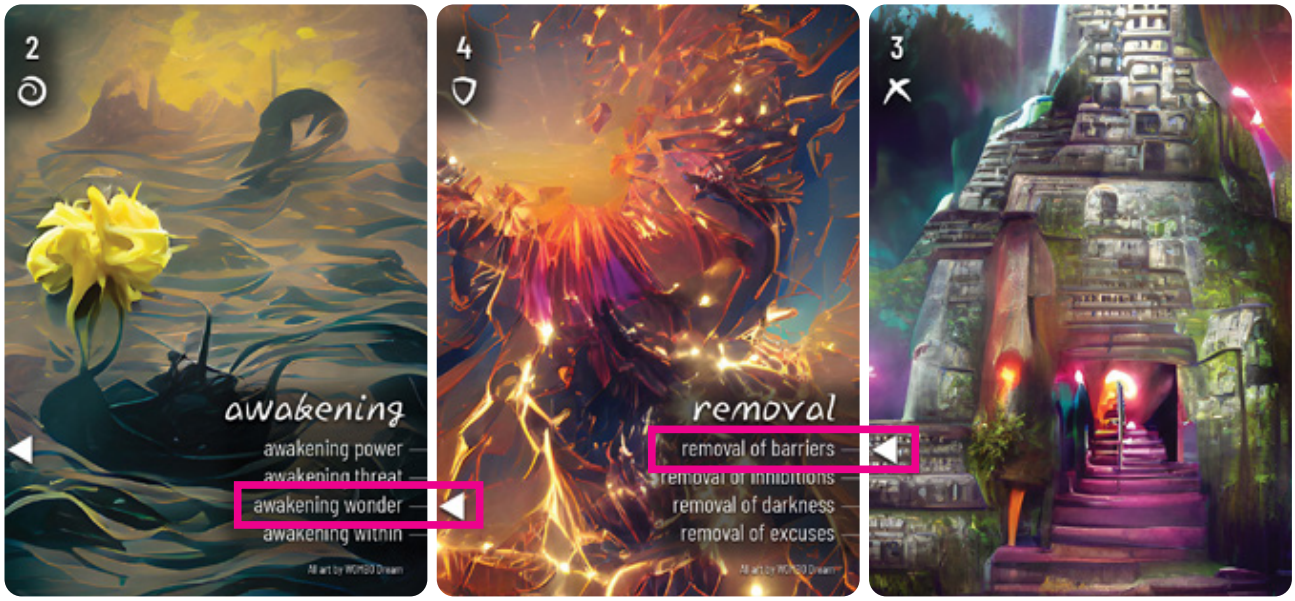
Draw another card from the deck and place it next to the previous card. The arrow on the card points at the prompt variant you will use on the first card.



Repeat this process until you have prompt cards equal to the number on the first card. Draw 1 last card, flip it to the location side, and place it next to the last card.



example



This encounter reads as:

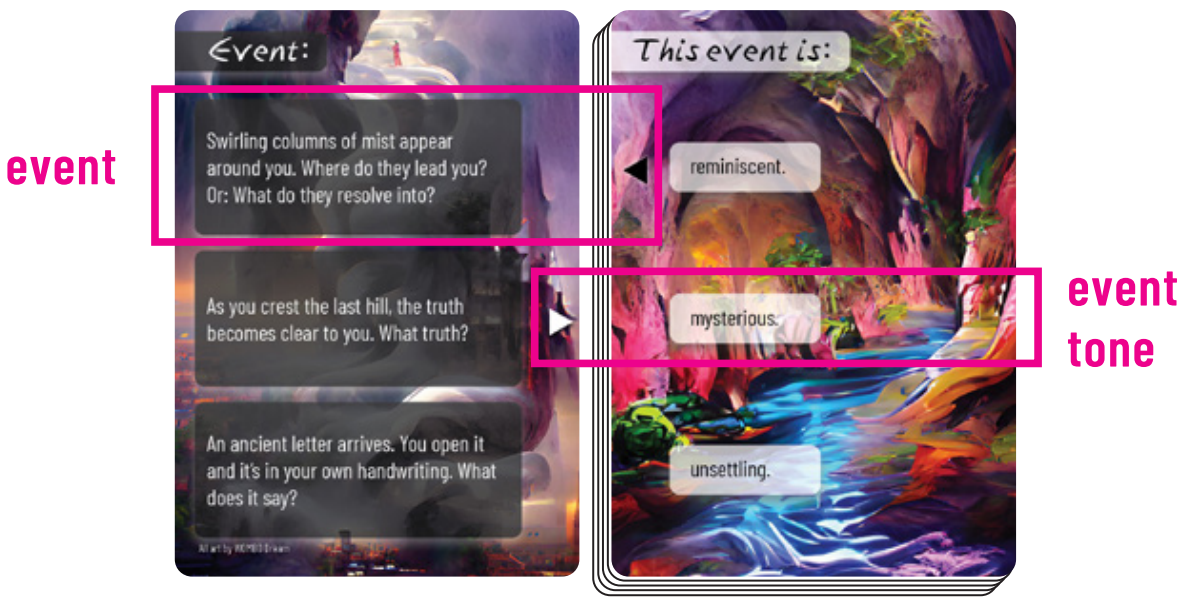
> *Awakening wonder, removal of barriers... in a jungle pyramid.*

Use the prompts to journal about an encounter that takes place in the location shown by the rightmost card. Keep your character and their goal in mind, to guide how they might react to this encounter.

events

If there are ever 2 adjacent cards with the same suit in your encounter, an event is triggered.

Draw the top event card and place it beside the event deck. The black arrow indicates the event and the white arrow indicates the tone of the event.



When you are finished journalling about the event, slide the card under the event deck without flipping it. Do not shuffle this deck until you've gone through all the cards.

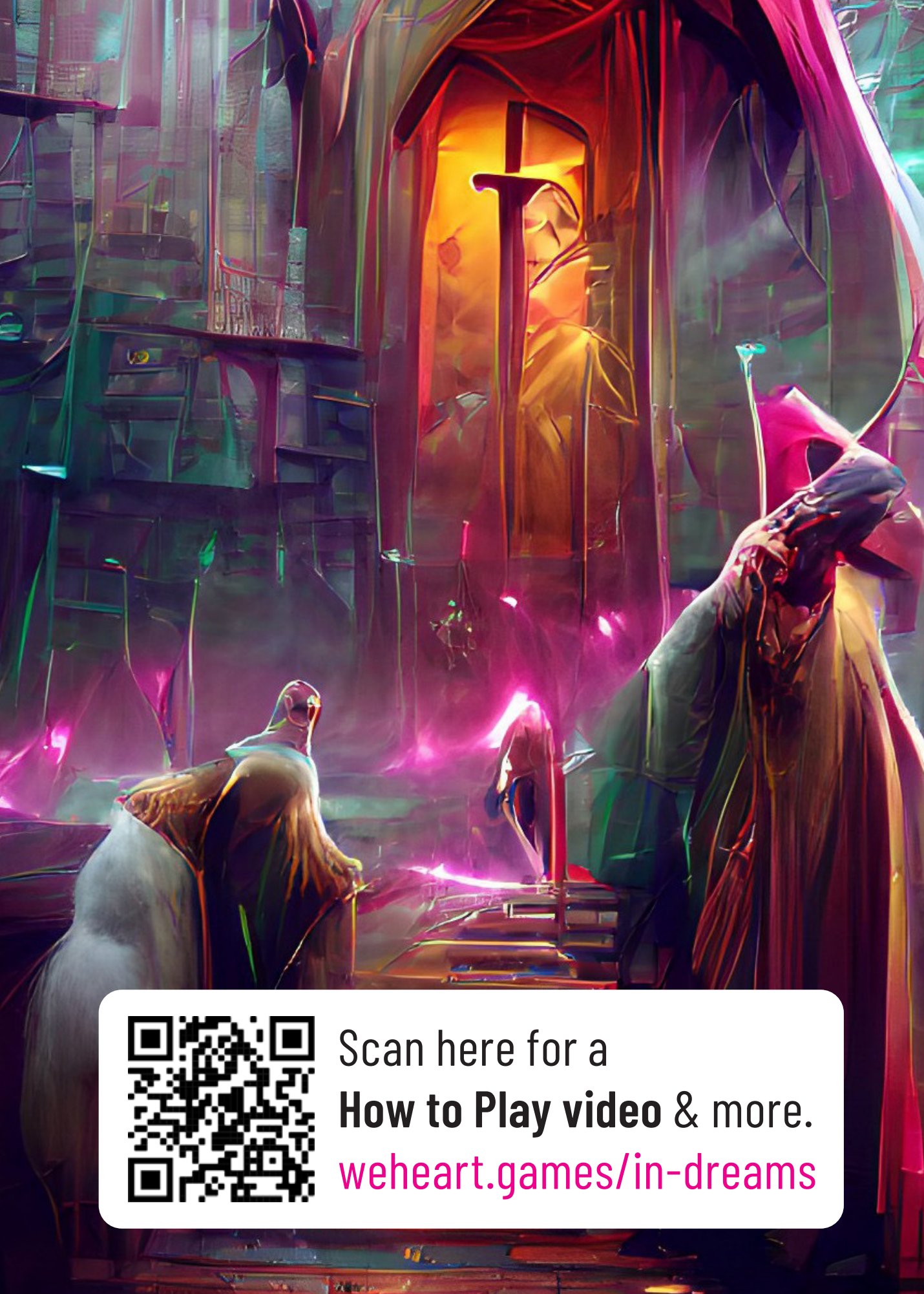
the journal

When journaling, use as many or as few details on the cards as you wish; whether in the text or images. An image might give you a vague impression of something, or there might be a detail that calls something specific to mind. Go with whatever comes to you, while framing it within the context of your character and their goal.

You may complete your character's goal in one encounter. If you don't, set aside the cards in the row, draw a new encounter, and continue the story with the same character until their goal is resolved.

Thanks for playing!
We hope you enjoy the journey.

- Jamie and Mike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