

URBION

You are the king of Urbion, the city of dreams. For eons, the Incubi (bad, negative dreams) and the Sognae (happy, positive dreams) have dwelled in this City, as opposed but complementary forces. Your difficult task is to maintain or reestablish the delicate balance between those dreams: place them in the various districts of the city, harness their power, so that no group becomes more powerful than the other, and beware of the Chaos, fearsome entities that thrive on discord and hatred...

Basic Game: The City of Dreams

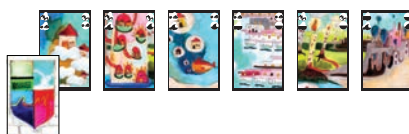
Winning the game: To win the game, you must claim all twelve City cards.

Components:

12 City Cards:

These cards represent various districts of the city, in which you have to establish or maintain the balance between the dreams.

To claim a City card, you must first balance this card: a City card is balanced when the sum of the powers of all the Dream cards next to it is equal to zero.



Non-balanced card:

The negative power of the Incubi cards is greater than the positive one of the Sognae cards; the sum of all the powers is not equal to zero.



Balanced card

Each City card shows two element symbols. These symbols show which Dream cards you may play next to this City card.

There are four symbols: earth, water, fire and air.



72 Dream cards:

32 Incubi cards and 32 Sognae cards

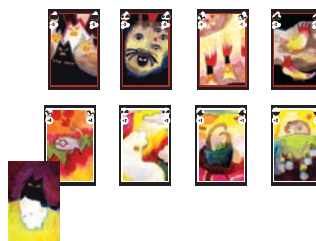
These cards represent the inhabitants of the City of Dreams, who aspire to dwell harmoniously beside one another.

Each card shows one element symbol, and one power icon.

The symbols (earth, water, fire or air) show next to which City card(s) you may place a dream card when you play it from your hand.

The power icon is used to establish whether a city card is balanced or not. The power of the Incubi cards ranges from -1 to -3, and the power of the Sognae cards ranges from +1 to +4.

During the game, you may play those cards on each side of the City cards, or discard them to trigger effects that will help you accomplish your task.

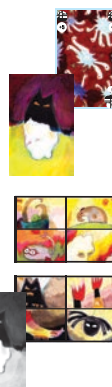


8 Chaos cards:

These dreams love discord and war, and will do everything in their power to prevent you from establishing balance in the City.

These cards show a power of +/- 5 and the four symbols. **Chaos cards are Dream cards.**

During the game, these cards will either be played next to a City card, always on the more powerful side, increasing the imbalance; or they will be discarded to trigger negative effects, like discarding Dreams next to balanced City cards, or losing cards from the Dream deck.



2 Polarity cards:

These cards are used in the 2-player game to determine which type of Dream cards a player may play from his hand next to a City card.



The Archon : Rules for 1 player

A. Game setup

Shuffle the City card deck, reveal the first 4 cards, and place them on the table in a vertical column.

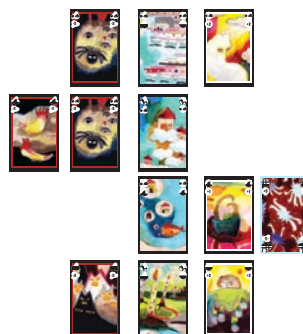
Shuffle the Dream card deck and, for each of the 4 revealed City cards, reveal 2 Dream cards that you put next to the City card. The Incubi cards are placed on the left side and the Sognae cards on the right side.

If you reveal a Chaos card, put it on the same side as the other revealed card and turn this Chaos card on its corresponding power side: the negative one with an Incubi, the positive one with a Sognae. If you reveal two Chaos cards, put them together next to the City card, on the side of your choice. The symbols on the City and Dream cards are not relevant in this phase.

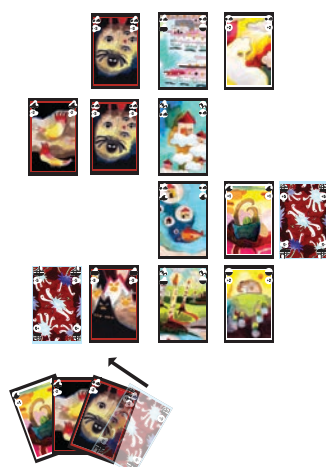
Then, draw 4 Dream cards to constitute your opening hand.

If you draw a Chaos card, place this card next to a City card, on the more powerful side, then draw a replacement card.

Continue until you have 4 Incubi and/or Sognae cards in your hand.



Game setup example



The player draws his initial hand and draws, among those 4 cards, a Chaos card. He decides to place it next to the last City card; he must place it on the more powerful side, in this case the Incubi side. Then, he draws a replacement card: a Sognae. He has 4 cards in his hand and can start playing.



B. The Game

A turn is divided in two phases:

Phase I

- Play a Dream card
- or
- Discard a Dream card

Phase II

- Replenish your hand

Phase I:

- Play a Dream card

Choose one of the 4 Dream cards in your hand and play it next to a City card.

You have to respect the following rules:

- 1) Each City card shows two symbols. Dream cards may only be played next to a City card with at least one matching symbol. The 4 symbols are: earth, water, fire and air. **Important:** Ignore the symbols on the Dream cards that have already been placed; only the symbols on the City card matter.
- 2) Incubi cards must be played on the left side of a City card, Sognæ cards on the right side.
- 3) There cannot be more than 3 Dream cards on one side of a City card.



- Discard a Dream card

You trigger one of the two following effects:

Swap

Swap two Dream cards. You need not respect the symbol rule, but you may not swap two Dreams that are on different sides of the City cards.



Various swaps, legal and not

Establish balance

Claim all balanced City cards.

First, check the balance of each revealed City card: if the total of power icons of all the cards on the left side (Incubi and possibly Chaos) and all the cards on the right side (Sognæ and possibly Chaos) is equal to zero, put this City card in front of you in your victory pile. Then, discard all Dream cards on both sides of this City card.

If a City card is not balanced, but the sum of some of the Dream cards played next to this City card is equal to zero, you may discard those Dream cards. You don't claim this City card, which stays where it is.



Special case: if a City card has no Dream cards next to it, it is not considered balanced, so you can't claim it.

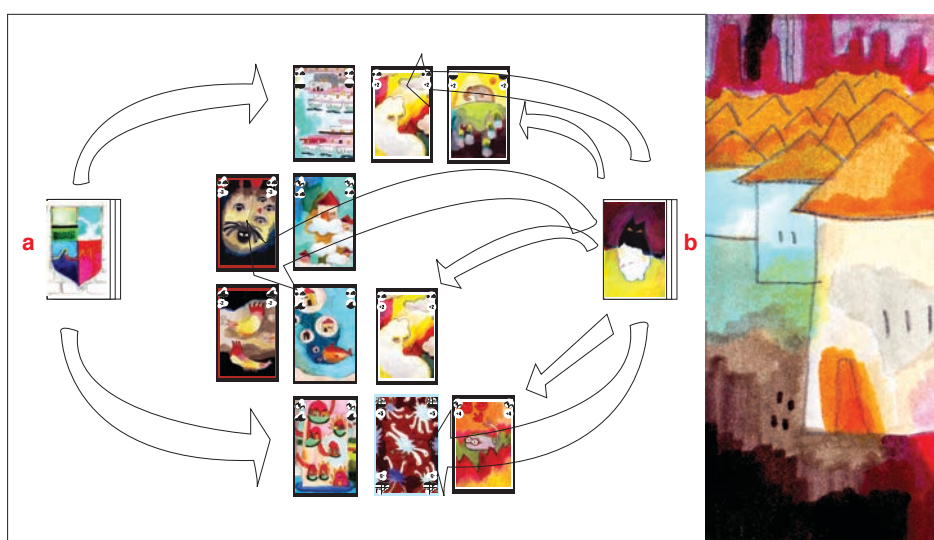


Special case: Perfect balance

If you manage to claim all 4 revealed City cards at the same time, you get an extra City card as a bonus: Draw the first card of the City card deck and add it to your victory pile.

Then, draw a new City card to replace each claimed City card (“a” in the example below), and proceed as you did at the beginning of the game: For each face up City card with no Dream cards next to it, draw the top 2 cards of the Dream deck and place those cards next to the City card on the appropriate side(s) (“b” in the example below). Symbols are ignored.

Note that you must draw 2 Dream cards for each empty City card on the table: It does not matter if the City card was just drawn to replace a claimed City card, or if it was already on the table with no Dream card next to it.



Phase II: Replenish your hand

If you have less than 4 cards in your hand, draw the first card of the Dream deck:

- If you draw an Incubi or a Sognae card, add it to your hand, replacing the card you played or discarded this turn.
- If you draw a Chaos card, you must choose one of the following:
 1. Play this Chaos card next to a City card, on the most powerful side;
 - or
 2. Discard this Chaos card, then discard all Dream cards on both sides of an unclaimed balanced City card;
 - or
 3. Discard this Chaos card, then reveal the first 4 cards of the Dream deck: discard all Incubi and Sognae cards among those 4 cards, and resolve all Chaos cards among those 4 cards, as if you had just drawn them (i.e.: choose one of those 3 penalties).



The player draws a Chaos card. If he decides to play it, he may choose between row 2 or 3. He cannot choose the fourth row, since there can only be a maximum of 3 cards on one side.



He could also decide to discard all the Dream cards next to the balanced City card.

After resolving the Chaos card, draw the next Dream card from the deck. When you have 4 cards in your hand, your turn is over. Play one turn after another until the end of the game.

C. End of the game

Victory: You win if you manage to claim all the City cards.

Defeat: You lose if you must draw a card in phase II and there are no cards left in the Dream deck.

The Two Leaders: 2 player rules

The two players cooperate to maintain balance in the City.

The rules are the same as the solo rules, except for the following points:

A. Set Up

Each player receives a hand of 4 cards and one Polarity card; this card remains face up in front of him. The player with the Sognae Polarity card goes first. The players alternate turns.

B. The game

- Play a Dream card

A player can only play a Dream card that matches his Polarity card, i.e., the player with the Incubi Polarity card may not play any Sognae cards he has in his hand, he may only play his Incubi cards, and vice versa.

- Discard a Dream card

A player may discard any card from his hand to trigger an effect, regardless of his Polarity card. He can also apply the effect of the card on either side of the City cards, no matter his Polarity card.

Players now have three options when they discard a card: Swap, Establish balance and Polarity Switch.

Polarity Switch: Swap Polarity cards with your partner.

Expansions

The Books of Powers

In this expansion, you may use the infamous Books of Powers, fantastic relics that will open new possibilities to you. The contents of those Books are a mystery, but it is up to you to decide how many you want to peek into... Beware! Power always comes at a price...

Components: 8 Book of Powers cards

The rules are the same as for the basic game, except for the following additional points:



Game setup

Shuffle the 8 Book of Powers cards, and randomly remove 2 of those cards from the game without looking at them. Then, reveal as many Book cards as you want. Reveal each card one by one. You decide when you want to stop revealing cards. Remove all non-revealed Book cards from the game. Leave all revealed Book card(s) face up on the table: the effect of each revealed card will be active for the whole game.

Then, for each revealed card, you must reveal 2 cards from the Dream deck.

Discard all Sognæ & all Incubi cards, and re-shuffle all Chaos cards into the Dream deck.

The player decides to reveal 4 Book cards. He first removes the 2 remaining non-revealed cards from the game. Then, he reveals 8 cards from the Dream deck (since he revealed 4 Book cards). Among those cards, there are 2 Chaos cards. He shuffles those two cards back into the Dream deck and discards the remaining 6 Dream cards.

The Book of Powers cards

Each card has a specific power that you may use throughout the game: each time you discard a card from your hand in Phase I, you may use the power of a face up Book card instead of triggering one of the effects of the basic game (Swap & Establish balance - plus Polarity Switch in a two-player game).

The Book of Flying Incubi

Move an Incubus card from one City card to another. This card must stay on the left side. Symbols are ignored. You may not move an Incubi card next to a City card that already has 3 Dream cards on its left side. You may not move a Chaos card.



The Book of Flying Sognæ

Move a Sognæ card from one City card to another. This card must stay on the right side. Symbols are ignored. You may not move a Sognæ card next to a City card that already has 3 Dream cards on its right side. You may not move a Chaos card.



The Book of Invisible Incubi

Discard an Incubus card already in play. You may not discard a Chaos card.



The Book of Invisible Sognæ

Discard a Sognæ card already in play. You may not discard a Chaos card.



The Book of Agoraphilia

Claim an empty City card (i.e. a City card that is on the table and has no Dream cards on any side). Then, you must replace this claimed City card with the first card from the City deck (if there are any left). Then, draw two Dream cards for each empty City card on the table (as you normally do after the Establish balance action).



The Book of Delightful Balance

Establish balance as described in the basic game rules. If there is perfect balance (i.e. the four City cards on the table are balanced), you receive another bonus City card from the City deck, if there are any left (i.e., you can receive up to 2 extra City cards).



The Book of Prophecies

Look at the top 2 cards of the Dream deck, then put them back on top of the deck in the order of your choice.

Note: If you have the two copies of "The Book of Prophecies", the effect is cumulative; you may look at the top 4 cards of the Dream deck.

Important note: It is the only case where the effects of two Book cards are cumulative!



Variant: The high price of power

If you want a more difficult game, play with this variant: for each Book card that you reveal, you must reveal 3 (or even 4, for an even harder game) Dream cards from the deck instead of 2.

In a two player game, both players benefit from the Books of Power. A player may activate any effect, regardless of his Polarity card (i.e., the Incubus Polarity player may discard a card to use the power of the Book of Invisible Sognæ).

Arch-Squares & Metas

In this expansion, you will discover the Metas, who are the dreams of dreams: hence they can be either good or bad. You will also have to manage the Arch-Squares, parts of the City where all the Dreams gather...

Components: 4 Arch-Square cards, 8 Meta cards

(2 fire, 2 water, 2 earth, 2 air)



Set up

Shuffle the 4 Arch-Square cards into the City card deck and the 8 Meta cards into the Dream card deck.

The Arch-Squares

These are considered City cards. They show all 4 symbols, which means all Dream cards can be played next to them. To win the game, you must claim these 4 cards, **in addition** to the 12 City cards from the basic game.

The Metas

These are considered Dream cards. A Meta card is both Incubi and Sognæ.

When you play a Meta card from your hand next to a City card, you decide if it should be played as an Incubi or as a Sognæ. Turn the card on the appropriate side.

Each time such a card is placed next to a City card directly from the deck (at the beginning of the game or after establishing balance) it goes with the other revealed card. Thus, if you reveal a Meta and an Incubi, the Meta becomes negative and it will go with the Incubi.

Special case: If a Meta is revealed with a Chaos card, the two cards must be placed on the same side. You decide on which side both cards are played.

Special case: If two Meta are revealed, the two cards must be placed on the same side. You decide on which side both cards are played.

In the two-player game, a player may only play a Meta on the side of his Polarity card.