

DREAMS Of Yesterday

Designed by Heather O'Neill



The future has fallen.

There's more than one idea on how to fix time and the Curators believe the way to salvation can be found by learning from the past.

Dreams of Yesterday is a set collection game in which you traverse the histories to gather resources (wealth, prestige, and knowledge) then use resources to gain artifacts which form exhibits and grant abilities. The player with the most impactful exhibits when the game ends wins!

Can you create an exhibit so impactful it changes the world?

LEARN TO PLAY VIDEO

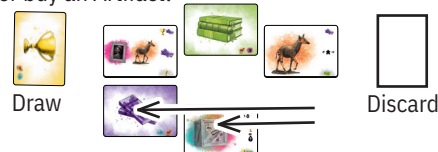
WeirdGiraffeGames.com/Yesterday

SET UP

1. The starting player is the last player who either traveled through time, went to a museum, or thought about dinosaurs A LOT.
2. Each player starts with a double Resource and a **Standard** single Artifact. Draw a card from the deck and if either side is a double Resource or single Artifact, give it to the starting player. Continue drawing cards and giving them to players in turn order until every player has their starting double Resource and single Artifact.
3. If playing with two players, return 5 cards to the box from the deck.
4. Separate the remaining Urn cards from the deck and set them to the side. These will be shuffled into the deck the first time the deck runs out.

GAMEPLAY

The player must move from the empty space up to 2 spaces clockwise and take a Resource or buy an Artifact.



Available cards may be Artifacts for your museum or Resources. Resource cards can be freely taken and Artifact cards must be paid for with Resources. Discard the Resources that are used for payment.

Once an Artifact is bought, it is immediately placed in one of your Exhibits. You may place an Artifact in your initial Exhibit or start a new Exhibit.

An Exhibit is a horizontal row of Artifacts. You may only have two Exhibits total.

The active player **may also** choose to pay 1 Resource to the discard pile for each additional space (past two) they would like to move **OR** if they would like to flip a card. Players may do both, but must pay a Resource for each additional space they wish to move and for each card they wish to flip.

ALTERNATE ACTION

If only Artifact cards are available within 2 spaces and the player does not wish to buy them, they may draw cards from the deck, checking both sides until reaching a Resource card.

They take the Resource card, then place all cards NOT taken into the discard pile.

The player then flips the card 1 or 2 spaces from their starting position and places it in their starting position.

This assures that the next player will start in a new location. They do not place another card at the end of their turn.

MUSEUM LAYOUT

Your museum has 3 floors. The top floor houses your Resources, and the bottom two floors hold your Artifacts, with a different exhibit on each floor.

Artifacts are placed at either end of an Exhibit, but cannot be rearranged once placed unless the player has an Artifact with the Rearrange ability.

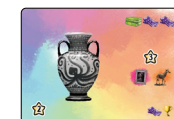
When a new Artifact is placed on the left side of an Exhibit, its ability is hidden beneath another Artifact. When an Artifact is placed on the right side of an exhibit, it covers up the previous Artifact's ability.

Each Exhibit has only one ability showing at any time.



RARE ARTIFACTS

Urn cards finish an exhibit. Once an exhibit gets an Urn, Artifacts in that exhibit cannot be added to or changed. Urns do not have abilities, but improve the contents of the exhibit.



This Urn grants the player 2 ★ and an additional 3 ★ for every pair of Antiquities and Curiosities that the player has in their exhibit, regardless of where the Artifacts are in the Exhibit.

Discoveries can count as any type of Standard Artifact and add to the set type of what comes before and after them.



Discoveries do NOT count toward Urn bonuses, however, only set scoring.

CARD ANATOMY

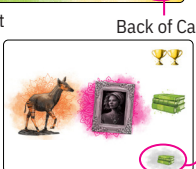
Resources



Artifacts



Cost

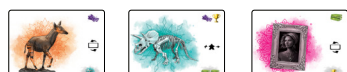


Back of Card

Ability

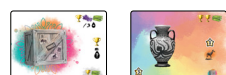
CARD TYPES

Standard Artifacts



Astonishing Antiquities Bygone Bones Cultural Curiosities

Rare Artifacts



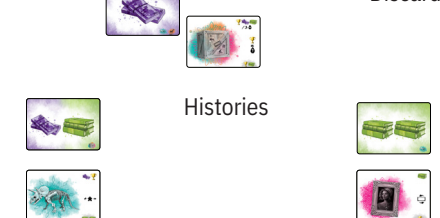
Diverse Discoveries Unusual Urns

Resources



Knowledge Prestige Wealth

1 OR 2 PLAYER SET UP



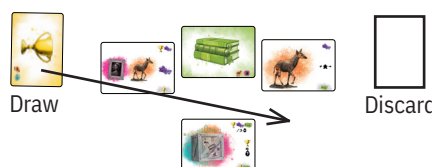
Player 1

Player 2

Players start with a Standard single Artifact and a double Resource.

END OF TURN

Once the first player has completed their turn, they take 1 card from the draw pile and choose which side to place face-up into the spot where they started their turn.



Now, the next player will start from the empty space and can move up to 2 spaces clockwise from there. Play continues in this fashion until the game ends.

Whenever the draw pile runs out, shuffle the discard pile to create a new draw pile.

The first time that the discard is shuffled, shuffle in the Urn cards, as well. It will now be possible to draw them from the deck.

ENDING THE GAME

The game ends in one of two situations:

- It ends immediately when the Histories cannot be refilled. This means that the discard pile has run out.
- If a player finishes both of their exhibits by adding an Urn to each, players finish the round and the game is over.

SCORING

Players receive points for sets of identical consecutive Artifacts in a row.

1	2	3	4	5	6
1	3	6	10	15	21

Any set greater than 6 Artifacts will count as two sets. A Discovery Artifact can be considered to be in two sets if different Artifacts are on either side of it.

Players also gain points based on any Urns placed in their exhibits.

In the case of a tie, the player with more Artifact cards in their museum wins. If there is still a tie, the player who can name more museums wins.

SCORING EXAMPLE

In order, there is a single Artifact, a set of 3, a set of 2, and two single Artifacts. This is 1 + 6 + 3 + 1 + 1 = 12 ☆ total with 7 Artifacts.



The Urn scores 2 ☆ and an additional 6 ☆, as there are two Bygone Bones and two Astonishing Antiquities. Even if there had been an additional Bygone Bones, the Diverse Discovery does not count as an Astonishing Antiquity in regards to Unusual Urns.

CREDITS

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Special Thanks: Angelique Drummond, Beth Jackson, Chelsea Siaca, Linda Baldwin, Jay Elliott, Harley Bishop

ABILITY DESCRIPTIONS

Visible Artifact abilities can be used on a player’s turn and do not need to be discarded. There are 6 types of abilities on Artifact cards.



1 - Flip a Histories Card

A player may flip over any one card in the Histories to its opposite side. Then the player takes their turn as usual.



2 – Move an Additional Space

The player may move an additional space without paying an additional Resource. Two of these can be combined with the regular two movement to get a total of four spaces of movement.



3 - Inherent Resource

The player may pay for all or part of an Artifact using the Artifact’s inherent Resource (Wealth, Prestige, or Knowledge) without discarding the Artifact card. Players cannot use this Resource for anything other than paying for an Artifact.



4 – Wild Resource

The player may use a specific type of Resource as any Resource.



5 – Rearrange Exhibits

The player may rearrange any of their Artifacts, even this Artifact. (This Artifact would be the last Artifact moved, as it would no longer be the active ability.) Keep in mind that an exhibit with an Urn cannot be rearranged.



6 – Spend a Resource to Buy Any

The player may pay for any Artifact in the Histories, but they must spend an extra Resource to do so.

COST DESCRIPTIONS

Discoveries have a cost of three different Resources **or** three of the same Resource.



SOLO GAME

This is played against a Robot opponent. Set the game up as if you were setting up a two player game.

The player will take the first turn, then play will alternate between the Robot and the player.

If you have more points than the Robot when the game ends, you win!

ROBOT'S TURN

On the Robot’s turn, it will take one of the following actions:

- If it has no Resource cards, it will take a Resource.
- If it has three Resource cards, it will buy an Artifact.

- If it has one or two Resource cards, look at what is face-up on the deck. If it is a single Resource or single Artifact, it will buy an Artifact. Otherwise, it will take a Resource.

Taking Resources:

- The Robot will take the closest face-up double Resource within 3 spaces. If there isn’t one, it will take the closest face-up single Resource within 3 spaces.
- If no Resources are face-up, it will flip a card to get to its preferred Resource, following the same preferences as above.
- If there are no Resource cards in 3 spaces, it will take the first Resource from the deck. Then count how many Resources (not cards) it has, flip the card in that location and place it where the Robot started.

Buying Artifacts:

- Artifact preference is Diverse Discoveries, then double Artifacts, then single Artifact all within three spaces. Artifact cost is not a factor for the Robot.
- If no Artifacts are within 3 spaces, it will flip a card to get its preferred Artifact.
- If it buys from the third space or flips a card, it will use an additional Resource.
- Figure out the Artifact Cost: 1, 2, or 3 Resources based on the Artifact, plus 1 for flipping or going to the third space. Discard Resource cards to get to this number in the fewest number of cards. If this number exceeds the number of Resources the Robot has, discard all of its Resources.

Artifact Placement:

- The Robot will try to match the Artifact type to create a larger set. If there is a choice between two placements for the Artifact, it will place to the right of the Exhibit over the left. If the Artifact is a double, the Artifact will be placed in a way to extend the Robot’s largest set.
- If the Artifact cannot be matched, the Robot will make a new exhibit, unless it already has two. If this is the case, the new Artifact will be placed next to the smaller set.
- If there is a choice between two places to place the Artifact, it will prioritize the first Exhibit over the second and the right of the Exhibit over the left.

- If the Artifact is an Urn, it will be underneath the Robot’s Exhibits and help either Exhibit at the end of the game. The Robot can buy as many Urns as it wants and they will all apply. The Robot will not end the game by purchasing Urns.
- Diverse Discoveries will extend the Robot’s longest run.

Histories Placement:

- If the Robot has two or more Resource cards, it will place the card Artifact side up. Otherwise, it will place Resource side up.
- If both sides of the drawn card are exhibits, it will place the card as-is.

Robot Notes:

- You do not need to pay attention to the Robot’s type of Resources or its abilities.
- The Robot can buy an Artifact even if it does not have enough Resources.

HARD VERSION

The Robot starts with a Discovery Artifact and two double Resource cards.

EXTREME VERSION

The Robot starts with an Urn and three double Resource cards.