**Delirium**

You must only talk in rhyme.

Sing a line of a song, someone must sing the next line of that song.

Sing the song of your people.

**Insects**

You must only trade with people who are singing.

Talk continuously.

Show that you have less than three action cards in hand.

**Insects**

Buzz angrily at whoever gave you this card.

You may only trade with players who are buzzing.

Your sentences must each be exactly four words long.
**Mutilation**

- Say “Save me” and be ignored by all other players.
- Place the card you are willing to trade on the table and keep your hands behind your back.
- You must not trade cards from any set that has been named out loud since the last trade.

**Death**

- You must only trade when the doom count is exactly halfway complete.
- Give a doom count as if you had “It’s Coming”.
- Stop anyone trading until the last three seconds of the doom count.

**Assimilation**

- Make sure that someone trades in the first three seconds of this doom count.
- You must only trade with players who have said “one of us” since the last trade.
- Say “1100110010010011 0101101101100010010 1011001”
Show that you have three different assimilation cards.

You may only talk by repeating things that other players say.

Ask someone to hug you. Get a hug.

You must only speak in lies.

You must not trade with anyone who has spoken to you since the last trade.

Get a high five, fist bump or other hand to hand contact.

You may only trade with players who are touching their elbows together.

Keep your eyes closed while another two players complete a trade.

Treat your right arm and hand as a non-human body part (beak, horns, trunk etc.)
Make an animal sign with your hands. All other players must copy it.

Do not make eye contact with any other player.

Insult one of the other players.

Shout “Save me!” someone must reply that they will.

Elaborately disagree with the next player to make a statement.

Trade away the oldest card in your hand.

Accept the next trade that is offered.

Keep one hand clasped over your mouth or eyes (your choice).

You must not share any details about the contents of your hand.
Show that you have no more than one restriction card in your hand.

This is the only card that you may trade.

Show that you have three different nightmare types.

You must try to claim the credit for every successful trade.

You must choose one player and talk only to them.

Confirm that the card you swapped for this was an action (you lose if it was not).

You may only trade with players who have defeated a warden.

Get another player to shuffle their hand.

It's coming

Run
**The Malignant Dreamer**

**Warden**

When defeated: Take this as one of the five cards that make up the new hand. Treat this card as another “It’s coming”

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**Refuse Demon**

**Warden**

When revealed: All players discard two cards at random (excluding “It’s Coming”) and then draw two cards.

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**The Spider Mothers**

**Warden**

When revealed: Shuffle all player’s hands together and deal them back out randomly.

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**The Devourer**

**Warden**

Players cannot trade away the card they most recently received unless it’s “It’s Coming”

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**Dreamspeaker Arya**

**Warden**

Whenever a player receives a card they shuffle it into their hand.

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**The Blind Witch**

**Warden**

Players cannot trade if they have their eyes open.

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**Shattermind**

**Warden**

Half of the words that are spoken must be names.

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**The Stranglers**

**Warden**

PURSUIT ONLY: Instead of giving a doom count the holder of “It’s coming” holds their breath. All players lose if they breathe in.

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**The Helpful Doctor**

**Warden**

ESCAPE ONLY: Add a minute to the timer, but lose ten seconds for each trade needed to eliminate the doctor.
ESCAPE THE NIGHTMARE

ESCAPE THE NIGHTMARE

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