4 Grenade



Attach to any active character.
+4 Strength.
Discard after successful fight!
Max. 1 weapon per character.

2

4 Grenade



Attach to any active character.
+4 Strength.
Discard after successful fight!
Max. 1 weapon per character.

2

3 Grenade Launcher



Attach to any active character.
+3 Strength.
Max. 1 weapon per character.

3

3 Grenade Launcher



Attach to any active character.
+3 Strength.
Max. 1 weapon per character.

3

2 Sniper Rifle



Attach to any active character.
+2 Strength.
Max. 1 weapon per character.

2

2 Sniper Rifle



Attach to any active character.
+2 Strength.
Max. 1 weapon per character.

2

1 Gun



Attach to any active character.
+1 Strength.
Max. 1 weapon per character.

1

1 Gun



Attach to any active character.
+1 Strength.
Max. 1 weapon per character.

1

1

Gun



Attach to any active character.

+1 Strength.

Max. 1 weapon per character.

1

R

„Shouldn't be afraid to dream a little bigger."



R Reaction when attacked:

Ignore attack.

Place attacking card back under its draw pile.

3

R

Explosion



R Reaction when attacked:

Ignore attack priority.

Choose any active character on attacked level as target.

2

R

Explosion



R Reaction when attacked:

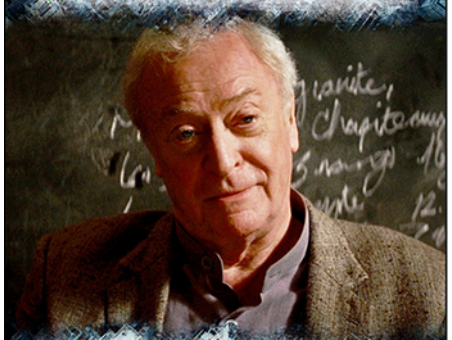
Ignore attack priority.

Choose any active character on attacked level as target.

2

R

Cobb's Father



R Reaction when convincing:

If there are less than 5 cards in the C-display:

Add 1 card from your hand to the C-display.

1

R

2

The Blonde



R Reaction when convincing:

+2 to your C-value.

0

2

R

„Walk away"



R Reaction when attacked:

+2 to your strength.

2

„None of this is real."



If there are less than 5 cards in the C-display:

Move 1 attached card from any level to the C-display.

2

„None of this is real.“



If there are less than 5 cards in the C-display:

Move 1 attached card from any level to the C-display.

2

„None of this is real.“



If there are less than 5 cards in the C-display:

Move 1 attached card from any level to the C-display.

2

Doubts



Discard any number of cards from the C-display.

2

Doubts



Discard any number of cards from the C-display.

2

A Kiss



any character to
any other active character.

(all levels)

2

Ariadne's Training
Distorted Reality



Ariadne .

2

Ariadne's Training
Mirrors



Ariadne .

1

The Chess Piece



Look at the top card of any event deck.

You may put it back on top, or .

1

The Spinning Top



Look at the top card of any event deck.

You may put it back on top, or .

2

Cobb's Kids



Draw 3 cards.
Discard 1 and keep the other 2.

3

Mr. Charles



(No effect when played from hand)

2 regular.

3 when convincing Fischer.

2/3

Ariadne follows Cobb in his dream



Discard 1 Flashback card from Cobb.

2

R

3

Imitating Browning



R Reaction when convincing:

+3 to convince Fischer.

2

Fischer's Father



(No effect when played from hand)

3 on level 1

1 on all other levels.

3/1

The Kick



The key to return.

May be placed in active level's area.

Needs a character present on this level to activate.

3

First Aid



Any active character .

3

Rest



Any weak character .

(Add this card for easier game)

3

Penrose Stairs



R Reaction when attacked on level 2:

+3 to your strength.

(No effect on other levels)

2

Unusual Escape



R Reaction when attacked:

You may discard cards from your C-display.

+1 to your strength per card discarded.

1

„You create the world of the dream."



R Reaction when convincing:

You may discard cards from your hand.

+1 to your C-value per card discarded.

2

Cobb's Flashback: „You're waiting for a train."



Must be played immediately.

Attach to Cobb.

-2

Cobb's Flashback: Mal's Death



Must be played immediately.

Attach to Cobb.

-2

Turn order

1, Draw 2 cards.

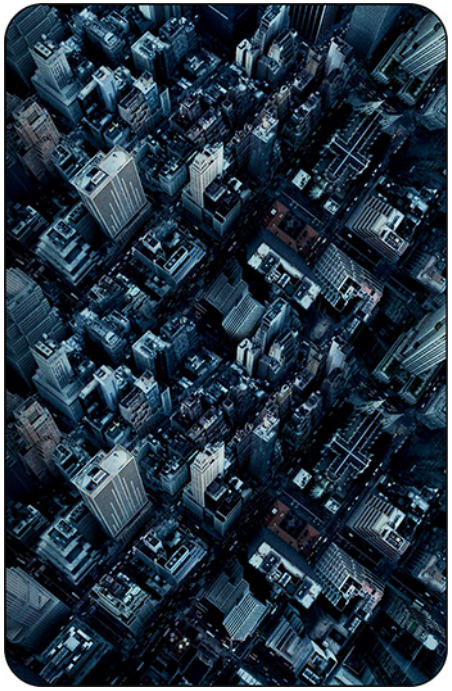
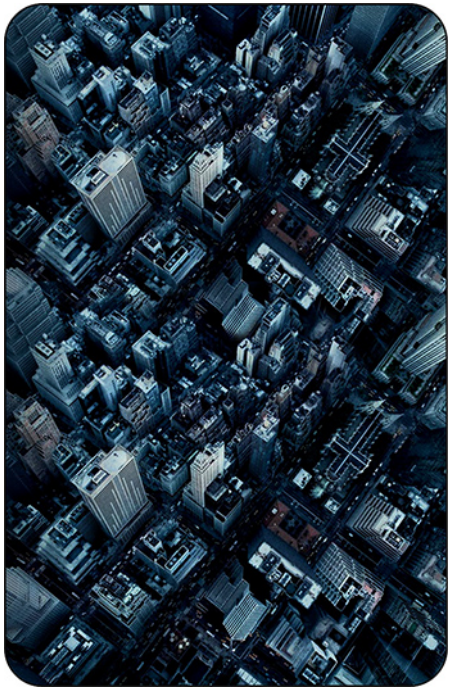
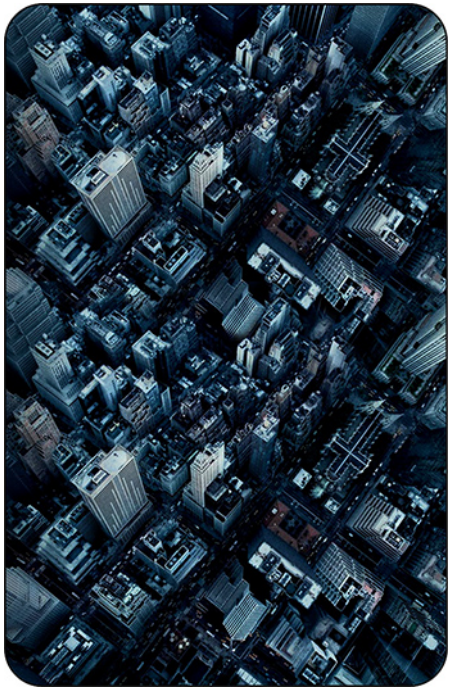
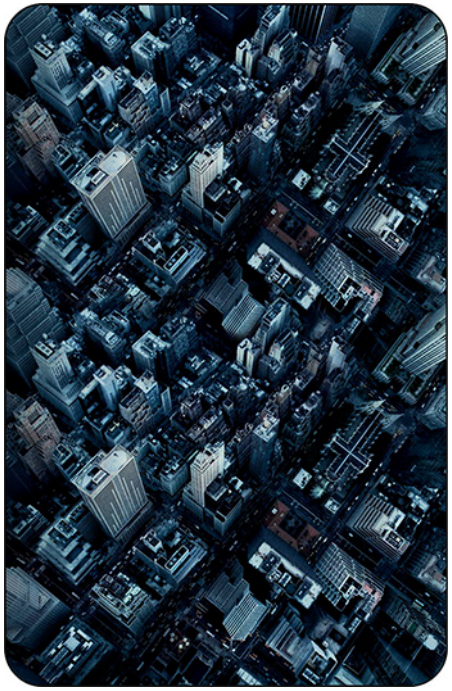
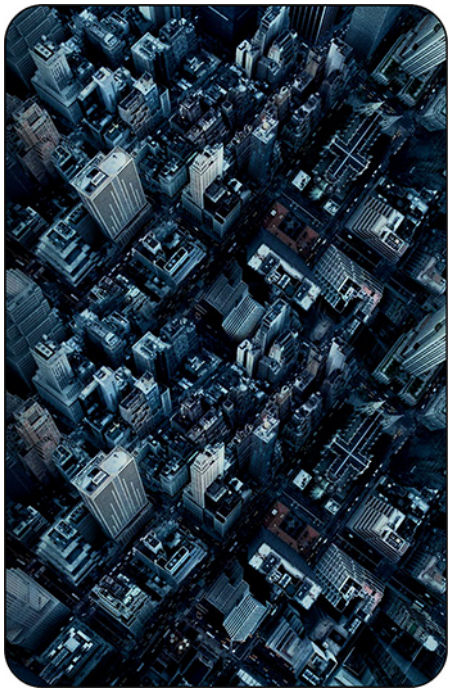
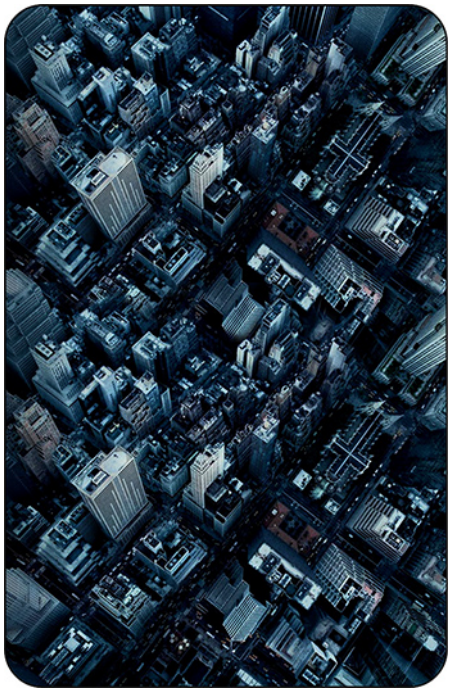
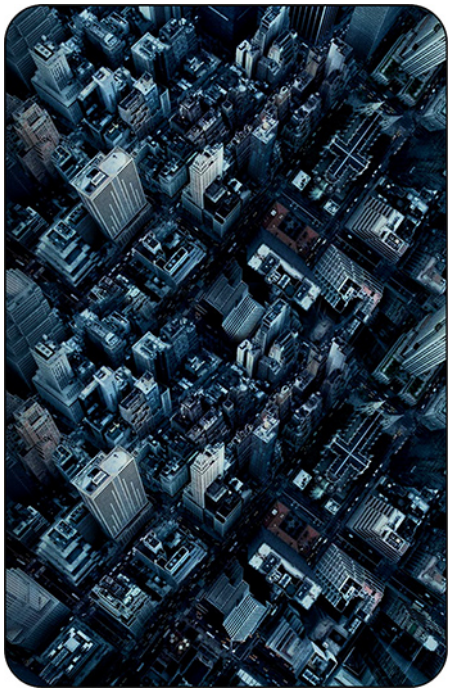
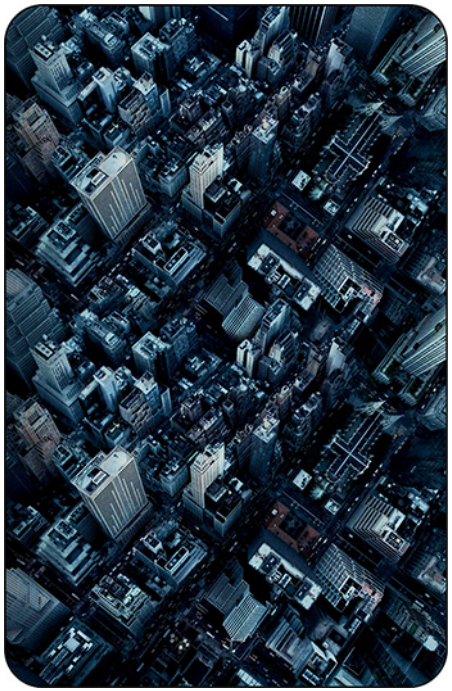
2, Play cards:
- Flashback cards must be played immediately.
- Weapon cards may be attached to active characters.
- Discard cards to use their effect.
- Place cards in C-display.

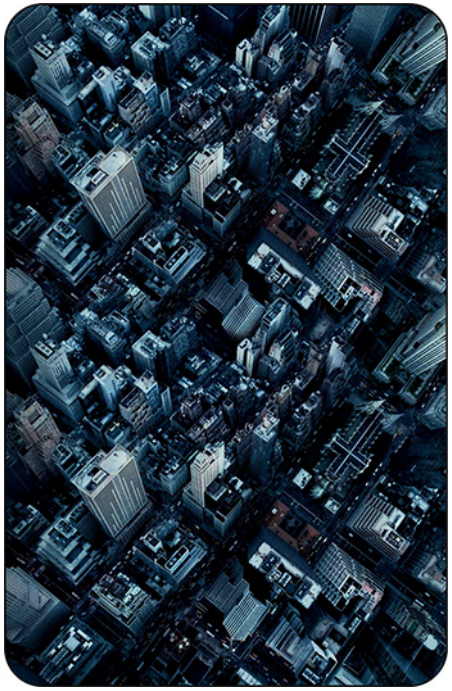
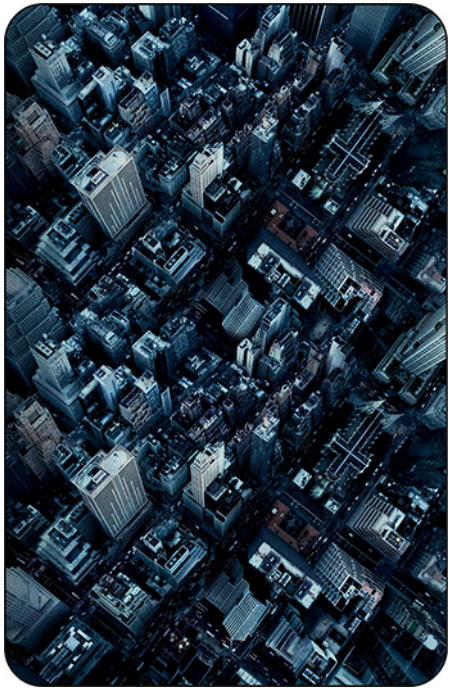
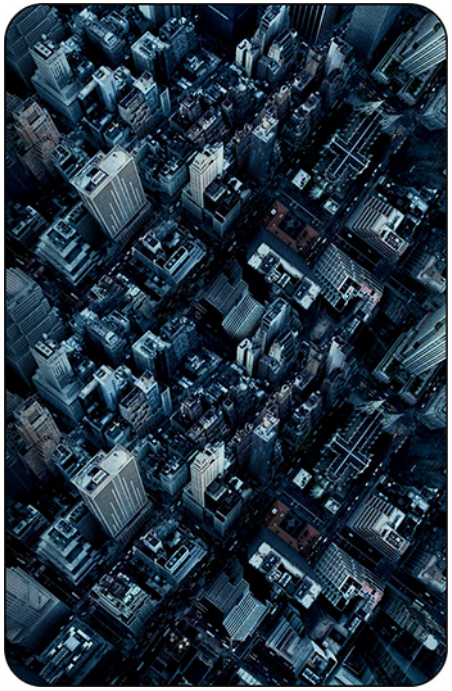
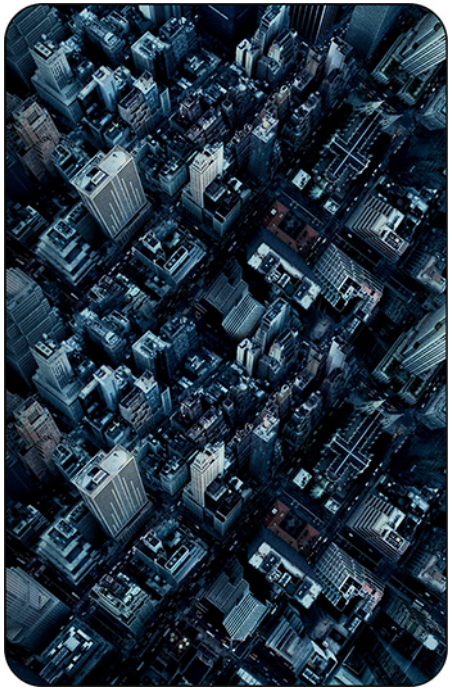
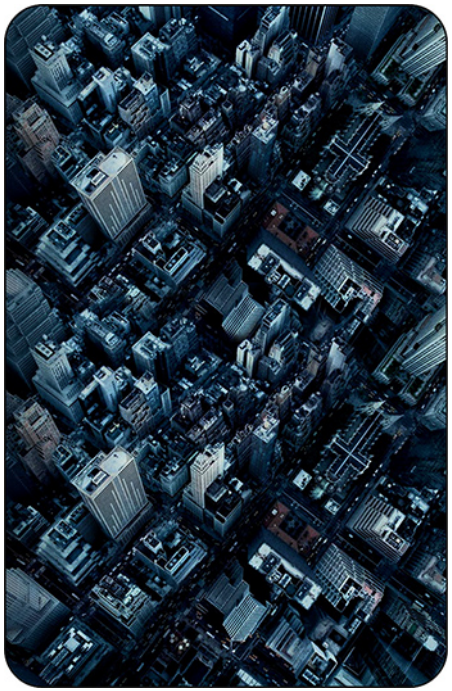
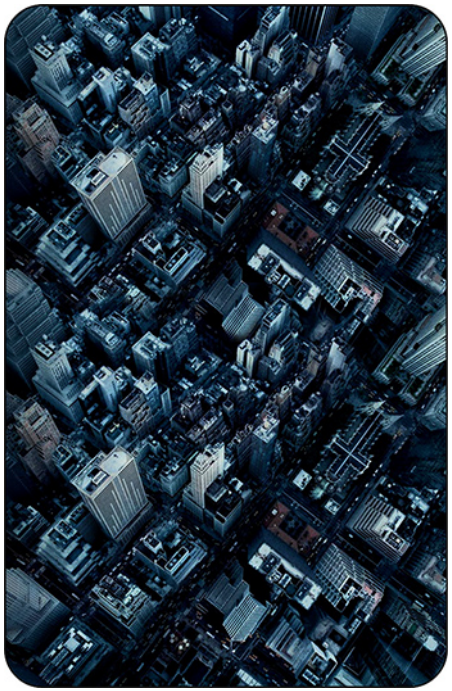
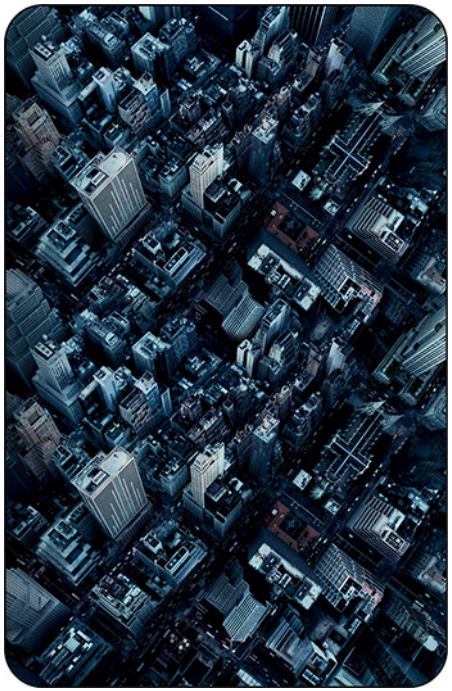
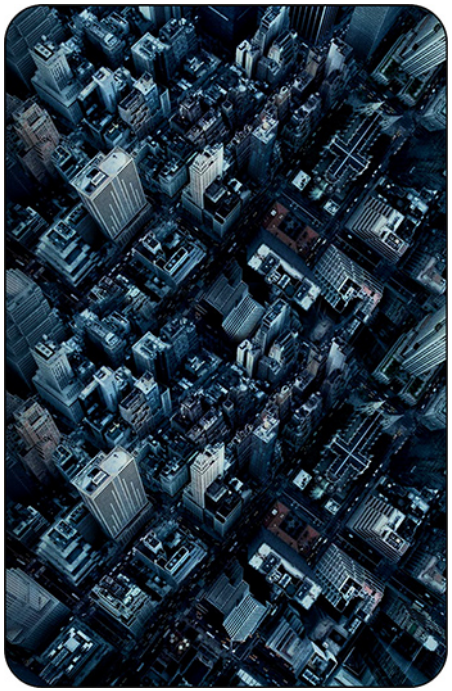
3, Discard hand down to 5 cards.

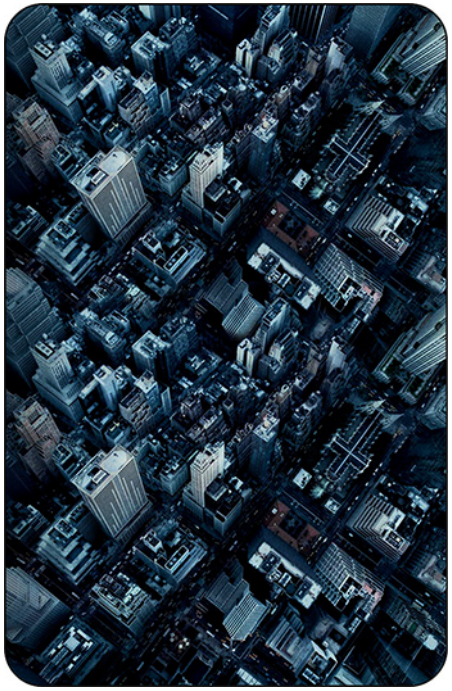
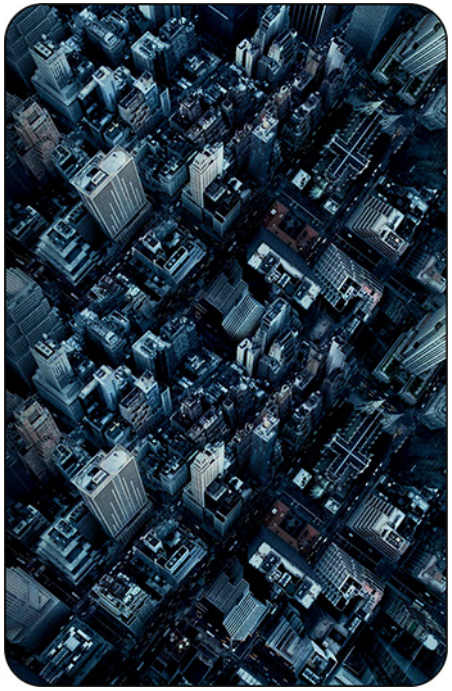
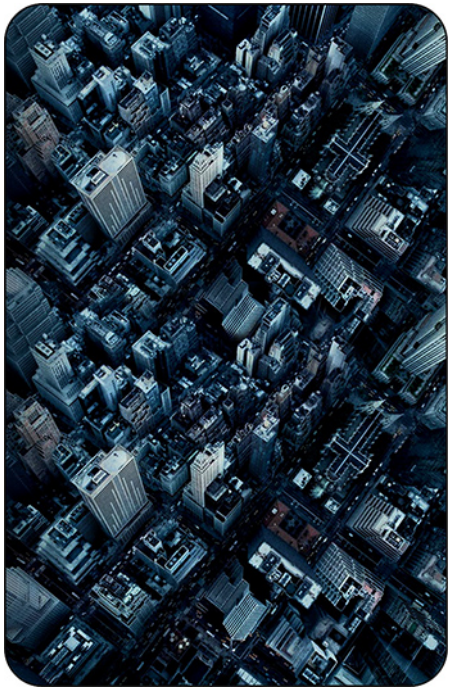
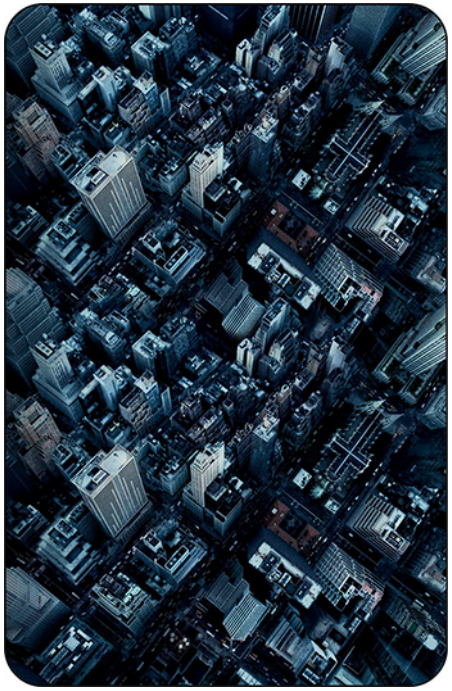
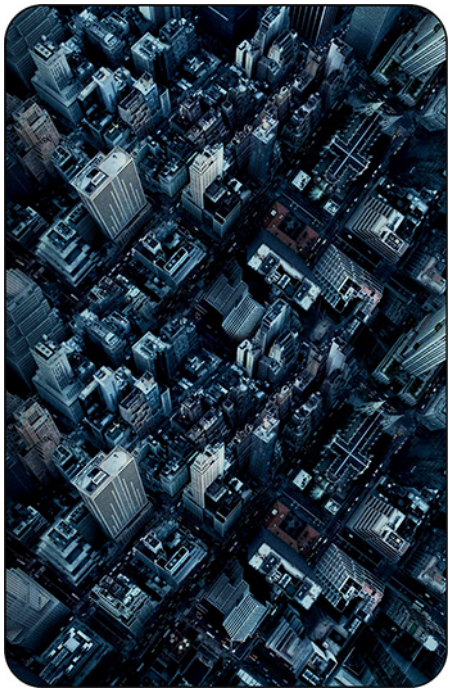
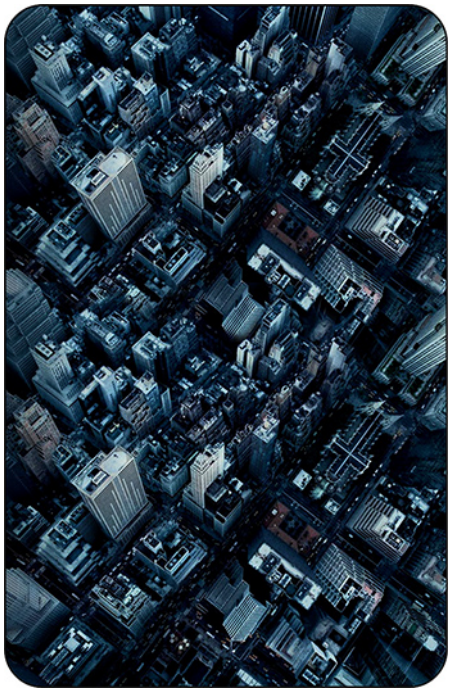
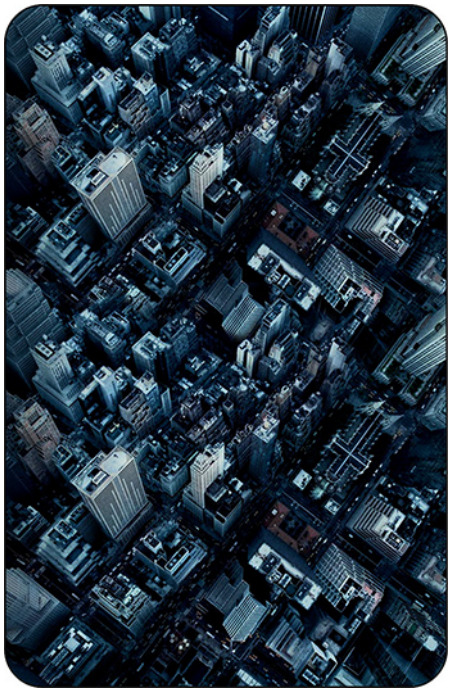
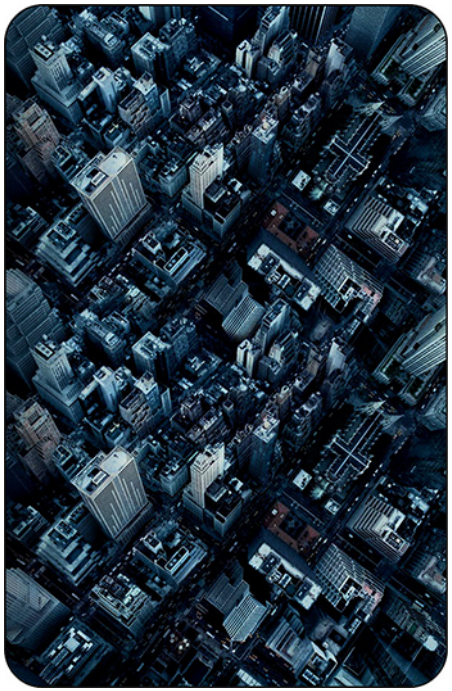
4, Check level goals.

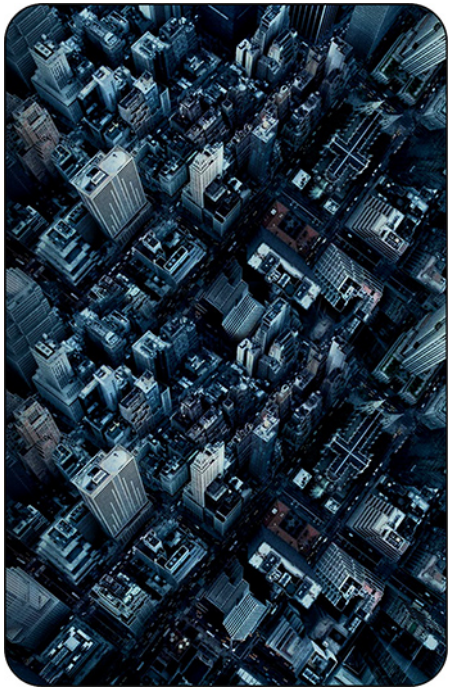
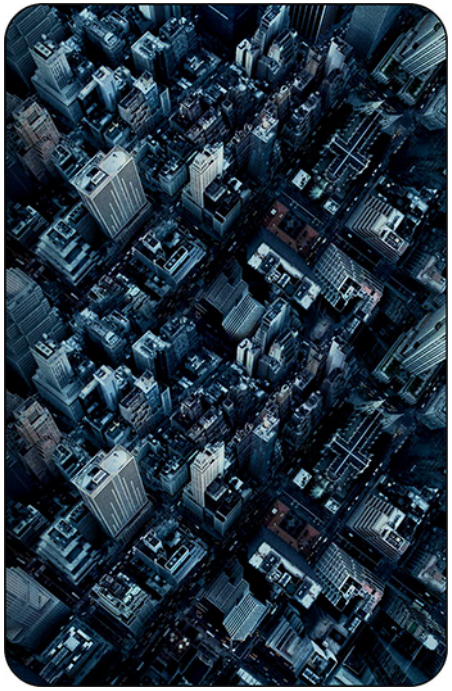
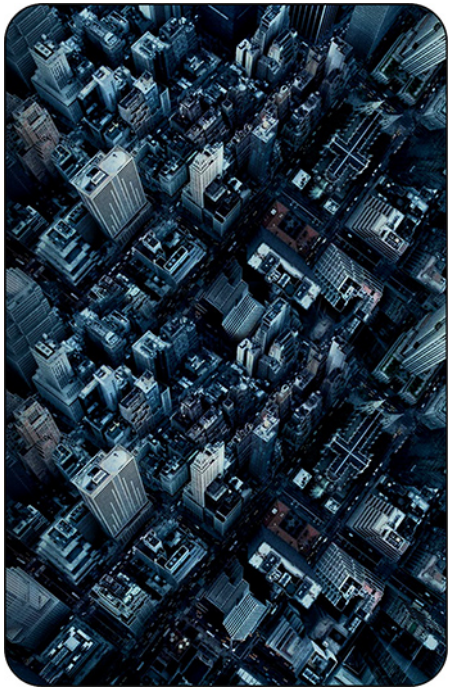
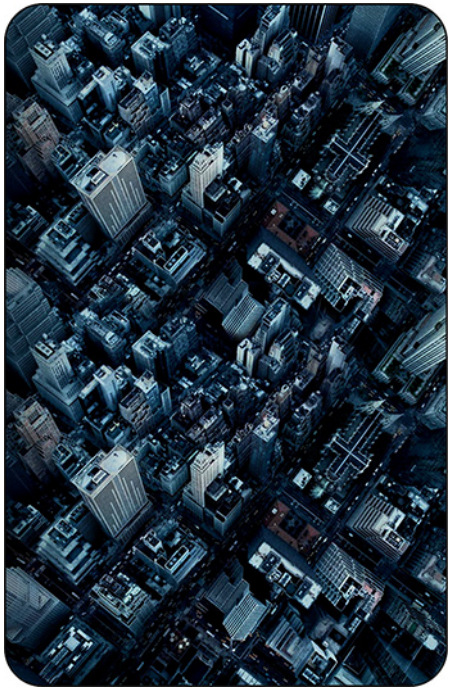
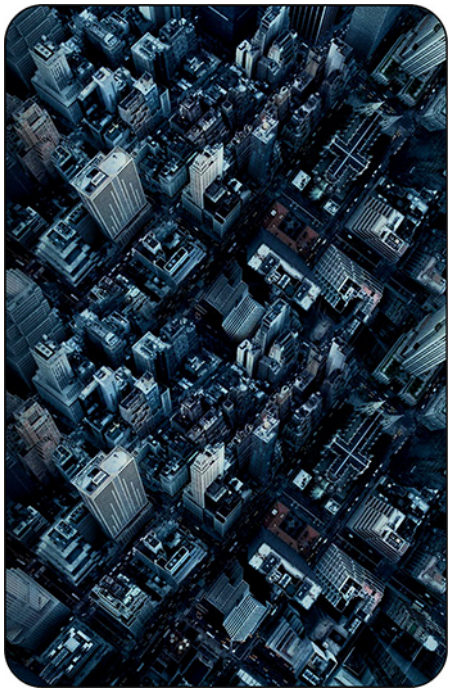
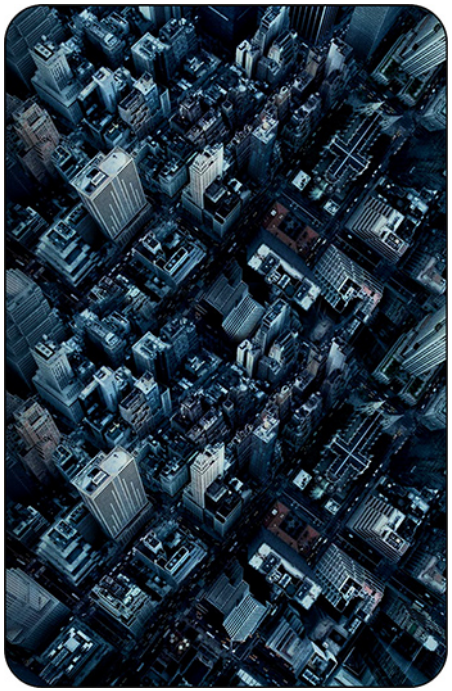
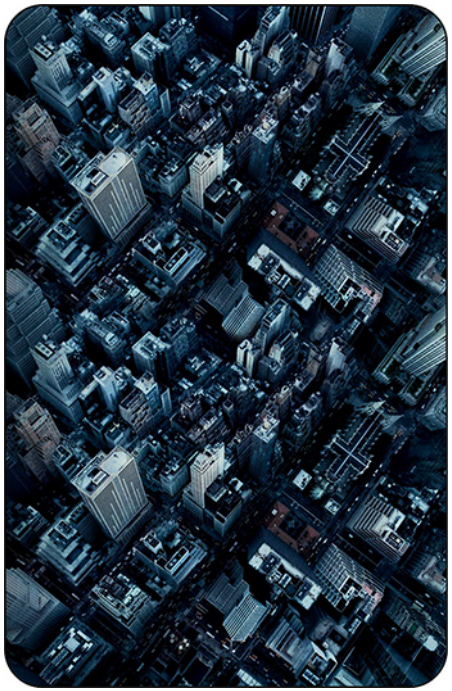
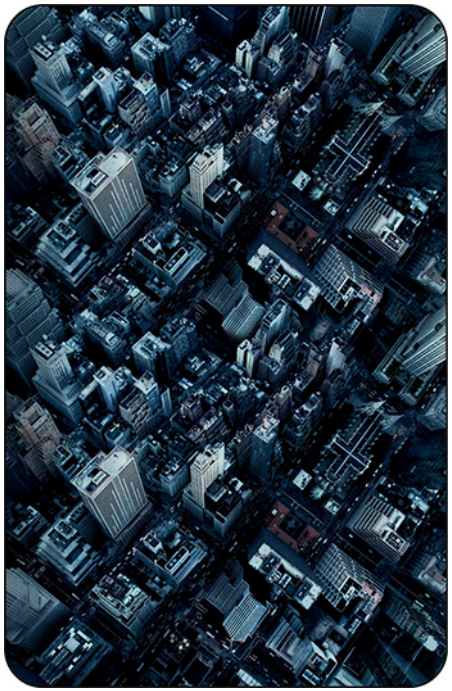
5, Draw and resolve event card.

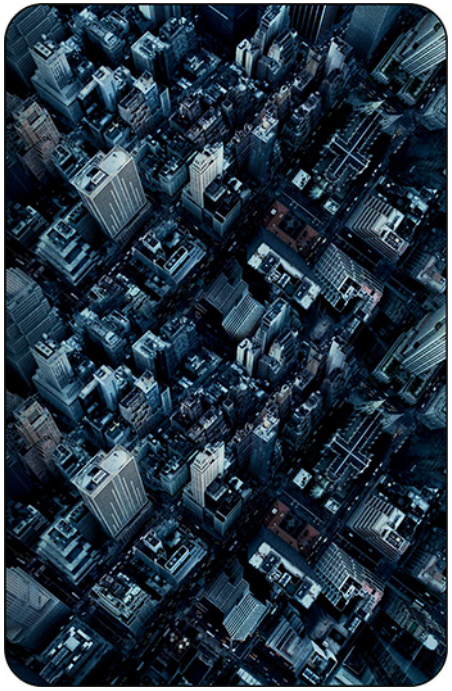
6, Check level goals.

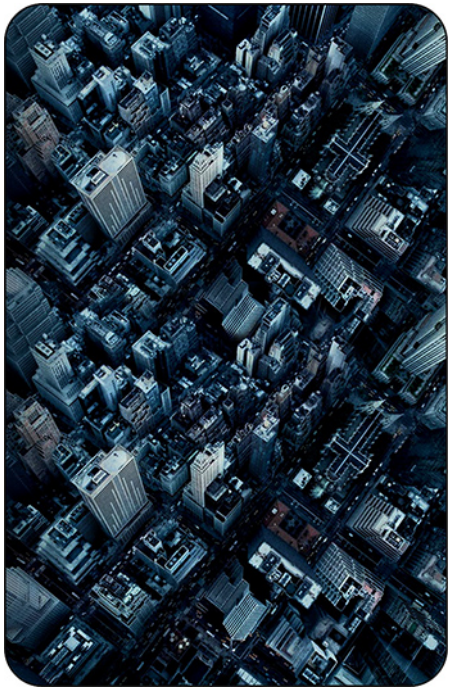









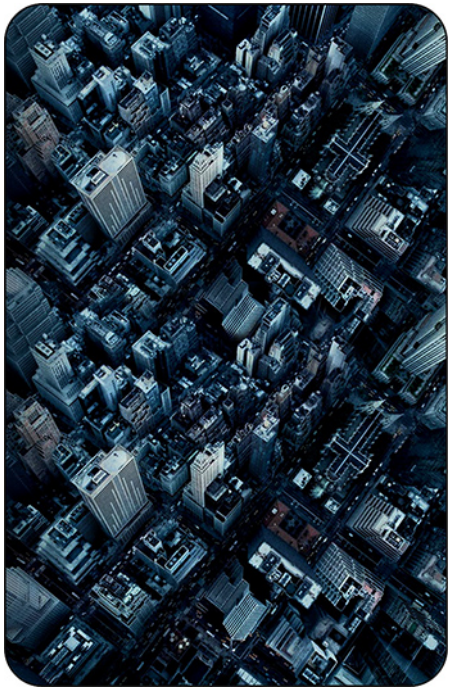









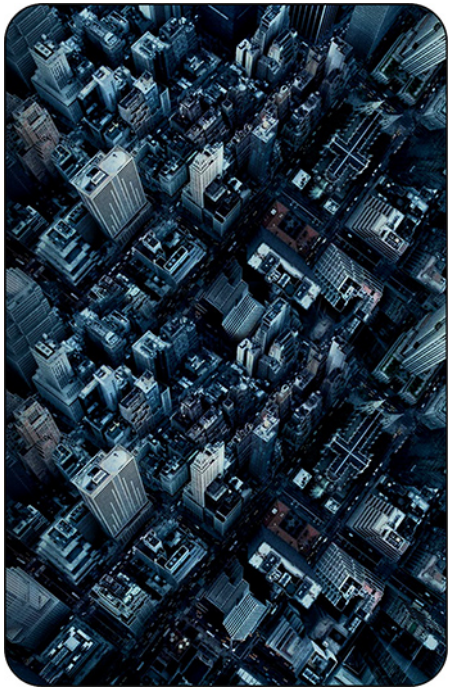

















Calculations

? **Strength:**
= attacked character's strength
+ strength value of all cards attached to this character
+ strength gained by playing R eaction cards
+ 1 point of strength for each additional card discarded

? **Convince value:**
= C-values (sum) of all characters in affected level
+ C-value (upper left) of attached Flashback cards
+ C-points gained by playing R eaction cards
+ C-points gained by using character's abilities
+ C-values (bottom center) of cards discarded from the C-dislpay

