

# THE TO DREAMS

A mini-RPG for a Dream and 2 Dreamers, a hack of "La Clé des nuages" (The Key to Clouds) by Felix "kF" Beroud, written in July 2018 by Côme Martin.

*Two Dreamers wander through the same oneiric landscape. Will they find there the fulfillment of their deepest Desires, or a simple and welcome breath of fresh air?*

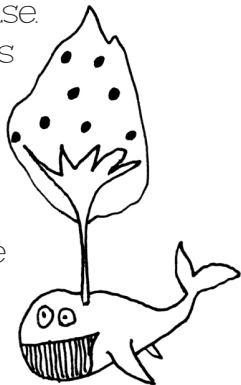
**Falling asleep:** One of the players will be the Dream, the other two the Dreamers. A Dreamer's role is to describe their progression inside the dream towards their unconscious Desire, and how they help the other Dreamer to reach theirs. The Dream's role is to describe scenes, to pay attention to what the Dreamers seem to reveal about their Desires and to redistribute Symbols.

The Dreamers first each choose an unconscious Desire, unfulfilled in reality (find a memory or a lost relative, solve an existential problem, find the answer to an intimate question or the solution to a personal problem...). The more precise the Desire, the simpler it will be to integrate it into the story. The Dreamers won't reveal their Desire to each other or to the Dream during the game.

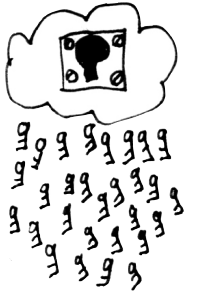


They also create two objects that they will bring inside the dream: the first evokes their Desire (it might be a feather, a drawing a scarf...), the second is related to an aspect of their personality (maybe a key, a cube, a locket...).

The Dream creates two Symbols of their choice. They can be objects (a ladder, a sword), traces (a spiral, a cross), geographic or natural elements (a river, a tree), actions (dancing, falling down)... or anything else. The Dreamer also thinks about the place where the story will start: a dormitory, a ship's hold, an hotel room or even a stranger place like a cave or a forest.



**Light sleep:** The Dreamers each briefly describe how they get to sleep before the story begins: which thoughts fill their heads, which objects they see from their bed (the ones they will bring into the dream). They specify which object relates to their Desire. It's also the time to describe themselves physically. At the same time, players can think of nicknames for each of the Dreamers, based on their appearance or any other aspect they wish to underline.



The Dream describes the place where the Dreamers wake up, in their bed: they include the Symbols they've prepared there (pointing them as such). The Dreamers can each add a detail to this place if they wish.

**Deep sleep:** The Dreamers always stay together and cannot speak, whether to each other or to other characters: they can communicate through gestures or describe the action of speaking (without making explicit what words are spoken), and always instinctively understand the people they're interacting with.

The Dream must regularly ask one of them or both (making sure each is asked roughly the same number of times) what they expect to find a little further in a place or later in a scene; these expectations can be fulfilled, modified or ignored, depending on the Dream. The purpose of these questions is to harmonize communication between the players.

When the Dream describes a new scene, each Dreamer is free to influence this description and modify a detail (similarly to the beginning of the game). This modification can be as minor or huge as needed. Places needn't remain coherent from one scene to the next: as in a dream, it's possible to switch from a cave to an apartment to a castle.

In addition to the Symbols made explicit at the beginning of the story, the Dream and the Dreamers can reintegrate any descriptive element as an additional Symbol. They mustn't make this recycling explicit. The more the Symbols are reused, the more coherence the story will have.



*Waking up:* After the game, the players should take the time to debrief it. Was it a satisfying session? What were the Dreamers' Desires? Were they anticipated, is it unsatisfying if they weren't fulfilled? Were there high points? Were there frictions or frustrations in the way narration was shared? Were the Dream or the Dreamers disappointed to having spoken less?

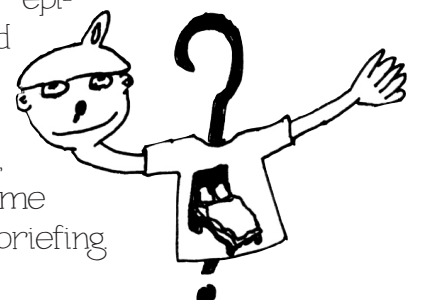
### *To sum up*

The Dreamers have an unconscious Desire, symbolized by an object, and another object which relates to their personality. They describe how they fall asleep; the Dream describes where they wake up and links two Symbols to this place. The Dreamers each can add a detail to this starting place.

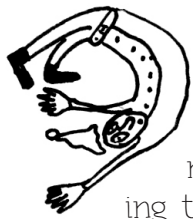
During the game, the Symbols (from the Dream and the Dreamers) are recycled at will, plus other Symbols if anyone wishes to (but they're not pointed out as such).

Progression is interspersed with the question "What do you expect to find further away?". The Dreamers can always modify the description of a scene as much as they want. Within a scene, the Dreamers choose which elements they interact with and can create others. When they explain what they're doing they're careful to leave silences so the other Dreamer and the Dream can step in. Just like for the description of places, Dreamers can modify the descriptions of others, but can't deny them.

After a while, a Dreamer wakes up, either because they have fulfilled their Desire or because their player feels the story has reached a satisfying conclusion. They narrate a short epilogue, followed by the other Dreamer and the Dream, then the game ends with a debriefing



When the Dream describes a new scene, they are free to place there as many elements as they want with which the Dreamers can interact: mysteries (strange objects, weird writings), obstacles (a room with no doors, an opponent to fight) or any other type of interaction. The Dreamers can interact with any element they want, ignore some, and even create others. It's up to them to describe how these interactions go; this description must be progressive so the other Dreamer or the Dream can step in if they want, participating to the action or lightly modifying its description. However, it's not possible to completely deny a description.



*Paradoxical sleep:* The Dream must continue to lead the Dreamers from scene to scene; the Dreamers perpetually discover new places and new scenes. The Dream keeps on asking them what they expect to find further away, in order to pay attention to what their Desire is; each Dreamers must also pay attention to the descriptions of the other one in order to guess what their Desire might be.

When the Dream asks them, a Dreamer is always free to say they expect to find the fulfillment of their Desire in the next scene, or to modify the description of the current one to integrate it right away. In both of those cases, this Dreamer wakes up and leaves behind him the Dream and the other Dreamer. The game then ends with a short epilogue for each of the characters: the Dreamers describe how they wake up, the Dream how the Dreamer's presence has left traces inside the dream.

A Dreamer can also decide to wake up before having reached their Desire; the game then ends in the same way. A Desire must be considered as a direction guiding the Dreamer (and their descriptions), not necessarily like a goal that has to be reached by any means.