

IMAGINARIUM

CHIMERA

RULEBOOK



Memo from the Management to the handymen

Dear handymen, the Management is closely monitoring the unexplained phenomenon that has been taking place for some time. We now know that you have access to dreams made in the factory, a few fragments that escape from the machines on the conveyor belt. Strangely, this dream crisis has led to an increase in productivity, dreaming seems to have made you more efficient. So we have made the decision to integrate this anomaly into our production lines. We will quickly let you know what is happening as part of our new dream incentive program: Chimera.

The Management of Imaginarium, the dream factory

COMPONENTS

Notice n° 1. Following Management decision, new items are now available to handymen, a complete list of which is shown below.

A board known as the dream track.



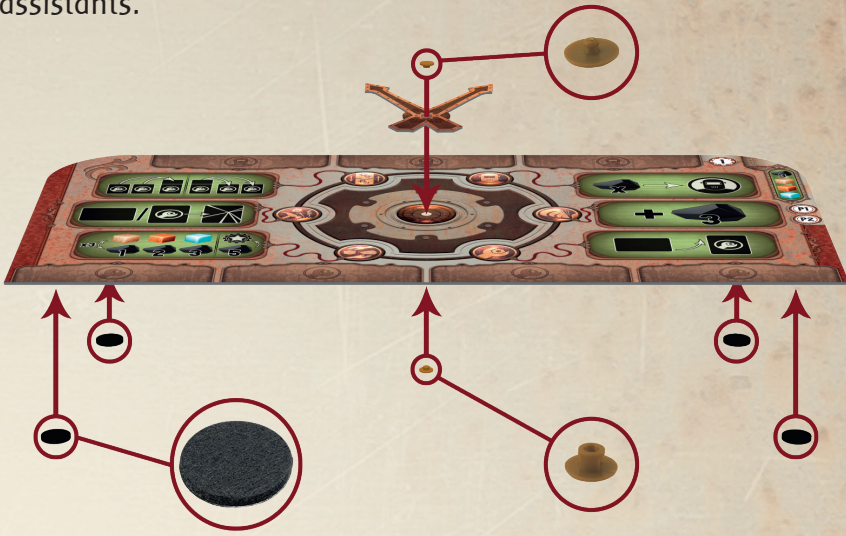
A folding screen to hide the 6th player's resources, charcoalium, and victory points.



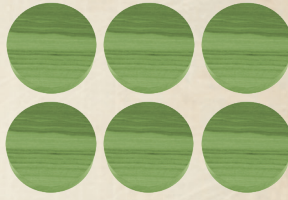
Front

Back

A player board known as a workshop, for the 6th player to select their actions, to store repaired machines, and to keep their assistants.

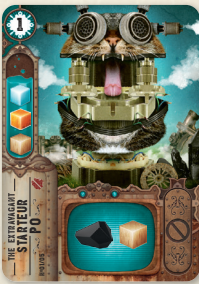


A handyman model and six project completion tokens (for the 6th player).



14 machine cards, divided up as follows:

- 5 Starteurs (production machines)
- 2 Exhausteurs (attack machines)
- 2 Reposettes (defense machines)
- 5 Achievettes (special machines)



Production machine



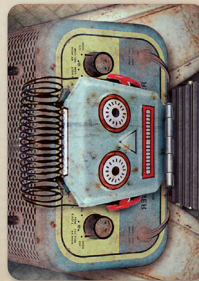
Attack machine



Defense machine



Special machine



Back of a machine card

7 assistant cards, which give you personal advantages.



Front



Back

4 project tiles, which are the main source of victory points.



Front



Back

48 dream fragment tokens, divided up as follows:

- 12 dreams of romance
- 12 dreams of glory
- 12 dreams of escape
- 12 dreams of festivities
- 8 nightmares.



Dreams of romance



Dreams of glory



Dreams of escape



Dreams of festivities



Nightmares



Back



RULES

This rulebook first presents the rules for 2 to 5 players. The use of the 6th player is reserved for team play. Read this first part to be familiar with all the new concepts, and then go to page 10 to learn the specifics related to the game mode in teams of two.

A game of *Imaginarium: Chimera* follows the general rules of the core game, this booklet only details the points concerned by the expansion (to facilitate the consultation of the core rulebook, the location of the reference passage is specified between brackets).

GAME SETUP

[Page 4 of the *Imaginarium* rulebook]

Follow the setup described in the core game rulebook. When you have finished **point 4**, integrate the expansion setup.

4.1 Each player takes a *Starteur* which they place horizontally next to their workshop to show that it is broken. With less than 5 players, the unused *Starteur* are returned to the box and will not be used during the game.



4.2 Shuffle the 9 other new machines, the new assistants and the new projects, together with those of the core game. They are easily identifiable with their distinctive symbol.



4.3 Place the dream track on the left side of the Bric-a-brac. Place the resources, charcoalium and victory points in their reserved spaces. Each player places one of the tokens in their color on the start space of the dream track.



4.4 Mix the dream fragments to form an accessible facedown pile next to the Bric-a-brac.

At the end of point 5 of the core game setup, finish setting up the expansion as follows:

5.1 Place a dream fragment faceup on each machine of the conveyor belt, from left to right, by taking them from the previously created pile. We recommend placing them over the artwork so as not to hide the information essential to your decision-making.



PICKING UP A MACHINE AND ITS DREAM FRAGMENT

Notice n° 2. The Management grants handyman free access to dream fragments, provided that they sign the confidentiality clause (contact Archibald Throgmorton from the legal department).

[Page 7 of the *Imaginarium* rulebook: B2. Picking up a reserved machine]

During the implementation phase, if you have chosen to pick up a reserved machine, take the dream fragment placed on it and place it behind your screen. Then, following the core rules, the bought machine is placed horizontally next to your workshop, to show that it is broken.

AN ADDITIONAL ACTION: DAYDREAM

Notice n° 3. Handyman are encouraged to daydream at their workplace, staring into space with their mouths slightly ajar.

[Page 8 of the *Imaginarium* rulebook: B3. Carrying out two actions]

The core rule does not change, but you now have a new choice. You can decide to give up one of the two actions selected on your workshop to carry out the daydreaming action instead, and this once per turn. You just need to announce it and then apply the following three steps.

1. Place dream fragments

Notice n° 4. Handyman are allowed to hold onto their dream fragments and combine them subject to using the appropriate procedure.

You can place one or more dream fragments that you have previously collected behind your screen. Only one restriction, **they must be different colors**. Take them from behind your screen and place them in line next to your workshop to compose your dream. You can only have one dream in front of you.

2. Move forward on the dream track

Notice n° 5. The Management is organizing a small competition: a crazy dream race with rewards to be won (rules posted in the rest room).

Each dream fragment thus placed moves you one space forward on the dream track. You move an additional space for each fragment of the same color as the last placed, if they follow directly (see example below).

When you pass or stop first on a space containing resources, charcoalium or victory points, take them and place them behind your screen. The other players, who pass this space after you, will only receive one charcoalium (even if this space contains something other than charcoalium during setup). Different paths are possible, choose well!

3. Place a nightmare

Notice n° 6. Incitement to nightmare is tolerated in the strict context of work. For this purpose, handymen are allowed to tell terrifying stories to their colleagues.

You can then place a nightmare on an opponent's dream. When they want to place a new dream fragment, they can only place one, regardless of whether they have several different colors behind their screen.

Example of the daydream action



Turn A: The yellow player chooses to daydream for the first time; they place 3 fragments of different colors to form their dream. They then move forward 3 spaces (1 space for each dream fragment placed).

Turn B: They choose to daydream again and decide to place only one fragment but of the same color as the last one previously placed. They move forward 2 spaces (1 for the fragment placed + 1 as this fragment follows one of the same color).

Turn C: They daydream again and add a red and a green fragment. They move forward 4 spaces (3 for the red fragment + 1 for the green). But they have broken their series of red fragments.

TWO ENRICHED ACTIONS: DISMANTLE AND REORGANIZE

Notice n° 7. "Dreaming is good, working is better." In order to urge handymen to continue working, Management is extending the range of expertise for dismantling and reorganizing actions to include them in the Chimera program.

[Page 9 of the *Imaginarium* rulebook: B3. Dismantle and Reorganize]



Dismantle a machine



Carry out the action as described in the core game rulebook, then:

- If you dismantle one of your **broken machines**, in addition to the resources, take **the first dream fragment** from the pile and place it behind your screen, without revealing it to your opponents.
- if you dismantle one of your **repaired machines**, in addition to the resources, **take as many dream fragments as the level of the machine**. Choose one that you place behind your screen without revealing it to your opponents. Discard the others.

Reorganize your workshop

and your thoughts



Carry out the action as described in the core rulebook book, then, if the last fragment of your dream is a nightmare, you can discard it.

NEW END-GAME CONDITION

[Page 11 of the *Imaginarium* rulebook: C. Checking and resetting]

During the Checking and resetting phase, the game ends:

- if a player has at least **20 victory points**, following the rules of the core game,
- if the token of one of the players has reached or passed **the space marked End of the dream track**, even if no player has reached 20 victory points.

If the game continues, prepare the Bric-a-brac for a new turn by placing a dream fragment on each new machine added to the conveyor belt, not on those already there since the previous turn. If dream fragments are missing, shuffle the discarded fragments to form a new pile.



TEAM PLAY

Notice n° 8. In order to develop a performance-boosting group dynamic, the Management encourages teamwork. Quickly choose your partner!

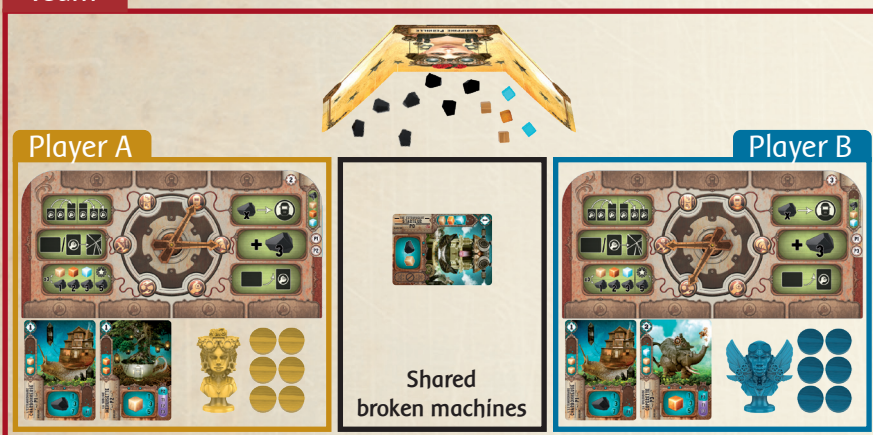
Here are the specifics of the game in teams of two, for 4 or 6 players; the rest of the rules are unchanged.

GAME SETUP

[Page 4 of the *Imaginarium* rulebook]

Players from the same team sit together. They will share: the screen and all that is hidden behind it (resources, charcoalium, victory points, dream fragments), the broken machines as well as the dream they will elaborate together.

Team



Follow the setup as described in the core game rulebook. When you reach point 3, substitute points 3 and 4 of this rulebook instead of those in the core game rulebook.

3. Each player takes their own workshop as follows:

	Team 1	Team 2	Team 3
4 players	Workshops 1 & 4	Workshops 2 & 3	
6 players	Workshops 1 & 6	Workshops 2 & 5	Workshops 3 & 4

They take the machines and place them on the reserved spaces of their workshop, these are already repaired on delivery. They take the charcoalium and resources indicated on their workshop.

4. Each player chooses a model, places it on the initiative track and takes the corresponding colored tokens. The team chooses one of their corresponding folding screens that they then place between

the two players to conceal their resources and their charcoalium, and later their dream fragments and victory points. The players will need to decide together how they will each use them during their turn. The unused screen is replaced in the box.

4.1 Each team takes a Starteur and places it in the broken position between the two workshops. During the game, all broken machines are common to both players. One of them can buy a machine that can later be repaired by their teammate.

4.2 Shuffle the 9 other new machines, the new assistants and the new projects, together with those of the core game.

4.3 Place the dream track on the left side of the Bric-a-brac. Place the resources, charcoalium and victory points in their reserved spaces. Each team places the token corresponding to the color of their chosen screen on the start space of the dream track. A team develops a common dream, the players will have to work together to place the dream fragments and move forward on the track.

4.4 Mix the dream fragments to form an accessible facedown pile next to the Bric-a-brac.

At the end of **point 5** of the core game setup, finish setting up the expansion as follows:

5.1 Place a dream fragment faceup on each machine of the conveyor belt, from left to right, by taking them from the previously created pile. We recommend placing them over the artwork so as not to hide the information essential to your decision-making.

GAME RULES

Notice n° 9. The foundation of successful team bonding? Look together in the right direction, the direction of victory (this is a message from the Human Resources department).

Each turn follows the core rules, the players take their turn in the order indicated by the position of the models on the board. The active player is advised to consult with their teammate in the making of decisions. However, the choices of each player are individual and in case of disagreement, each can follow their own instinct as the active player is the decision-maker.



COMPLETING PROJECTS

[Page 11 of the *Imaginarium* rulebook: B4. Completing projects]

During this phase, if the active player can complete one or more projects, they place one of their colored tokens on the project and take the corresponding victory points. These points are placed behind the screen and count towards the team's total score. Their teammate, during their turn, can complete the same project if they fulfill the conditions required at that time. The core rule remains unchanged; they earn one point less for the same project as they are not the first to validate it.

END OF THE GAME

[Page 11 of the *Imaginarium* rulebook: C. Checking and resetting]

During a game in teams of two, the final objective of each team to end the game is to have 25 points, except of course if the token of a team reaches or passes the space marked End on the dream track.

The effects of the **attack** and **defense** machines

The **attack** machines that attack elements common to players on the same team, target the team and not each individual player (the Swaglifteur, the Conifurglar, the Coppobanditeur, the Cryswindler and the Exhausteur). On the other hand, the effect of the Tanglette is to be applied to each individual player.

The **defense** machines that protect elements common to players of the same team, protect the whole team (the Locketeur, the Padlocette, the Reposette). The Patenteur protects the entire team from theft of charcoalium and resources, but only protects the player who owns it from the Tanglette. It does not protect against the theft of dream fragments.



DESCRIPTIONS

NEW ASSISTANTS



Once per turn, at the beginning of your implementation phase, you can take a dream fragment from one of the non-reserved machines in the Bric-a-brac. Place it behind your screen. This dream fragment will not be replaced during resetting.



You are allowed to place several dream fragments at once after a nightmare as long as they are different colors.



You are allowed to dismantle **special** machines.



When you dismantle a broken or repaired machine, take a dream fragment in addition.



When you dismantle a broken machine, receive 3 additional charcoalium.



When you dismantle a broken machine, earn an additional 1 VP.



When you dismantle a broken machine, receive all the resources that are needed to repair it, regardless of its level.



NEW MACHINES



The Starteur (P0) produces 1 charcoalium and 1 wood.

No possible combination.



The Exhausteur (A7) steals a fragment of a dream from other players. Each of the other players or each of the other teams must submit a dream fragment from behind their screen. This can be a nightmare. Collect 1 of those submitted and place it behind your screen. The rest of the dream fragments are discarded.

If a player does not have a dream fragment behind his screen, the Exhausteur has no effect on him.

No possible combination.



The Reposette (D4) protects the player or the team that owns it against the theft of dream fragments and against the placement of a nightmare. No opponent can steal dream fragments from you or place nightmares in your dream.

Combinable with: any other **defense** machine even if the **defense** machines of the core game do not have the indication D4 on their card.



The Achievette (S4) allows you each turn, during the phase of using the machines, to add a dream fragment from behind your screen to your dream. If you don't have a dream fragment to place, the Achievette has no effect.

A **single** Achievette enables you to place 1 dream fragment per turn.

Two combined Achievette enable you to place up to 3 dream fragments of different colors per turn.

Combinable with: Achievette.

NEW PROJECTS



You must have at least 2 **special** machines, combined or not, in your workshop, (reminder: the Recyclateur cannot be combined).



You must have at least 5 wood, 5 copper and 5 crystals behind your screen.



You must make up a dream that includes at least 3 consecutive dream fragments of the same color.



You must have at least one **production** machine, one **transformation** machine, one **attack** machine, and one **defense** machine spread over at least 4 spaces in your workshop.

REMINDER

Daydream Action

1. Place one or more dream fragments of different colors.
2. Move forward on the dream track.
3. Place a nightmare.

Dismantle Action

Broken machine: take the first fragment from the pile.

Repaired machine: take as many fragments as the level of the machine, keep 1.

Reorganize Action

If the last fragment of your dream is a nightmare, you can discard it.

Dream track

The first player on a space takes the reward.

Following players take 1 charcoalium.

