

„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.

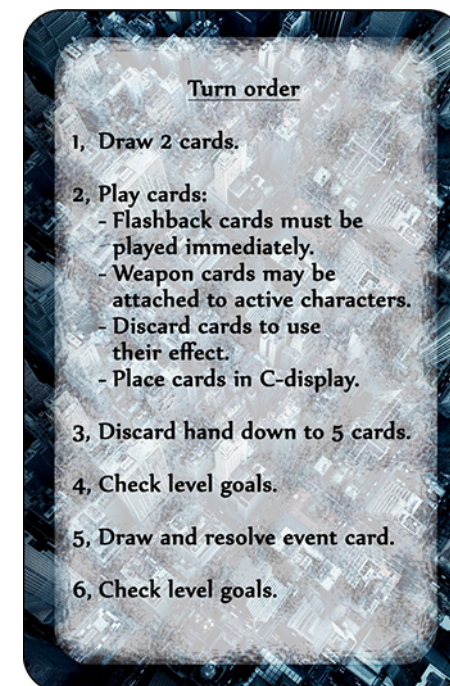
3

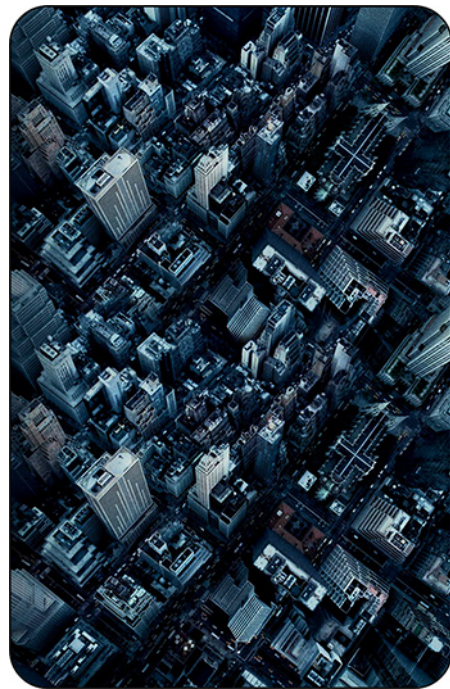
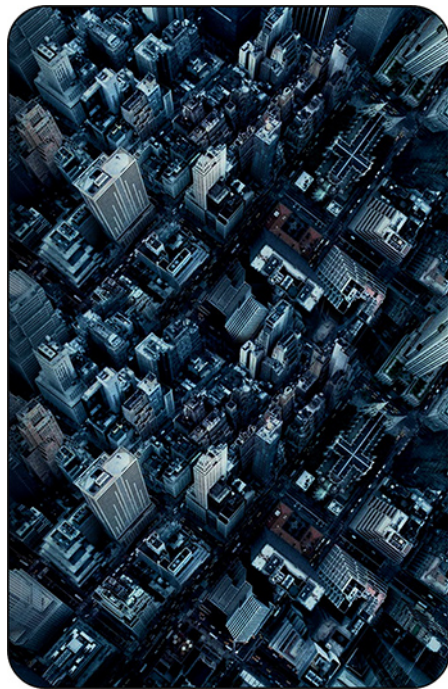
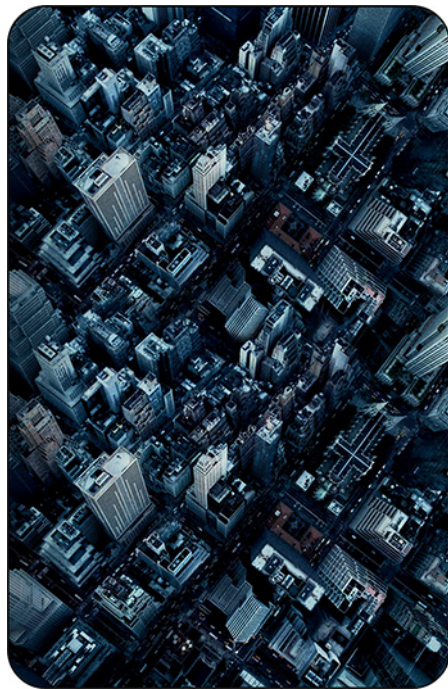
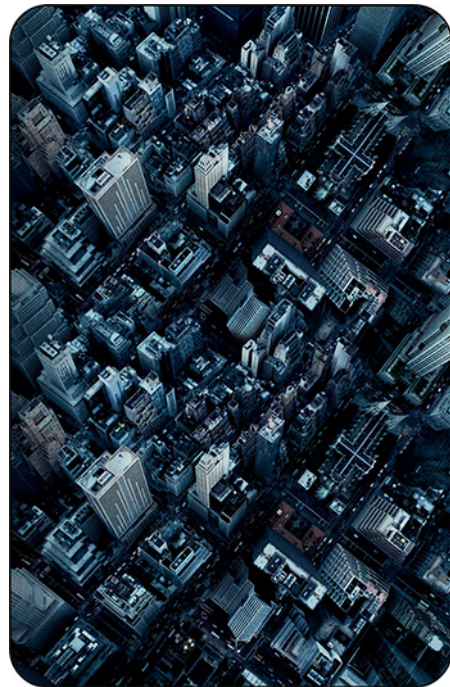
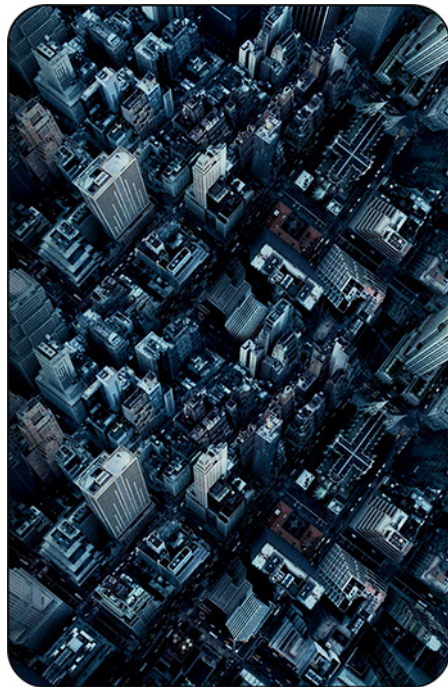
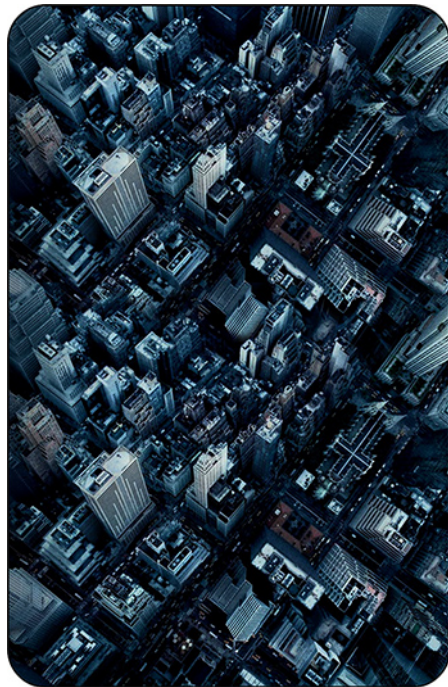
First Aid

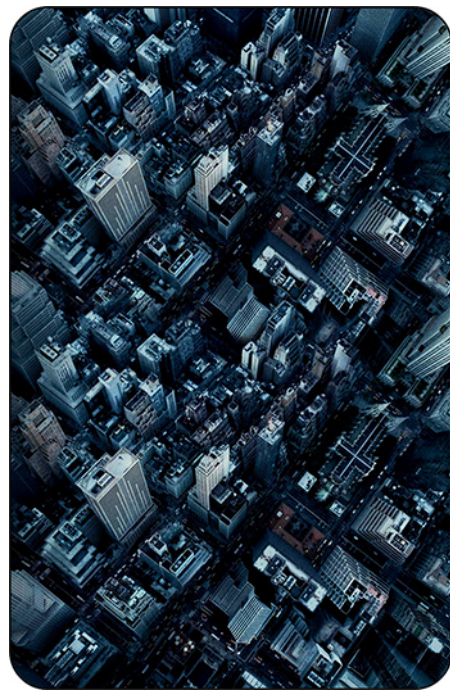
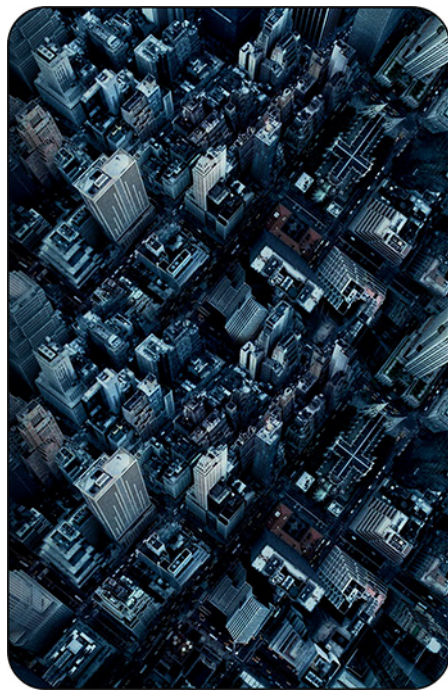
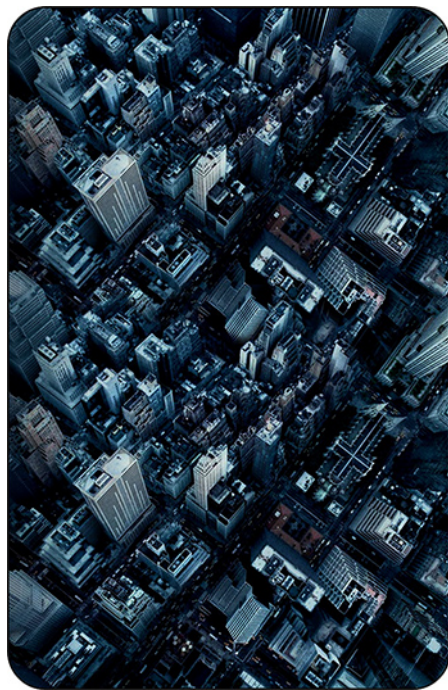
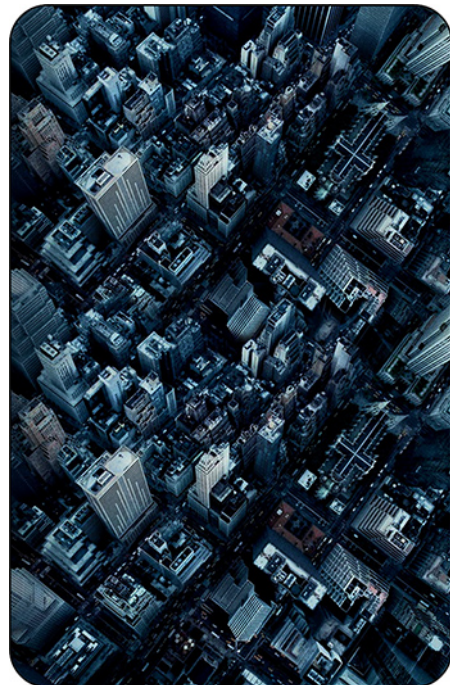
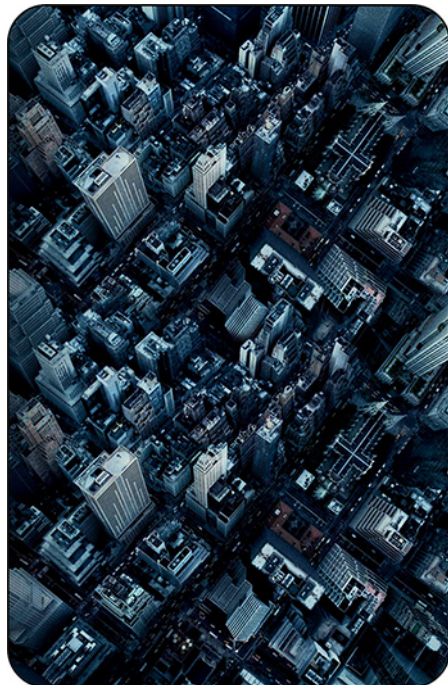
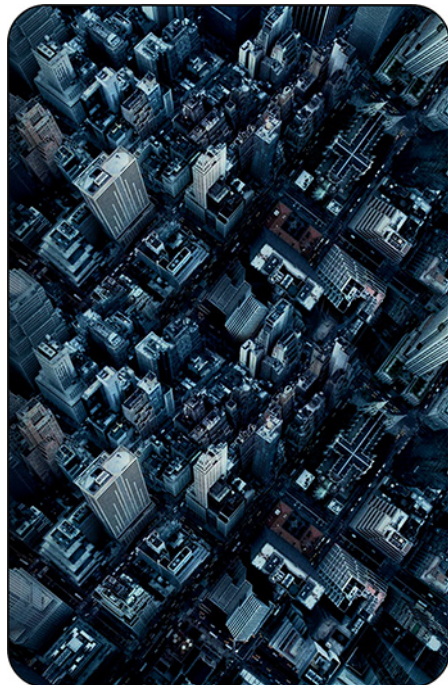


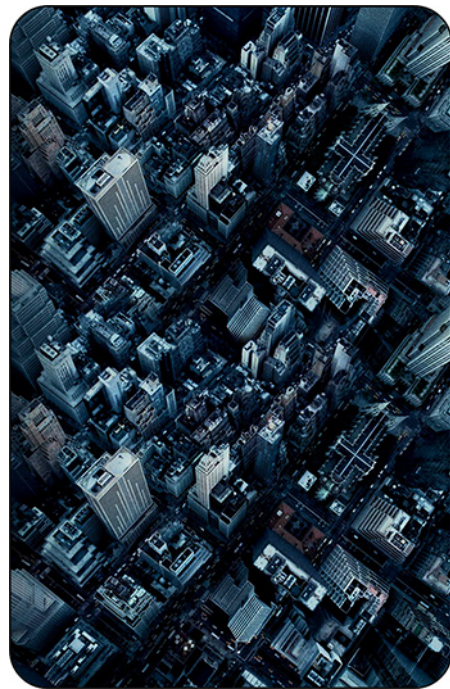
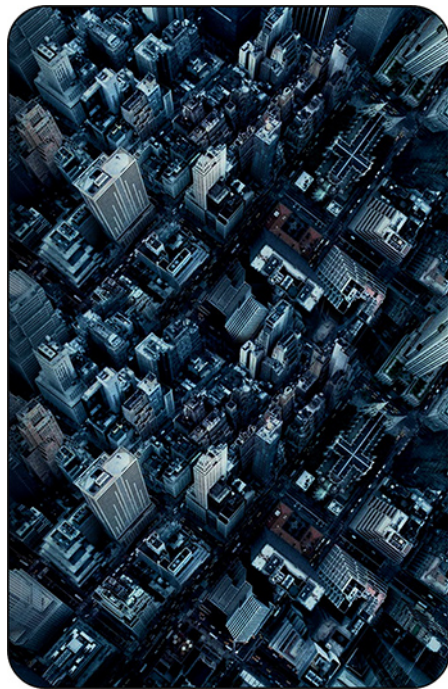
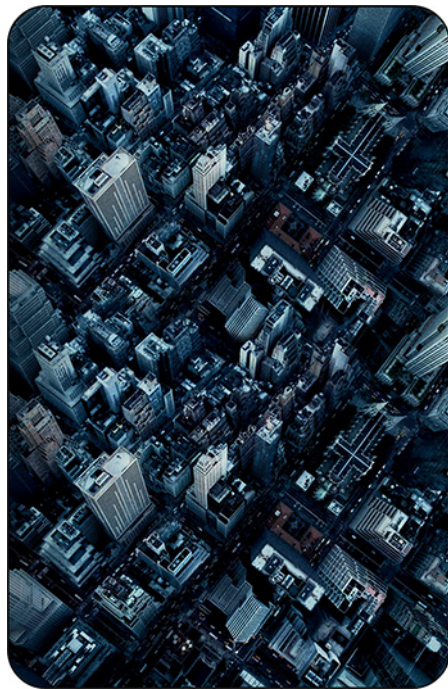
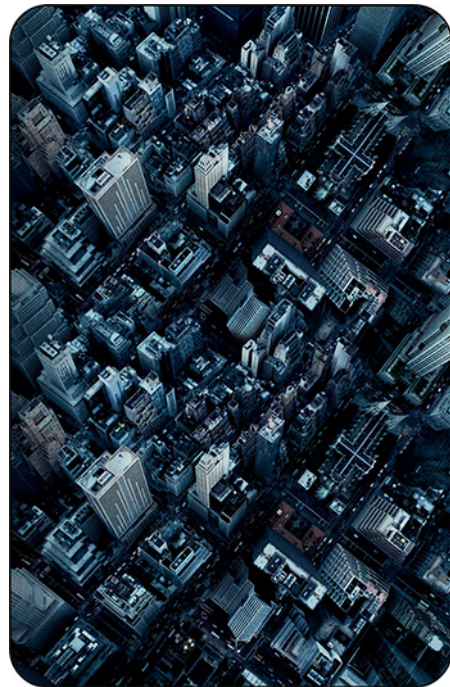
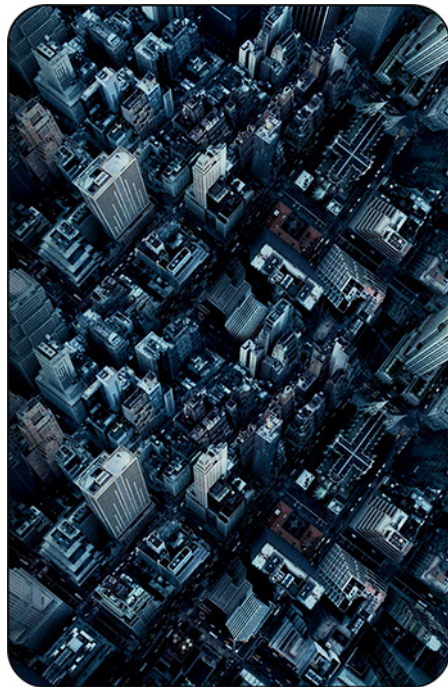
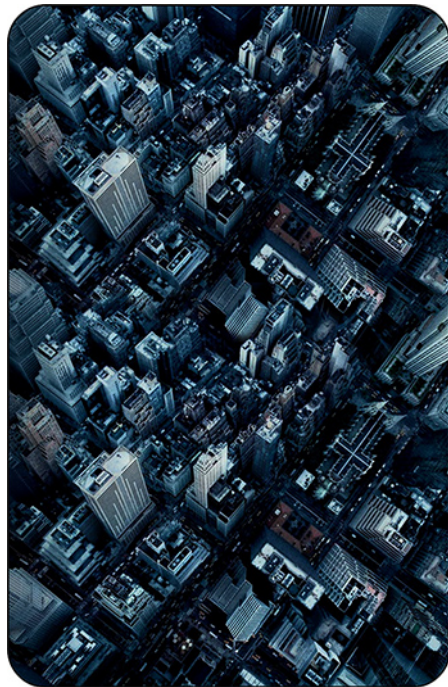
Any active character .

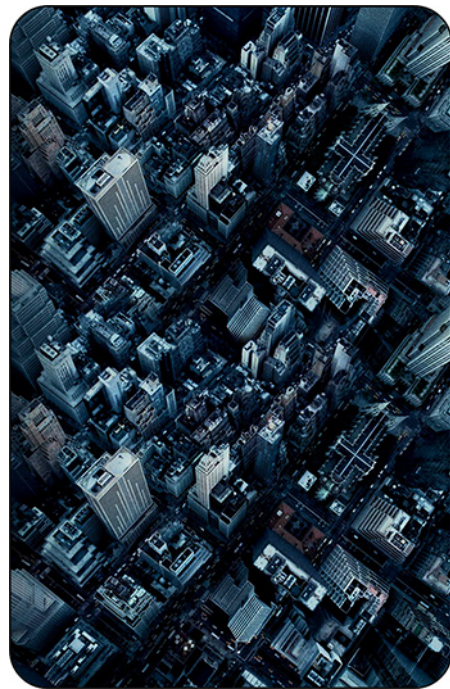
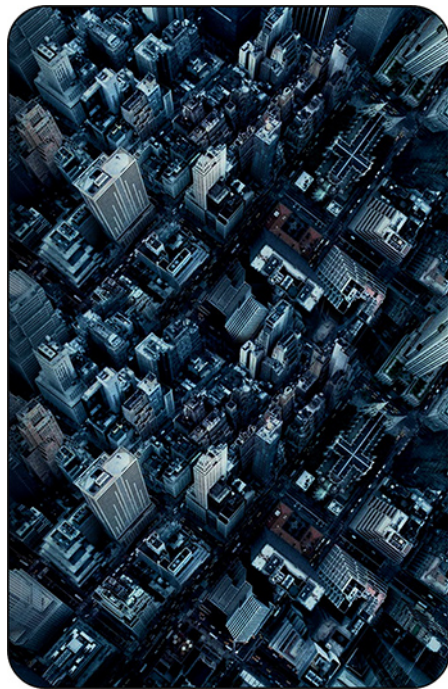
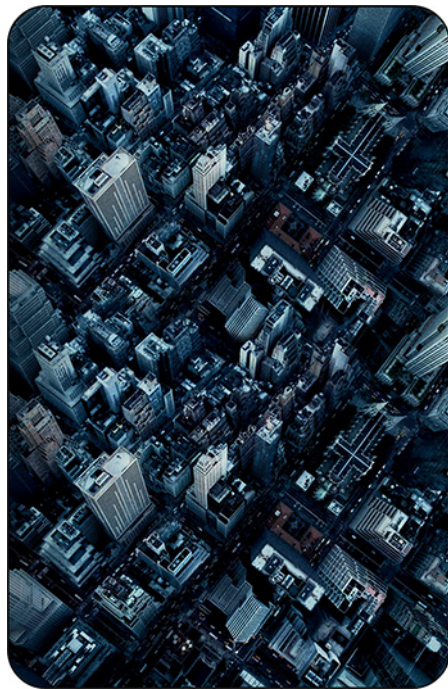
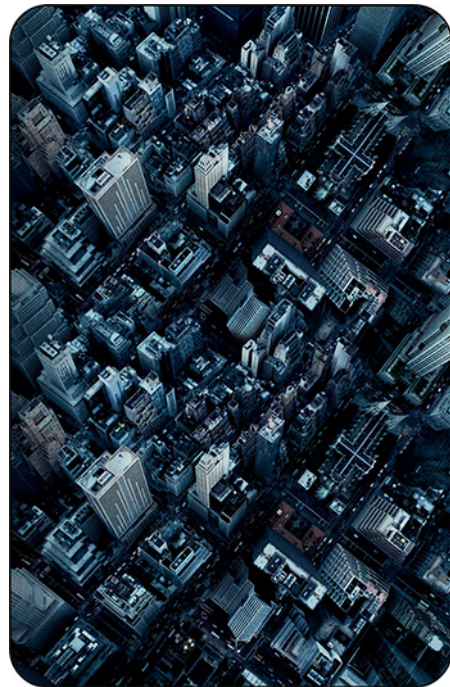
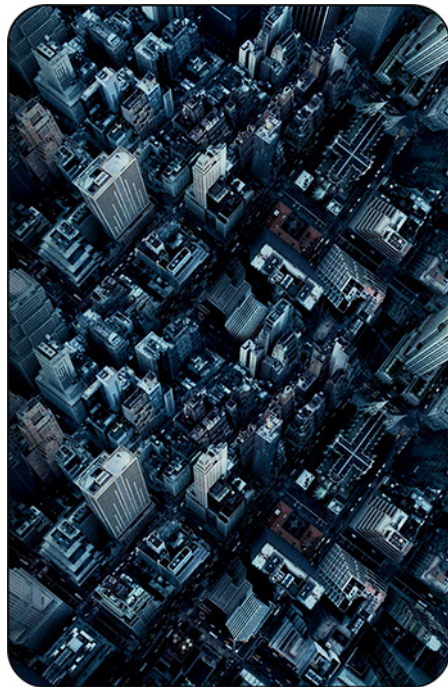
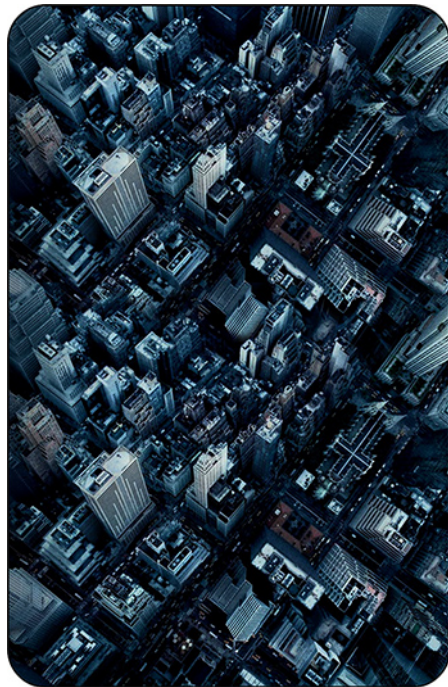
3

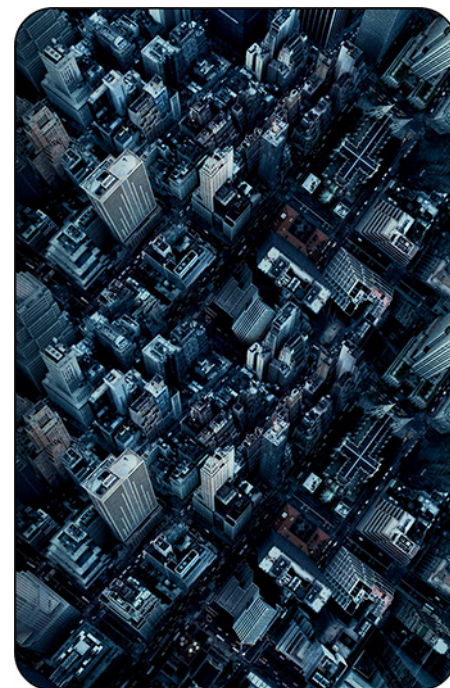
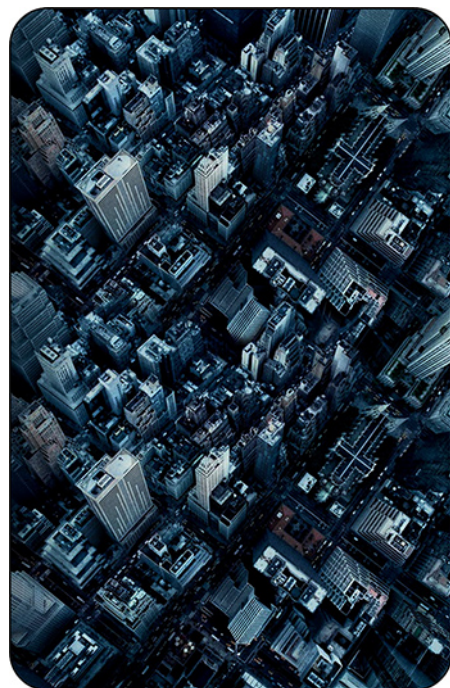
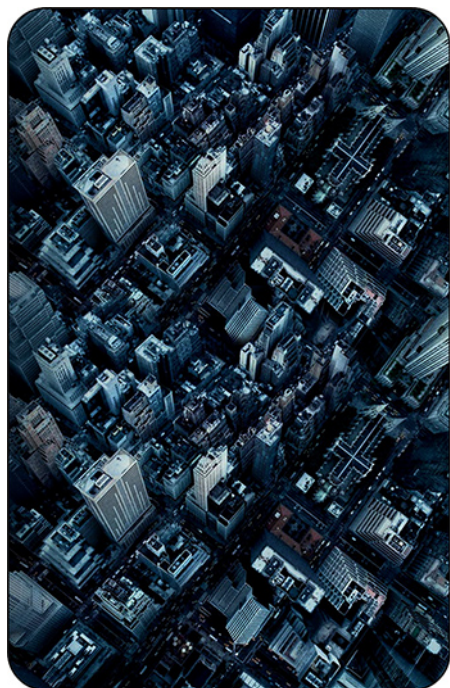












Calculations

? Strength:
= attacked character's strength
+ strength value of all cards
attached to this character
+ strength gained by playing
R reaction 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 reaction cards
+ C-points gained by using
character's abilities
+ C-values (bottom center)
of cards discarded from the
C-display

