

Components

240 cards



Item cards



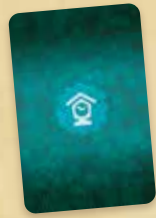
Companion cards



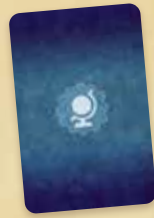
Quest cards



Adventurer status cards



Local status cards



Global status cards



Event cards



Location cards

1 adventurer board



1 adventurer board

1 adventurer figure



1 adventurer figure

12 skill marks



6 small and 6 large skill marks in 6 colours

11 tokens



1 prestige token

8 timer tokens (4 pairs)

2 quest tokens

4 dividers



3 library dividers

1 save slot divider

2 documents



1 achievement sheet

1 expansion booklet

New rules

Setup and multiple adventurer special abilities

During setup, if you have unlocked additional 000 cards, choose one to keep and return the rest to your adventurer's save slot. You may choose a different one for each game. If you play multiple games in a row, remember to take all cards from your adventurer's save slot between games.

Co-op travel mode

Added in the 3rd printing of the base game

If you want to make it easier to travel together in co-operative play, you can resolve your travels in a shared travel phase where everyone resolves their moves freely. This phase is considered to be everyone's turn. Afterwards, each player resolves a scene as normal.

This makes certain skill checks easier by allowing you to partner more regularly, so we recommend also using the challenge mode below if you like to travel together a lot.

Challenge mode

Added in the 3rd printing of the base game

If you want the game to be more challenging, when playing with the co-op travel mode for example, you can enable the **challenge mode** in the storybook settings. It makes the skill checks more difficult in scenes where you can have a partner. The minimum number of successes required in these challenge **skill checks** is raised by one, as shown below.

Difficulty	Easy	Medium	Hard	Unknown
Regular skill check	1★	2★	3★	?★
Challenge skill check	2★	3★	4★	?★

Credits

Base game design: Sami Laakso, Seppo Kuukasjärvi

Expansion design: Sami Laakso

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Special thanks: All 3115 Gamefound backers, who made this expansion possible. You're dreamy!

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LANDS OF GALZYZR DREAMS & MYSTERIES

Welcome to **Dreams and Mysteries**, the first expansion to Lands of Galzyr!

The expansion adds a lot of new content to the base game. This booklet guides you through integrating it into your game, after which you can enable the expansion content in the digital storybook and continue playing. To prevent spoilers, avoid reading the cards beforehand!

The expansion also introduces a new adventurer to the game. It gives you one more save slot to use if you want to play a different story or with a new player. This also makes it possible to play the game with more than 4 players at once, but keep in mind that the game length and downtime between one player's turns will increase.

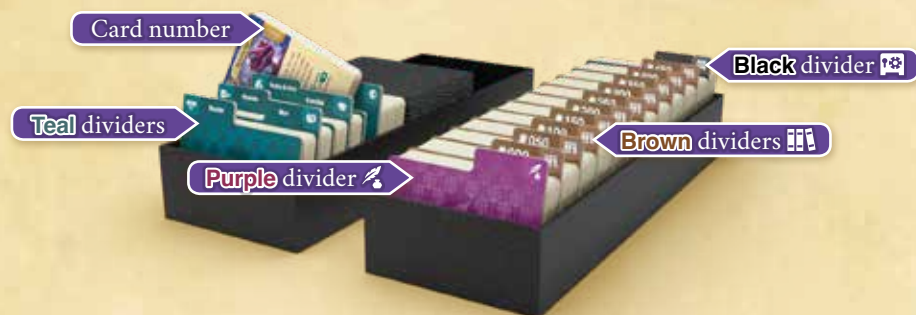
Have fun exploring the mysteries!



Noko and Umi are a seafaring agama-and-frog duo who move from port to port as easily as valuables from others' pockets to theirs. Like brother and sister, they've learned to rely only on each other in the tempests of their lives. Some things keep hiding from them, however, and they've set their course to Galzyr for answers.

Expansion integration

Follow the instructions below carefully to integrate the expansion into your game. You can do it as long as you have organised the base game's cards into the trays, regardless of how many times you have played the game. Just make sure that all old cards are currently in the trays.



1 Remove the packaging from all decks. Resolve the steps 2 to 7 to organise all new cards into the card trays. Some new cards have the same number as old cards. The relative order of cards with the same number does not matter.

2 Place the new teal divider in front of the teal divider with the globe icon. Place cards **Dynamic Duo** 000 and **Alone Together** 111 behind the divider.

3 Take cards 364 – 373 (10 in total).

- If you have played the game a lot and want to experience only new quests for a while, shuffle these and place them directly behind the purple divider.
- Otherwise, shuffle these together with the cards behind the purple divider and place the cards behind the same divider.

4 Take these 24 cards (all have an adventurer's icon):

All 000 069 071 076 236 238 421 423 (10 cards) 070 074 230 237 239 422 424

Place them behind the black divider in ascending numerical order with any old cards.

5 Shuffle cards 432 and 433 together with the cards with the same red back and icon from behind the teal divider. Place the cards behind the same divider.

Only do this if you have played the base game. Otherwise, skip to step 7.

Check if each adventurer has completed their starting quest, meaning they do **not** have a card with the listed name in their save slot.

- If Bumir has completed **Buried Secrets** parts 1–3, take 434
- If Mor has completed **Chasing Legends** parts 1–3, take 435
- If Aysala has completed **Friend in Need** parts 1–3, take 436
- If Keridai has completed **Test of Will** parts 1–3, take 437

Only do this if you have already integrated the second expansion

- If Yamej has completed **Lost Soul** parts 1–3, take 438

Shuffle these into the event deck in the global save slot.

7 Place the 3 new brown dividers and the remaining new cards to their correct spots in the library based on their numbers.

To prevent spoilers during integration, **avoid reading the cards**. Only the card number matters, and in specified cases the adventurer icon next to it or the card's name. Keep cards in the library and the vault in numerical order.



Resetting the game

If you want to reset an individual adventurer or the whole game after you have integrated the expansion, follow the instructions below. Your rulebook might not include instructions for Noko & Umi and other expansion content. You can reset only between games when all cards are in the trays.

Reset an adventurer

Take all cards from the chosen adventurer's save slot.

Return the listed 000 card to the save slot:

1 **Unyielding Spirit** **Deep Intuition** **Soar in the Sky**
 Power of Mind **Dynamic Duo**

Place any other 000 cards to the vault.

Resolve **abandon** effects of all quests. Note that the noticeboard and the event deck are currently in the global save slot in case any effects put cards in those.

Place the rest of the cards to the library.

2 Move the 111 card with the adventurer's icon from the library to their save slot.

3 If the listed card is not already in the vault, move it there (from the library or any adventurer's save slot).

296 297

Only do this if one location card in the global save slot has the adventurer's icon (next to the card number). Otherwise, skip to step 5.

Take the listed location cards from the vault:

4 070, 230 076, 238, 239
 069, 421, 422 074, 236, 237
 071, 423, 424

Swap one of the cards with the card with the same number and the adventurer's icon in the global save slot. Do the same for the remaining cards and their counterparts in the library.

Place the swapped-out cards (with the adventurer's icon) to the vault.

5 Take all cards with the adventurer's icon (next to the card number) from the global save slot and other adventurers' save slots.

Read the cards, resolve their save effects, and then place them to the library.

6 Set the adventurer's gold to 10 and reset their skill marks as shown below:



Reset the whole game

1 Move **all** cards to the library:

- From the vault
- From the quest slot
- From all save slots

2 Roll the 12-sided die, and move the card with the rolled number from the library to the global save slot.

3 Take these 28 cards from the library:

- 064 – 089, skipping any cards with an adventurer's icon next to the card number (26 in total)
- 432 and 433

Shuffle the 14 event cards before placing all 28 cards to the global save slot.

4 Take these 32 cards from the library:

- 127 – 148 (22 in total)
- 364 – 373 (10 in total)

Shuffle them and place them to the quest slot.

5 Move the 3 frontmost cards from the quest slot to the global save slot.

6 Move each listed 000 card from the library to that adventurer's save slot:

Unyielding Spirit **Deep Intuition** **Soar in the Sky**
 Power of Mind **Dynamic Duo**

7 Move each 111 card from the library to that adventurer's save slot.

8 Take these 32 cards from the library:

- All remaining 000 (10 cards)
- 296 – 299 (8 cards)
- These individual cards (14 cards, all have an adventurer's icon):
069 071 076 236 238 421 423
070 074 230 237 239 422 424

Place them to the vault in ascending numerical order.

9 Set each adventurer's gold to 10 and reset their skill marks as shown below:



! These reset instructions do not cover the second expansion's content.

