

# ONIRIA

## COMPONENTS

32 SOMBRAS CARDS:

El Cadejo Negro x7

El Charro Negro x7

La Lechuza x7

La Llorona x7

Score Cards x4



14 SOÑADORAS CARDS:

Otomi x7



12 SENDAS DE LOS NAUALES CARDS



## CONCEPTS

Oniria features a **Soñadora**—the *one who dreams*—on an initiatory journey. She must complete her path and reach awakening at the end of the seven **Sendas**—*spiritual roads*. Standing in her way are **Sombras**—*nightmares*—who will try to trap her in their torments. However, only one of these Sombras will ultimately prevail and imprison the **Soñadora**.

We are drawn into a symbolic confrontation between the stories of peoples who lived before the Mexica and Spanish invasions, and hybridized myths born from the blending of local beliefs with those imported from the Iberian Peninsula.

## COUNTING IN MAYA

In Oniria, for better immersion and out of respect for the cultures represented, we count in Maya. Don't worry, it's very simple—just add the different symbols:

conch shell = 0



Each dot = 1



Each bar = 5



## OBJECTIVE OF THE GAME

Between 3 and 5 players face off in this trick-taking game. In each round, one player takes on the role of the **Soñadora**, and the others play as **Sombras**. Roles rotate in such a way that each player becomes the Soñadora once.

The dreamlike journey therefore unfolds over as many rounds as there are players. At the end, the player who has scored the most points wins the game.

## SETUP

Each player chooses a deck of cards. One takes a **Soñadora** (cards 7 to 11), the others take a **Sombra** (cards 0 to 5), along with their score card placed in front of them on 0.

Shuffle all the **Senda de los Nahuales** cards and lay 7 of them horizontally, *dark side up*, in the center of the table to form an *initiatory journey*. Make sure to place the bottom of each **Senda** on the side of the table closest to the **Soñadora**.

## GAME RULES

### THE SCORE CARD



The score card works as follows: place the "zero" side facing you.

When you score a point, flip the card so that the "one" side is facing you, then rotate it to increase the score further if needed during the round.

Additionally, you may notice that each Sombra has a special rule that allows you to earn bonus points at the end of each round.

#### SPECIAL CASES:

In Mesoamerica, the concept of time is predominantly cyclical. To reflect this, round 4 (or round 5 in a 5-player game) is considered to come before round 1, which itself comes before round 2...

#### SENDA DE LOS NAUALES (initiatory path)

The **Senda de los Nahuales** represents the path the **Soñadora** must take.

Each **Senda** may include placement constraints that prevent players from playing the indicated card(s).



In this case, the Sombras cannot play cards with a value of "2" or "3".

The **Soñadora** cannot play a card with a value of "8".

## CONSTRAINTS AND PENALTIES

If a player has no other choice (or makes a mistake) and plays a card whose value is prohibited by a constraint, then that card has a power of 0.

In addition, the player incurs a penalty of -1 point from their round total.

**Exception:** if a **Soñadora**'s power adds a constraint that forces a Sombra to play a forbidden card, they do not suffer the penalty.

#### SOMBRA AND SOÑADORA CARDS

The **Soñadora** and **Sombra** decks are **asymmetrical**. And each deck is unique.

**1** Trick power of the **Sombra** card.

**2** Special power of the **Sombra** card.

**3** Trick power of the **Soñadora** card.

**4** Special power of the **Soñadora** card.

cards, she wins the trick and flips the **Senda** to its *light side*, then the next trick is played.



Example: two **Sombras** play a "2" card with the "triple 2" power and the third plays a "2" card without a power—the effect is activated.

#### SPECIFIC VOCABULARY:

-The term **-scores-** refers to the score sheet. You score a point for the round.

-The term **-gains-** refers to a bonus usable during a trick to increase a card's power.

#### SPECIAL CASES:

-If a **Soñadora** reclaims a trick she had lost, the **Sombra**(s) who had scored points keep them.

-Powers that duplicate other powers' effects may only duplicate a power containing the relevant  icon.

-A card may override a rule. Its effect therefore takes precedence over what you are currently reading.

## AGAME

A full game consists of **as many rounds as there are players**.

## A ROUND

Each round consists of 7 tricks. At the end of each round, the points scored by each player are recorded.

*The procedure for a trick is explained in the "A Trick" section of the Concepts.*



**Leave the trick visible around the **Senda**.** Each player must be able to remember the cards that have already been played at all times.

Then play the next trick.

## SPECIAL POWERS

Some **Sombra** and **Soñadora** cards have powers that **activate under specific conditions**. These conditions must be met and the power resolved. If a play order is necessary, the **Soñadora** is always considered the *"first"* player.

If she **only wins 3 tricks**, she scores **just 1 point**.  
If she **wins 2 tricks or fewer**, she scores **no points**.

The **Sombras** score the points earned throughout the round, and

may add the bonus shown on their score card at the end of the round if they meet its condition.

#### END OF THE ROUND

Write the points on a piece of paper (or use the example score sheet provided), collect all the cards from your deck, then pass your deck to the player on your left. Roles therefore rotate for each player.

Shuffle all the Senda de los Nahuales cards (including any left out during setup) and place 7 new ones randomly in the center of the table.

#### END OF THE GAME

A game of Oniria ends when every player has played as the Soñadora once. At this point, total up the points from all the rounds to determine the winner.

In case of a tie, the player who scored the most points while playing as the Soñadora wins the game. If there is still a tie, the tied players share the victory.

#### THREE-PLAYER GAME

Each player plays as a Sombra, and the Soñadora is placed collectively via a draft that occurs at the beginning of each round after the Senda de los Nahuales cards are laid out.

The first player takes the Soñadora deck and secretly selects a card, placing it face down next to the Senda of their choice, respecting placement constraints. Then, the deck is passed to the player on their left, who does the same, and so on until six cards have been placed. The final card is placed face up in the last slot.

All the Soñadora deck cards are thus placed by the players in front of the different Sendas before tricks begin.

Note: In case of a placement error during the draft, the round is invalidated and must be replayed. So place the Soñadora cards carefully.

A three-player game is played over three rounds.

#### FIVE-PLAYER GAME

Prepare and play the game in the same way as a four-player game, with the following differences:

-The fifth player becomes the fourth Sombra.  
-Triple powers become quadruple powers, and the Soñadora adds +3 to the value of all her cards and to all her placement constraints.

This is not written on each card to avoid clutter, but it's recommended to place the corresponding player aid in plain view so everyone remembers easily.

A five-player game is played over five rounds.

#### DOWNLOADS

You will find the following on our website [yeastgames.com](http://yeastgames.com):

-This rulebook, which may be updated if necessary.  
-A score sheet to record the points from the different rounds.

#### OPTIONAL RULES

##### CARD COUNTING

Once all players are familiar with the game, you may place completed tricks face down after they have been resolved.

##### LA RAZA CÓSMICA

La raza cósmica, a concept introduced by José Vasconcelos in 1925, aimed to promote racial mixing in response to European and U.S. imperialist racism.

But under the guise of universality, this concept hides the internal power structures within Mexico and imposes an elitist and assimilationist vision, denying the autonomy of Mesoamerican peoples in favor of an authoritarian synthesis—far from the emancipation envisioned by the Mexican Revolution.

To represent this, you can play a variant of the Soñadora. Choose

whichever cards you want from each Soñadora, while keeping the normal power distribution of a deck. And play.

#### THE END

If you encounter a problem or need replacement parts, contact us: [yeastgames.sav@gmail.com](mailto:yeastgames.sav@gmail.com)

#### CULTURAL INSERT

##### COLLABORATION

We would like to thank Daniel and the Dar Otomi collective, who allowed us to access their culture and writing system, and to share them with you through this game.

We produced and sent several copies entirely in Otomi as a contribution to something we care deeply about. Everyone should have the right to play in their own language.

And this is all the more important knowing that only about a thousand people today are able to read and write in the Hñähñu language.

We would like to clarify that this collaboration was based on barter—we offered games in Otomi in exchange.

##### IN BRIEF

##### THE SOMBRAS

El Charro Negro, is an elegant rider dressed entirely in black, haunting Mexican roads at nightfall. He is said to offer pacts in exchange for wealth, but those who accept often end up damned. A mysterious figure blending rural traditions, Catholic beliefs, and colonial legends, he embodies the dangers of ill-gotten power.

El Cadejo Negro is a spectral dog with red eyes, wandering at night along lonely paths. He follows travelers to mislead them, frighten them, or even lead them to their doom—unlike his white twin, who is protective and benevolent. Originating from popular beliefs in

southern Mexico and Central America, he represents the struggle between vigilance and the fall into darkness.

La Llorona is the ghost of a woman who roams crying for her drowned children, whom she allegedly killed in a moment of despair. Her heartbreaking wail echoes near rivers and lakes, bringing misfortune to those who hear it. A symbol of collective trauma intertwining motherhood, guilt, and colonization, she has haunted the Mexican imagination for centuries.

La Lechuza is a nocturnal creature, half-woman and half-owl, who silently glides over villages to cast curses or abduct the unwary. Some say she is a transformed witch, returning to take revenge or spy on the living. Found in the beliefs of northern Mexico, she embodies the fear of the unseen that prowls in the night.

#### THE SOÑADORAS

The Soñadora Otomi (Ar'winxuts'i) is a woman who is initiated into the forces of nature and the wisdom of the elders. She undertakes a long initiatory journey, sometimes lasting a lifetime. When she reaches a state of wisdom and deep understanding of natural energies, she becomes Ar Bädi.

In Oniria, the Ar'winxuts'i faces trials along a mystical path called Ar'ñuu ya'boxúdi, the path of shadows.

La Soñadora Maya (Aj Rilaj Q'ij) is a woman guided by the stars and sacred cycles. She learns to read the signs of the Tzolk'in, the calendar of destiny, and to listen to dreams as messages from the ancestors and the gods. Her path is one of offerings, silence, and visions, until the day she becomes Aj Q'ij, the one who enlightens others with her words and wisdom.

In Oniria, the Aj Rilaj Q'ij follows the B'el Ajawil—the path of the inner lord, a path of truth, crossed by shadows.

#### Why «Senda de los Nahuales»?

In Oniria, each dreamer follows an initiatory path unique to her culture, guided by spirits that protect or challenge her. The term Senda de los Nahuales unites these journeys under a common name, inspired by a word that has become transcultural in Mexico, where *nahual* refers to a companion spirit or magical double. It is along these shared paths that dreams awaken... and shadows emerge.



## ONIRIA

### DONDUHWE

Gar doni ar k'ax'ti,  
gar hmi ar hyadi,  
gar ñuni ar nzaki  
Gar tsibi xi nthüsú  
gar doni ar t'itho  
né ar ndáte xi doontho.

Auteur: Daniel Pérez Domínguez



### CEMPASÚCHIL

Flor dorada,  
Rostro del sol,  
Aroma de vida.  
Luz sagrada,  
Flor de la esperanza,  
Y de la muerte florida.



## CRÉDITS

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### EDITING, ASSEMBLY, WOOD PRODUCTION & DISTRIBUTION

Ourselves

Our thanks to the 80 people who made it possible to fund and produce this game. Without you, this game would not exist. Special thanks to Yannick, Rémy, François, Sébastien, Michel, Damien, Jérémie, Tayeb, and Faus-tine for their proofreading; to all the people who playtested and gave feedback on Oniria—you helped us develop this game; and especially to Wil and Franck for their ideas on the rules.



-Radicalement ludique-

Rulebook – version 1.2