

Dream Commons Poker

ドリームコモンズポーカー

Game Type Competitive
Difficulty Level ★★★★★

Game Overview

This is a game where players combine their hand cards with the cards on the table to form the best possible hand (a combination of Dream Powers) that matches their Dreamer.

Number of Players & Playtime

2 to 4 players
15 to 30 minutes

Cards to Be Used

12 Dreamer Cards
66 Dream Power Cards

How to Win the Game

At the end of the game, players compare the strength of the hands they have created using their hand cards and the cards on the table.

The player with the strongest hand wins. If multiple players have hands of the same strength, the winner is determined based on special marks, the Dreamer's weather, and other conditions.

Game Setup

① Create the Draw Pile

Shuffle the Dreamer Cards and Dream Power Cards separately, and place them face-down in the center as two separate decks.

② Distribute Hands

Each player draws one Dreamer Card and four Dream Power Cards, keeping their hands hidden from others.

③ Set the Table Cards

Draw 5 Dream Power Cards from the deck and place them face-up in the center.

④ Decide the Turn Order and Number of Turns

Decide the number of turns for the game (5 to 10 turns is recommended). Determine the turn order by any preferred method.

How to Use Rainbow & Special Mark Cards

Rainbow counts as one "color" and cannot be considered another color.

Special Marks count as one "mark" and cannot be considered another mark.

<Game Rules>

① Draw a Card

On your turn, a player must draw one Dream Power Card from either the top of the Dream Power deck or the top of the discard pile.

② Choose an Action

After drawing a card, the player chooses one of the following two actions:

(A) "Swap"

Discard one Dream Power from the table and replace it with one Dream Power from your hand. You can only swap cards of the same color. Rainbow cards can swap with any color but can also be replaced by any color.

(B) "Discard"

Discard one Dream Power from your hand without using it.

③ Game End & Winner

The game ends after the predetermined number of turns, at which point players reveal their hands and compare the strength of their combinations.

<Creating Hands & Hand Rankings>

Players aim to create the strongest possible hand using their hand cards and the table cards.

However, the number of cards a player can use from their hand and the table depends on their Dreamer:

- The number of hand cards they can use is determined by the Dreamer's Zeta value.
- The number of table cards they can use is determined by the Dreamer's Bubble value.
- The hand's color must match the Dreamer's color.

• Hand Rankings (from weakest to strongest)

Level 1: No Color – None of the Dream Powers match the Dreamer's color.

Level 2: No Mark – Dream Powers of the same color exist, but no matching marks.

Level 3: One Set – Two Dream Powers of the same mark in the same color.

Level 4: Two Sets – Two pairs (2×2) of the same mark in the same color.

Level 5: Three Marks – Three Dream Powers of the same mark in the same color.

Level 6: Two Sets Special – A "Two Sets" combination where one set consists of Special Marks.

Level 7: Three Marks Special Rainbow – A "Three Marks" combination plus one Rainbow Special Mark.

Tiebreakers

If multiple players have hands of the same strength, the following rules determine the winner:

1.The player with more Special Marks wins.

2.The player whose Dreamer's weather matches the current weather wins.

3.If playing during the day, the player with the "Day" mark wins. If playing at night, the player with the "Night" mark wins.

If both players have a No Mark hand, the winner is determined by the number of Dream Power cards that match their Dreamer's color.

DREAMERS CLASH