

# Dream Commons Chain

Game Type: Competitive

Difficulty Level: ★★★

## Game Overview

This is a game where players take turns playing designated Dream Power cards according to the Dreamer in play.

### Number of Players & Playtime

2 to 4 players  
20 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, the player with the fewest Dreamers and Dream Power cards in their play area wins. Utilize "Gift Chance" to reduce the number of Dreamers in your hand strategically.

## 【Game Setup】

### ① Create the Draw Pile

Shuffle the Dreamer Cards and Dream Power Cards separately and place them in the center as separate draw piles.

### ② Arrange the Dreamer

Draw 1 Dreamer from the draw pile and place it face-up in the center to form the field.

### ③ Draw Dream Power Cards

Draw a number of Dream Power cards equal to the "Zeta" value of the Dreamer in play and place them face-up in the center to form the field.

### ④ Decide the Turn Order

Determine the turn order using any preferred method.

## 【How to Use Rainbow & Special Mark Cards】

Rainbow Cards can be used as any color, and Special Mark Cards can be used as any mark. They can also remove restrictions on playing Dream Power cards.

## 【Game Rules】

### ① Draw a Card

On their turn, a player draws 1 Dream Power card from the pile and adds it to their hand without revealing it to others.

### ② Play a Dream Power Card or Pass

The player can choose to either play a Dream Power card from their hand or pass if they cannot play a card.

A Dream Power card can be played if it has a different "Time" than those already in play.

For example, if a "Day" Dream Power card is in play, a "Night" Dream Power card can be played.

#### Restrictions System:

Once a Dream Power card is played, certain restrictions apply:

- Color Restriction: If a Dream Power card of the same color is played, only cards of that color can be played afterward.

- Weather Restriction: If a Dream Power card with the same weather type is played, only cards of that weather type can be played afterward.

**\* If both restrictions are activated, they are both enforced.**

#### Lifting Restrictions:

- Color Restriction Lift: Playing a Rainbow card removes the color restriction, allowing any color to be played.

- Weather Restriction Lift: Playing a Special Mark card removes the weather restriction, allowing any weather type to be played.

### ③ Passing & Card Accumulation

If a player cannot play a Dream Power card, they must pass. When a player passes, Dream Power cards continue to accumulate in their hand. If the total number of Dream Power cards in their hand reaches the "Bubble" value of the central Dreamer, they must take that Dreamer and discard their entire hand.

### ④ Replacing Dreamers

If a Dreamer moves to a player's area, draw a new Dreamer from the deck and place it face-up in the center.

#### 【Gift Chance (Opportunity to Reduce Dreamers)】

At the end of their turn, a player may declare a "Gift Chance" to reduce the number of Dreamers they hold.

To do so, they place one Dream Power card from their hand face-down. Special Mark and Rainbow cards cannot be used.

If, within the next five turns, another player plays a Dream Power card with the same mark and color, the Gift Chance succeeds.

The placed Dream Power card is revealed, and the player who declared the Gift Chance gives one Dreamer to the player who played the matching card. The used Dream Power card is then discarded.

If no matching card is played within five turns, the Gift Chance fails.

The face-down Dream Power card is revealed and placed in the player's area, where it is treated as a Dreamer at the end of the game.

Players may declare multiple Gift Chances as long as they have Dreamers. However, a Dream Power card from a failed Gift Chance cannot be reused.

### ⑤ Game End & Winner

The game ends when either the Dream Power deck or the Dreamer deck is depleted.

The player with the fewest Dreamers and Dream Power cards in their play area wins.