

Dream Power Gathering

Game Type: Competitive

Difficulty Level: ★★★

Game Overview

This is a game where players collect four types of Dream Power cards of the same color to earn a Rainbow Card. The goal is to collect Rainbow Cards and gather all four types of marks to win.

Number of Players & Playtime

2 to 4 players
20 to 30 minutes

Cards to Be Used

64 Dream Power Cards
(excluding Rainbow Special Mark Cards)

【How to Win the Game】

A player wins by collecting four types of Rainbow Dream Power cards (excluding Special cards).

A Rainbow Dream Power card is obtained by collecting four different types of Normal Color Dream Power cards.

【Game Setup】

① Create the Draw Pile

Shuffle the Dream Power cards separately into Normal Color and Rainbow Color piles, then place them in the center. Exclude Rainbow Special Cards.

② Draw Hands

Each player draws 4 cards from the Normal Color pile and keeps them hidden from other players.

③ Decide the Turn Order

Determine the turn order using any preferred method.

【How to Use Rainbow & Special Mark Cards】

Rainbow Cards are used as collected sets placed on the field, while Special Marks have the ability to act as any mark.

【Game Rules】

① Draw a Card

On their turn, a player draws 1 card from the Normal Color draw pile and adds it to their hand.

Alternatively, they may choose to take the top card from the discard pile instead of drawing from the draw pile.

② Discarding a Card

After drawing a card, the player must discard 1 unwanted card from their hand.

The goal is to collect four different marks of the same Normal Color in their hand.

Special Cards can be used as a substitute for any mark.

<Chance for Opponents!>

If an opponent can complete a set of four by using the discarded card, they can declare it and take 1 Rainbow Card from the current player's field. If multiple players declare at the same time, the first to do so gets the card.

③ Earning & Stealing Rainbow Cards

When a player gathers 4 Normal Color cards of the same color, they reveal them.

After verification, they draw 1 Rainbow Card from the draw pile and place it in their field.

The used Normal Color cards are discarded.

<Chance for Opponents!>

If an opponent has 3 cards of the counteracting (resistance) color, they can steal the right to draw the Rainbow Card.

If an opponent has 4 cards of the counteracting color, they can steal the right to draw and also take 1 Rainbow Card from the current player's field.

④ Refilling Hand

If a player has no cards left, they draw from the Normal Color draw pile until they have 4 cards again.

If the draw pile runs out, shuffle the discard pile to create a new draw pile.

⑤ Battling for Rainbow Cards

If the Rainbow Card pile deck is empty, players must steal Rainbow Cards from each other.

A player who collects four Normal Color cards of the same type can take a Rainbow Card from any player instead of drawing.

Opponents can still use counteracting color cards to steal the right to take the Rainbow Card.

⑥ Game End & Winner

The first player to collect all four different Rainbow Cards wins the game.