

Dream Commons Catchers

Game Type: Competitive

Difficulty Level: ★★

Game Overview

This is a game where players gather Dreamers by collecting Dream Power cards of the same weather and color.

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】

Players collect Dreamers by matching Dream Power cards of the same weather and color. The player who collects the most Dreamers wins.

【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 Dreamers

Draw 3 Dreamer Cards from the deck and place them face-up in the center.

③ Draw Dream Power Cards

Each player draws 3 Dream Power Cards from the deck and keeps them hidden from other players.

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. However, these cards cannot be used when stealing Dreamers from other players.

【Game Rules】

① Draw a Card

On their turn, a player draws 1 Dream Power Card from the draw pile and adds it to their hand.

② Discard a Card

A player chooses 1 Dream Power Card from their hand and discards it.

<Chance for Opponents!>

If an opponent has a matching set of 3 identical marks (including the discarded card), they can steal a Dreamer from you.

To steal, they must use Dream Power Cards of the same weather and color as the Dreamer they are taking.

Rainbow Cards and Special Mark Cards cannot be used for stealing.

③ Recruit a Dreamer

A player may recruit a Dreamer by revealing 2 Dream Power Cards that match the weather and color of a Dreamer in the center. The recruited Dreamer is then placed in their area.

(Example)



Dreamer to Recruit



The Dreamer has Sunny weather and is green, so you can recruit it using these 2 Dream Power cards.

Additionally, if the active player discards a green Dream Power card, you can play these two Dream Power cards to steal the Dreamer from them.

④ Replenish Dreamers & Reset Hand

After recruiting a Dreamer, draw 1 new Dreamer Card from the draw pile and place it in the open slot.

The player who recruited a Dreamer discards all their Dream Power Cards, both used and unused, and then draws 3 new Dream Power Cards from the draw pile.

⑤ Game End & Winner

The game ends when either the Dreamer Draw Pile or the Dream Power Draw Pile runs out.

The player with the most recruited Dreamers wins!