

Dream Commons Poker

Game Overview

This is a game where players combine their hand cards with the field cards to form the best possible hand (a combination of Dream Powers) that complements 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 formed using their hand cards and the field cards.

The player with the strongest hand wins.

If multiple players have hands of the same strength, the winner is determined by special marks, the Dreamer's weather, or other conditions.

[Game Setup]

① Create the Decks

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

② Deal the Starting Hands

Each player draws 1 Dreamer Card and 4 Dream Power Cards from the draw piles and keeps them hidden from the other players.

③ Set the Dream Power in Play

Draw 5 Dream Power Cards from the draw pile and place them face up in the center to form the field.

④ Decide the Turn Order and Number of Turns

Decide how many turns the game will last (5 to 10 turns is recommended). Determine the turn order using any preferred method.

[How to Use Rainbow & Special Mark Cards]

Rainbow counts as a single color and cannot be considered any other color.

Special Marks count as a single mark and cannot be considered any other mark.

[Game Rules]

① Draw a Card

On their turn, a player must draw 1 Dream Power card from either the top of the draw pile 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"

The player discards 1 Dream Power card from the field and replaces it with 1 Dream Power card from their hand.

They can only swap it with a Dream Power card that has the same circle color as the one in their hand.

Rainbow cards can be swapped with any color but can also be replaced by any color.

(B) "Discard"

The player discards 1 Dream Power card from their hand without using it.

③ Game End & Winner

The game ends after the set number of turns, and players reveal their hands to compare combination strength.

[Creating Hands]

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 (2x2) 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.

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.