

Deck-Building Tips

Since battles cannot be conducted without Dream Monsters and Dream Weapons, be sure to include them in your deck. When constructing your deck, consider the balance between the strength and effects of Dream Artifacts, as well as the difficulty of summoning them.

Recommended Deck ① for 2-Player Matches

DM001 Eagflow	DW001 Boomerone
DM003 Leabia	DW002 Starwerwand
DM006 Dragolet	DW004 Crystal Sword
DM008 Moltoo	DW007 Nightmare Sword
DM010 Hoapy	DW010 Spear Machine Gun
DM012 Steenix	DI002 Coin Toss
DM014 Rosevorus	DI003 Air Conditioner
DM016 Geminon	DI004 Alp Statue
DM017 Elkigo	DI005 Black Hole Pillow
DM019 Ceoragon	DI006 Avatar Hologram

Recommended Deck ② for 2-Player Matches

DM002 Wo Corn Fu	DW003 Cross Wand
DM004 Pelomie	DW005 Harp Arrow
DM005 Tornado	DW006 Gunbrella
DM007 Capggy	DW008 Cerberus Hammer
DM009 Drapouni	DW009 Dream Controller
DM011 Berillar	DI001 Vaccum Blender
DM013 Wingale	DI003 Air Conditioner
DM015 Kabtiger	DI004 Alp Statue
DM018 Stonepider	DI005 Black Hole Pillow
DM020 Yazard	DI006 Avatar Hologram

DREAMERS CLASH

Rulebook

Gameplay Video



Game Terminology

◆ Dreamer

Who are they?

A Dreamer is someone who can generate a special power, known as Dream Power, within their dreams. Using this power, they summon monsters and weapons for battle.

Key Point!

Each Dreamer has access to different types of Dream Power, so understanding your Dreamer's unique abilities is crucial!

◆ Dream Power

What is it used for?

Dream Power is the energy required to summon Dream Artifacts. With this power, you can summon monsters, equip weapons, and use special items.

Key Point!

You can only hold a limited amount of Dream Power at a time. Additionally, the type of Dream Power you draw is based on luck, so make the most of what you get!

◆ Dream Artifact

What is it?

A Dream Artifact is a special tool, weapon, or monster that can be summoned using Dream Power. There are three main types:

- Dream Monsters: Creatures that fight alongside you.
- Dream Weapons: Special weapons used in battle.
- Dream Items: Tools that provide support during combat.

Key Point!

Each type has unique abilities that can be the key to victory!

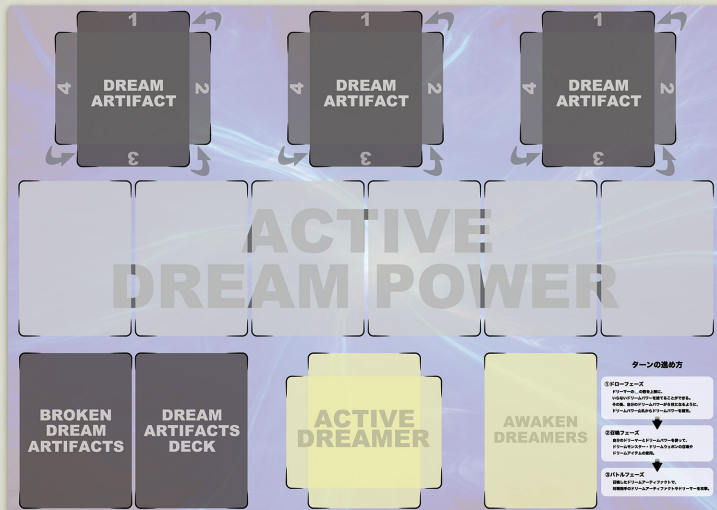
◆ Actions and Durability Count

An action refers to an attack or a special ability activation.

The durability count represents how many times a Dream Monster or Dream Weapon can perform an action before being exhausted.

Notation on the Play Sheet

◆ Play Sheet



DREAM ARTIFACT

This is the area where summoned Dream Artifacts are placed. They should be positioned in the same direction as the Dreamer's Zeta count (Durability Count).

DREAM ARTIFACTS DECK

This is the area where the deck is placed.

BROKEN DREAM ARTIFACTS

This is the area where defeated Dream Monsters, Dream Weapons that have lost in battle, and used Dream Items are placed.

ACTIVE DREAM POWER

This is the area where the Dream Power available for use during the current turn is placed.

ACTIVE DREAMER

This is the area where the currently active Dreamer is placed.

AWAKEN DREAMERS

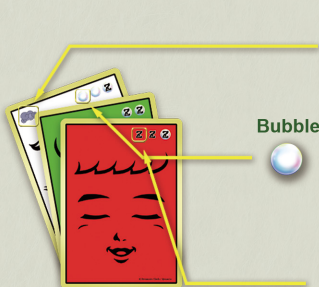
This is the area where awakened Dreamers are placed.

Card Types and How to Read Them

Cards Used by All Players (Cards that all players use together)

◆ Dreamer Card

This is a gold-bordered card featuring the face of a Dreamer. It serves as the reference card for summoning and using Dream Artifacts, as well as determining how many times they can be used (Durability Count).



Cloud The presence or absence of this symbol affects the Dream Power available for summoning Dream Monsters.

Bubble [At the start of the turn] You can discard up to this number of Dream Power of your choice.

[When summoning a Dream Artifact] You can use up to this number of Dream Power as a special mark of the same color as the Dreamer.

Zeta Represents the number of times a summoned Dream Monster or Dream Weapon can be used (Durability Count).

◆ Dream Power Card

This is a silver-bordered card that represents Dream Power. It is essential for summoning, using, and enhancing Dream Artifacts.



Marks (5 types) Clear Day Cloudy Day Clear Night Cloudy Night Special

* The Special mark can be used as any mark.

Colors (5 colors) Red Green Blue White Rainbow

* The Rainbow color can be used as any color.

Cards Used by Individual Players (Cards used to build a deck)

◆ Dream Artifact Card

This is a black-bordered card featuring a Dream Artifact. Players summon and use these cards in battle to fight and strive for victory.



1 Type of Dream Artifact

DM Dream Monster **DW** Dream Weapon **DI** Dream Item

2 Required Dream Power for Summoning

This section specifies the type and amount of Dream Power needed to summon or use the artifact. *To summon a Dream Monster*, you must gather the Dream Power marks and quantities listed here. However, the availability of Dream Power depends on whether the Dreamer has a Cloud mark or not, so be mindful of this condition.

To summon a Dream Weapon or use a Dream Item, you must gather Dream Power of the same mark in an amount equal to the number of Bubble marks.

3 Strength and Weakness Colors for Dream Monsters and Dream Weapons

When battling against a Dream Artifact of this color, your ability value is doubled.

When battling against a Dream Artifact of this color, the opponent's ability value is doubled.

4 Attack Power

5 Defense Power (If no value is listed, the defense power is zero.)

6 Special Abilities and Ability Values (If no ability is listed, the artifact has no special abilities.)

Game Flow (2-Player Match)

Preparing for the Match

(Deck Preparation)

- Combine your favorite Dream Artifacts to create a deck of 20 cards.

(Card Placement)

- Place the Dreamer Cards and Dream Power Cards in separate piles.
- Place your own deck in the designated deck area.

(Drawing Cards)

- Draw 1 Dreamer Card and 6 Dream Power Cards from the respective piles.
- Then, draw cards from your deck until you have a hand of up to 8 cards.

Round

A round consists of both your turn and your opponent's turn.

(Turn)

* From the Summoning Phase onward, you may choose to pass your turn.

Draw Phase (Starting from Turn 2)

Draw Dream Power cards from the pile until there are 6 cards in the [ACTIVE DREAM POWER] area.

Summoning Phase

Based on the Dreamer, use Dream Power to summon or activate Dream Artifacts.

Battle Phase (Starting from Turn 2)

Attack using your Dream Artifacts. If the opponent has no Dream Artifacts remaining, you can attack their Dreamer directly.

Dreamer Awakening

When a Dreamer awakens, the player resets their field and prepares for battle once again.

(Conditions for Dreamer Awakening)

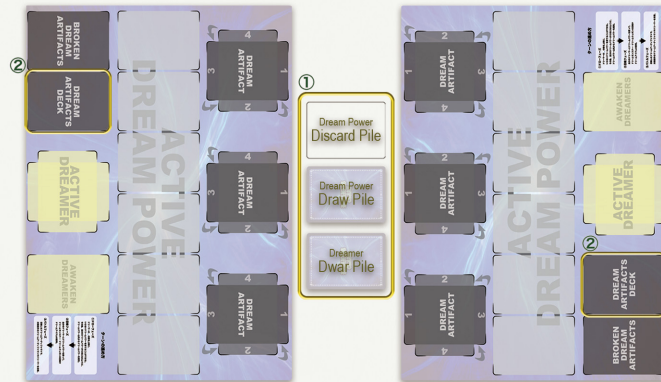
- A Dreamer awakens when they are attacked by a Dream Artifact after all of their monsters and weapons have been removed from the field.
- A player may choose to awaken their Dreamer at their own discretion.

Winning the Game

The player who forces their opponent's third Dreamer to awaken wins the match.

Preparing for the Match

Card Placement



- Shuffle the Dreamer Cards and Dream Power Cards, then place them in the central area ①.
- Place your own deck in ② [DREAM ARTIFACTS DECK].

Drawing Cards

- ① Each player draws 1 Dreamer Card and 6 Dream Power Cards. The Dreamer is placed in [ACTIVE DREAMER], while the Dream Power Cards are placed in [ACTIVE DREAM POWER].

* Players may redraw their Dream Power once if desired.

- ② Each player selects up to eight Dream Artifact Cards from their deck to form their starting hand. These cards must be used in battle until their Dreamer awakens. After a Dreamer awakens, players may select a new hand of up to eight cards from the remaining hand and deck.
- * Be mindful of card management - if all 16 available cards are used before the second Dreamer awakens, you will be left with only four cards to fight with the final Dreamer.

Determining First and Second Turn

- ① The player with the Dreamer that has the lowest "Zeta" count goes first.
- ② If both players have the same Zeta count, the player with a Dreamer Card that has a Cloud mark goes first.
- ③ If both players have the same Zeta count and Cloud mark status, the player with a Red or White Dreamer goes first.

Turn Progression

Draw Phase (Starting from Turn 2)

- 1 You may discard up to your Dreamer's Bubble count from [ACTIVE DREAM POWER].
- 2 Draw from the Dream Power pile until there are 6 cards in [ACTIVE DREAM POWER].

Summoning Phase

1 Summoning Dream Monsters and Dream Weapons [How to Summon]

• Dream Monster

A Dream Monster is summoned by using Dream Power matching the mark in the top right corner, in the required quantity. If the Dreamer has a Cloud mark, only Cloud Dream Power (Cloudy Day / Cloudy Night) can be used. If not, only Non-Cloud Dream Power (Clear Day / Clear Night) is allowed.

• Dream Weapon

A Dream Weapon is summoned by using Dream Power of the same mark as the Bubble count in the top right corner. Unlike Dream Monsters, there are no Cloud mark restrictions, and any Dream Power mark can be used.

* A Dreamer's Bubble can substitute for a Special Mark of the Dreamer's color once per turn. If the Dreamer has multiple Bubbles, they must be used together, not separately.

[Durability Count (Number of Usable Actions)]

The Dreamer's Zeta count determines how many times a Dream Monster or Weapon can act. If summoned using only matching-color Dream Power, durability increases by 1. Special effects and items can boost durability, but it cannot exceed 5.

[Summoning Placement and Maximum Summons]

Dream Monsters and Weapons are placed in [DREAM ARTIFACT], aligned with their Durability Count (Zeta). A player can summon up to three Dream Artifacts at once. Dream Items are used and discarded immediately, so they don't count toward this limit.

2 Using Dream Items

[How to Use]

A Dream Item can be used by spending Dream Power of the same mark in a quantity equal to the Bubble count in the top right corner of the card. If a Dream Item is used with only Dream Power of the same color as the item, its ability value is doubled.

Battle Phase (Starting from Turn 2)

1 Choosing an Action

Select one action (attack or activate a special ability) for one of your summoned Dream Artifacts. Each artifact can only take one action per turn.

I. Activating a Special Ability: Choose a Dream Artifact and its target. However, you cannot target an artifact or Dreamer of your weakness color, even if it is your own artifact.

II. Attacking: Choose an attacking Dream Artifact and its target.

If your opponent has no Dream Artifacts on the field, you may attack their Dreamer directly. However, you cannot attack a Dreamer of your weakness color.

[Determining Battle Outcome]

I. Calculating Attack and Defense Power

1. Calculating Strength and Weakness Effects

If the target's color is your strength color, your attack power is doubled.

If the target's color is your weakness color, the opponent's defense power is doubled.

2. Enhancing Power with Dream Power

After choosing a target, you can boost attack power by using matching-color Dream Power, gaining +1 per card. The defender can strengthen defense the same way.

* To increase by +2 or more, all Dream Power must share the same mark.

* The attacker enhances first; once the defender does, further boosts are not allowed.

II. Comparing Attack and Defense Power

Compare the final attack power and defense power after applying enhancements.

III. Determining the Outcome

Attack Power > Defense Power → Attacker wins (Defender's artifact is destroyed).

Attack Power < Defense Power → Defender wins (Attacker's artifact is destroyed).

Attack Power = Defense Power → Draw (Attacker only loses one durability count).

2 Durability Consumption

After taking an action, the durability count of the Dream Artifact used decreases by 1.

The artifact should then be rotated to indicate its remaining durability.

If the durability count reaches zero, the Dream Artifact is destroyed and must be placed in [BROKEN DREAM ARTIFACTS].

Dream Items are destroyed immediately after use, regardless of durability.

Turn Progression 2

Passing

If a player cannot summon or battle, they may pass their turn starting from the Draw Phase onward. If all players pass within the same round, the following occurs:

- 1 Shuffle all Dream Power cards in play, including those in the draw pile and discard pile, to create a new Dream Power pile. Each player then redraws their Dream Power.
- 2 Each player may select up to 3 Dream Artifacts from [BROKEN DREAM ARTIFACTS] and add them to their hand.
- 3 The game resumes with the next player after the last one who passed.

Dreamer Awakening

① When a Dreamer Awakens

- If a player has no monsters or weapons on the field and is attacked by a Dream Artifact, their Dreamer awakens.
- A player may also choose to awaken their Dreamer at any time.

② Move the awakened Dreamer to [AWAKEN DREAMERS].

③ The player whose Dreamer has awakened must shuffle all of their Dream Power cards, along with the common Dream Power pile and discard pile, to create a new Dream Power pile.

④ The player draws 1 new Dreamer Card and 6 new Dream Power Cards.
* As before, they may redraw their Dream Power once if desired.

⑤ Using their remaining hand and deck, the player selects up to eight cards to form a new hand.

Round

The game returns to the round phase, and turns continue as usual.

Winning the Game

This cycle repeats until one player forces three of their opponent's Dreamers to awaken, securing victory. * The three awakened Dreamers include those that the opponent voluntarily awakened.

For rules on playing with three or more players or beginner-friendly rules, please visit the official website.




www.dreamers-clash.com




Example of Summoning a Dream Artifact

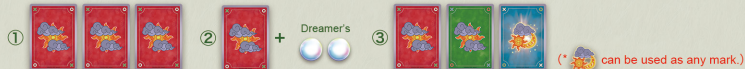
① Summoning This Dream Monster with This Dreamer




• Since this Dreamer has a , only Dream Power with  can be used to summon the Dream Monster. Therefore, three  Dream Powers are required for this summoning.

• This Dreamer has two , meaning that one or two Red Special Mark Dream Power can be used as a substitute. (* This ability can only be used once per turn, and cannot be split into two separate uses.)

(Example of Dream Power cards used for summoning)






Since the Dreamer has two , the base durability count is 2.

If the Dream Monster is summoned using only Red Dream Power, as shown in ① or ②, the durability count increases by +1, making the total 3.

② Summoning This Dream Monster with This Dreamer



• Since the Dreamer does not have a , only non-Cloud Dream Power can be used for summoning the Dream Monster. Therefore, three  Dream Powers are required for this summoning.

• The Dreamer has one , which allows one Blue Special Mark Dream Power to be used as a substitute. (* This ability can only be used once per turn.)

(Example of Dream Power cards used for summoning)





Since the Dreamer has three , the base durability count is 3.

If the Dream Monster is summoned using only White Dream Power, as shown in ①, the durability count increases by +1, making the total 4. (* Rainbow-colored Dream Power can be used as any color.)

③ Summoning This Dream Weapon



Dream Weapons and Items ignore the Dreamer's  and can be summoned or used by matching the  count with Dream Power.

(Example of Dream Power cards used for summoning)



Explanation of Special Abilities

* The number above the special ability mark represents the ability value.



Healing: Restore Durability Count

Increases the durability count of one Dream Artifact by an amount equal to the ability value.

* Durability cannot exceed 5.



Poison: Reduce Durability Count

Decreases the durability count of one Dream Artifact by an amount equal to the ability value. If this reduces durability to 0, the Dream Artifact is destroyed.



Paralysis: Disable Actions

Prevents a number of Dream Artifacts, up to the ability value, from taking any actions. Affected Dream Artifacts cannot attack or defend until the summoning player's next turn. Additionally, they are not affected by strength or weakness multipliers during this period. To indicate their paralyzed state, they are turned face-down.



Resurrection: Restore Dream Power / Revive Dream Artifacts

A player can select any number of Dream Power cards from the discard pile, up to the ability value, and place them in the available spaces of [ACTIVE DREAM POWER].

* If there are no available spaces in [ACTIVE DREAM POWER],

the player may discard Dream Power cards to make room for the required amount.

* If the Dream Power discard pile is empty, the player can instead draw Dream Power cards from the top of the pile, up to the ability value.

[Enhanced Ability When the Player's Last Dreamer is Active]

Instead of restoring Dream Power, the player may revive Dream Artifacts from [BROKEN DREAM ARTIFACTS], up to the ability value, and add them to their hand. If the artifacts are added to the hand during the Summoning Phase, they can be summoned or used immediately in that turn.



Destruction: Dream Power Destruction

A player can discard Dream Power from [ACTIVE DREAM POWER] up to the ability value. (This effect can be applied to both the player and their opponent.)



Consecutive Attack

This ability lets a Dream Artifact attack twice, using two durability counts.

* The attack power of the second attack is the same as the first attack.



Substitute (Effect Exclusive to Dream Items)

If a Dream Item has this effect, it can defend instead of a Dream Monster, Weapon, or Dreamer, using its ability value as defense power. The defending player can activate this during the Battle Phase (Bubble can be used).

* This effect replaces, not adds to, a Dream Artifact's defense power.



Power Exchange / Hand Reconstruction

A player can exchange up to six Dream Power cards with a specified player.

[Enhanced Ability When Using One Bubble and Only Rainbow Dream Power]

Instead of exchanging Dream Power, the player can redraw six cards from the pile.



Dreamer Exchange

A player can swap their Dreamer with a specified player.

[Enhanced Ability When Using One Bubble and Only Rainbow Dream Power]

Instead of swapping Dreamers, the player can choose one from the pile, replace theirs, and shuffle the original back.