

Dream Power Sympathy

Game Type: Cooperative

Difficulty Level: ★

Game Overview

This is a cooperative game where players must match Dream Power cards of the same color and symbol without looking at their own cards. All players work together to achieve victory.

Number of Players & Playtime

2 to 4 players
10 to 15 minutes

Cards to Be Used

66 Dream Power Cards

【How to Win the Game】

Players must match their hand cards with the same color and symbol without looking at them.

If all players successfully complete their sets, they win the game.

【Game Setup】

① Create the Draw Pile

Shuffle the Dream Power Cards and place them face-down in the center to form the draw pile.

② Draw Hands

Each player draws 1 card from the draw pile and holds it in their hand facing outward, so only the other players can see it.

If a player draws a Rainbow or Special Mark card, they must redraw until they get a different card.

③ 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. Each player can only have a maximum of one Rainbow or Special Mark card in their hand.

【Game Rules】

① Draw a Card

On their turn, a player draws one card from the draw pile and places it face-up in the center for all players to see.

② Choose an Action

After drawing a card, the player must choose one of the following actions:

(A) "Add to Hand"

If the player believes the drawn card matches the set they are collecting, they add it to their hand. Their hand remains hidden, but other players can see how many cards they hold.

(B) "Give Away"

If the drawn card helps another player complete their set, the player places it in front of that player.

(C) "Discard"

If the drawn card is unnecessary, the player discards it.

Limitations:

Each player can have up to three cards placed in front of them.

Additionally, if a player has three Rainbow cards placed in front of them, they may advise another player with an incomplete hand to discard their entire hand on that player's turn.

③ Organizing Personal Card Area

If a player has cards in front, they may add one to their hand or discard it per turn.

④ Organizing Personal Card Area

If a player's hand is incomplete, they may discard it and draw a new card.

⑤ Completing the Hand

When a player believes they have successfully completed their set, they place their hand face-down in front of them.

They continue taking turns but may now only Give Away or Discard any newly drawn cards.

⑥ Game End & Clear Conditions

The game ends when all players complete their hands or the draw pile runs out.

If all players have completed their sets, reveal the hands to verify correctness. If all are correct, the game is cleared.

If any set is incorrect or the draw pile runs out before all players complete their hands, the game is over.