

Dream Commons Loop

Game Type: Competitive

Difficulty Level: ★★

Game Overview

This is a game where players roll the dice to move around Dreamer cards, discarding matching cards to reduce their hand size.

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 roll the dice to move around the board and discard Dream Power cards that match the weather or color of the Dreamer card they land on.

The player with the fewest cards in hand at the end wins.

【Game Setup】

① Prepare the Dice

Use one dice for the game.

② Create the Draw Pile

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

③ Arrange the Dreamers

Draw 8 Dreamer Cards from the deck and arrange them face up in a circle in the center of the play area.

④ Draw Dream Power Cards

Each player draws 1 Dream Power Cards, keeping their hands hidden from others.

⑤ 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.

【Game Rules】

① Roll the Dice

On their turn, they roll the dice and move accordingly. The first player starts from the nearest Dreamer and moves clockwise based on the die result. Subsequent players continue from the Dreamer where the die was last placed. To avoid losing track of the current Dreamer, they can slightly shift the card as a marker.

② Discard a Card

After moving, if the weather and color on the landed Dreamer card match any Dream Power card in the player's hand, they may discard up to the Dreamer's designated "Zeta" value. If they have a Dream Power card with the matching weather and a rainbow color, and the number of marks matches the Dreamer's "Zeta" value, they can discard their entire hand.

③ Draw New Cards

If a player cannot discard any card, they must draw Dream Power cards equal to the "Bubble" value on the Dreamer they landed on.

④ Game End & Winner

The game ends when the Dream Power draw pile is depleted.

The player with the fewest cards remaining in their hand wins.