

English

Card explanation

<Common cards> These cards are shared by all players.

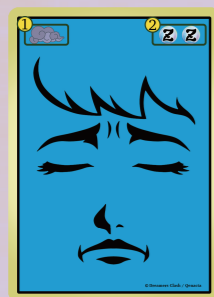
Dream Power card (Dream Power is often abbreviated as "DP".)



The DP card is used to summon Dream Artifacts and strengthen your attack and defense. It has 2x dream attributes: Positive Dreams & Negative Dreams, and 2x dream times: Day & Night. 5x different types of DP cards are available: ☀️ (Day Positive), ☁️ (Day Negative), 🌙 (Night Positive), 🌙 (Night Negative), and 🌈 (Special) version is also available – this can be used in substitute for any of the 4x different types. 5 different colored DP cards are available: red, green, blue, white, and a rainbow that can be any color. Summoning a DP card of the same color as the Dream Artifact will strengthen its abilities.

- This represents the dream attributes and dream time.
- These marks represent strength and weakness. The color of the circle represents strengths, and the color of the cross represents weakness. (Strength and weakness abilities of DP cards are mainly used in the advanced level.)

Dreamer card

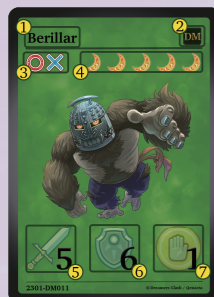


The Dreamer card generates DP cards. The dream attributes, creativity, and durability of the Dream Artifact/s on the DP card all depend on the Dreamer. Dreamer cards are available in 4 colors: red, green, blue, and white. They can be used as a DP card of the same color. They are also subject to the Dream Artifact weaknesses. A Dreamer wakes up when they are attacked by a Dream Artifact. Victory is achieved by attacking and awakening the Dreamer.

- This mark represents the Dreamer's dream attribute. If the ☁️ mark is shown here, then the Dreamer has a Negative Dream attribute. In this case, only Negative DP cards can be used when summoning a Dream Monster.* If the ☀️ mark is not shown here, then the Dreamer will have a Positive Dream attribute. In this case, only Positive DP cards can be used when summoning a Dream Monster.* *These restrictions do not apply when summoning Dream Weapons and using Dream Items.
- The Z mark here represents the durability of the Dream Artifact created by the Dreamer. The number of Z marks represent the number of times a Dream Monster or Dream Weapon can be used/attacked. Once this number is reached the Dream Monster or Dream Weapon will be broken.* *If an enemy player attacks and you lose the battle, then the Dream Artifact will be broken regardless of this durability. 🌟 represents Dreamer's creativity and can be used to summon Dream Monsters/Dream Weapons and/or use Dream Items. It can be used as a DP card once per turn for Dreamers of the same color depending on how many 🌟 are shown. Depending on how many 🌟 are shown, it is also possible to discard up to that number of DP cards from ACTIVE DREAM POWER at the beginning of your turn.

<Dream Artifact card> These cards are created with a DP card. Players create decks with these cards.

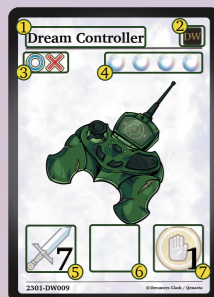
Dream Monster card



It can attack and defend. Some also have special abilities. It is a difficult card to summon, but once it has been it proves very useful in battle.

- The Dream Monster's name
- The type of Dream Artifact. 🐉 stands for Dream Monster.
- Strengths / Weaknesses The circle represents strengths. The color of the circle indicates the Dream Artifact. All attack/defense powers in the same Dream Artifact color will be doubled. The cross represents weakness. Resistance to attacks in the same Dream Artifact color will be reduced (opponent power will be doubled.)* *You cannot attack Dreamers with this weakness color.
- The number of DP and dream time required for summoning. The attribute that can be used for summoning depend on the Dreamer.
- Basic attacking power
- Basic defensive power
- Special abilities (Nothing is shown here if no special abilities are present)

Dream Weapon card



It can attack. Some also have defensive abilities and/or special abilities. It is a relatively easy card to summon, but its poor defensive abilities make it a risk for being broken quickly.

- The Dream Weapon's name
- The type of Dream Artifact. 🗡️ stands for Dream Weapon.
- Strengths / Weaknesses The circle represents strengths. The color of the circle indicates the Dream Artifact. All attack/defense powers in the same Dream Artifact color will be doubled. The cross represents weakness. Resistance to attacks in the same Dream Artifact color will be reduced (opponent power will be doubled.)* *You cannot attack Dreamers with this weakness color.
- The number of DP required for summoning. Match the same number of the same type of DPs with the number of 🌟 to summon.
- Basic attacking power
- Basic defensive power (Nothing is shown here if no basic defensive powers are present)
- Special abilities (Nothing is shown here if no special abilities are present)

Dream Item card



It helps in battles but breaks after one use.

- The Dream Item's name
- The type of Dream Artifact. 🌀 stands for Dream Item.
- The number of DP required for summoning. Match the same number of the same type of DPs with the number of 🌟 to use.
- Special abilities

GAME RULES

Special abilities

The number written above the special ability icon is the ability value.
*Special abilities - If you cannot activate the effect equal to the ability value then the amount that can be activated will be equal to the upper limit.

Special abilities can generally only be used once - when being summoned. (There are some exceptions to this rule.)



Able to increase the durability of 1x Dream Artifact by its ability value.



Able to reduce the durability of 1x Dream Artifact by its ability value.



Able to make the opponent's Dream Artifact immobile for the number of bodies corresponding to the ability value. (Immobile Dream Artifacts should be turned face down. They cannot be used to attack or defend.) (Immobile Dream Artifacts are released on the next summoning player's turn.)



Able to add DP cards from the trash (the used DP cards pile) to your ACTIVE DP cards. The number able to be added depends on your ability value.* *If ACTIVE DREAM POWER does not have any free space available, players can discard any Dream Power cards to create space. *If there aren't any DP cards in the DP trash, players can draw cards from the common DP card deck. The number of cards drawn should be equal to the ability value shown.



Able to discard DP cards equal to your ability value. (Can also be used for yourself.)



Able to attack continuously (twice in one turn). This special ability can be activated multiple times, but using it to attack will drain your durability.



Able to defend your Dream Monster / Dream Weapon / Dreamer according to the ability value.



Able to exchange up to 6 DP cards with a specified player.



Able to exchange your Dreamer with the Dreamer of a specific player.

Before you start playing

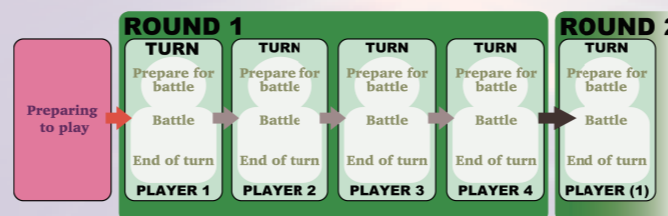
Cards needed for the game

<Common cards>
A maximum of 4 people can play with a total of 78x cards
– 66x DP cards and 12x Dreamer cards.
All cards are included in the starter pack.

<Dream Artifact cards>
- 2 person play:
The deck (cards that will be your hand) should contain 20x Dream Artifact cards.
- 3-4 person play:
The deck (cards that will be your hand) should contain 10x Dream Artifact cards.
The starter pack contains a total of 40x cards (maximum of 4 person play).

(How to create your deck)
You can't attack your opponent and ultimately win if you do not have any Dream Monsters and/or Dream Weapons. Make sure your deck contains some Dream Monsters and Dream Weapons. When creating your deck please consider the fact that strong Dream Monsters and Dream Weapons are difficult to summon.

Game flow



"Turn" = A series of steps by a single player.

"Round" = When all players have taken a turn.

How to win

2 person play:
The winner is the player to awaken the opponent's 3 Dreamers.
3-4 person play:
The winner is the player to awaken the 2 Dreamers of all opponents.

0. Preparing to play

*Put the cards in their designated <> areas

0-1. Where to put the cards

- Put the Dream Power cards in the center after shuffling them well.
- Put the Dreamer cards in the center after shuffling them well.
- Put the deck in your own personal deck pile. <DREAM ARTIFACTS DECK>

0-2. Card distribution (all players)

- One by one, draw Dreamer cards <ACTIVE DREAMER>
 - Draw 6x DP cards <ACTIVE DREAM POWER>
 - *Can redraw all DP cards one time if necessary
 - Take the specified number of cards from the deck. Place the rest of the deck into the deck pile.
- (2 person play: Each player should have 6x cards in their hand.
3+ person play: Each player should have 5x cards in their hand.)

0-3. Determining summoning order

- The player that has the highest number of Z on their Dreamer card goes first.
- In the case where the same number of highest Z exist, then the player with the ☁️ mark goes first.
- In the case where the same number of highest Z and ☁️ exists, then the player with the red or white card goes first.

How to play

1. Prepare for battle

- 1-0. Dreamer replacement (if Dreamer awakens) <AWAKEN DREAMERS>**
*It is possible to awaken a Dreamer yourself.
*Your Dreamer will be awakened unconditionally on the next turn if you have 2 consecutive turns where you cannot or will not make a move.
*All Dream Artifact cards left in the field will be broken.
*All DP cards left in the field will be broken.
• Shuffle the DP cards in both the deck and the trash before putting them in the center.
• Draw 1x Dreamer card.
- 1-1. Topping up your Dream Power cards (Second turn onwards)**
• Aim to top up so that you always have 6x DP cards.
*You can discard a Dream Power card if desired - simply top up again after discarding it.
- 1-2. Summoning Dream Monsters / Dream Weapons**
• Summon Dream Monsters / Dream Weapons from your own hand. <DREAM ARTIFACT>
*No more than 3x Dream Monsters / Dream Weapons can be summoned to the field simultaneously.
*If a special ability is available, then it can generally only be activated once - at the time of summoning. It cannot be activated at a later time, even if no activation targets are available at present. (There are some exceptions to this rule.)
*Add 1 to the durability when you summon a DP card that's the same color as the Dream Monster/Dream Weapon card. Durability is limited to a maximum of 4.
- 1-3. Using a Dream Item (Second turn onwards)**
*The effect is doubled when you summon a DP card that's the same color as the Dream Item card.
*Put used DP cards face up beside the DP pile.

2. Battle (From the last player in the first round)

- 2-0. Nominate an opponent (3+ players)**
• Nominate your opponent.
*A player can only be nominated once per round. This said, this restriction is lifted for the final player in the round.
- 2-1. Attack**
• Use your Dream Monsters / Dream Weapons to design your attack.
*A Dream Artifact can only attack once per turn. 1 durability is used when attacking.
*Dreamer cards can only be attacked if there are no available Dream Monsters or Dream Weapons. This said, you cannot attack a Dreamer with a weak color.
- 2-2. Confirming victory / defeat**
① Calculate attacking and defensive power
Determining attacking power:
Attacking powers increase by 1 for each DP of the same time (day or night), type and color added to the basic attacking power.
*Basic attacking power is doubled against resistance colors.
Determining defensive power:
Defensive powers increase by 1 for each DP of the same time (day or night), type and color added to the basic defensive power.
*Basic defensive powers are doubled against resistance colors.
*Dream Items with defensive effects can be used.
② Comparing attacking and defensive powers
Compare the attacking and defensive powers determined in ①.
③ Determining victory / defeat
The player with the highest number in ② wins.
No change if the attacker loses.
The Dream Artifact will be defeated/broken if the defender loses.

3. End of turn

- 3-0. Clearly indicating when your turn has ended (3+ players)**
• Turn your Dreamer card sideways to clearly indicate that your turn is over.
*All cards are once again placed vertically after the last player in the round has taken their turn.

3-1. Organizing Dream Artifacts

- Dream Monsters and Dream Weapons that have lost their durability should be discarded. <BROKEN DREAM ARTIFACTS>

Turn passes to next player

- *3+ players = The player who became your opponent takes the next turn.



HOW TO PLAY