

Dream Power Trick

Game Type **Competitive**
Difficulty Level ★★★★★

ドリームパワートリック

Game Overview

This is a game where players discard cards of the same symbol and color while engaging in strategic interactions with others to reduce their hand.

Number of Players & Playtime

2 to 4 players
15 to 20 minutes

Cards to Be Used

66 Dream Power Cards

How to Win the Game

Match cards with the same weather symbol and color, and discard as many as possible to reduce your hand before the draw pile runs out. When the draw pile is depleted, the player with the fewest cards in their hand wins.

Game Setup

① Create the Draw Pile

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

② Distribute Hands

Each player draws five cards from the draw pile to form their starting hand, keeping their hands hidden from others.

③ Decide the Turn Order

Determine the turn order by any preferred method.

How to Use Rainbow & Special Mark Cards

Rainbow Cards can act as any color.

Special Mark Cards can act as any mark.

Game Rules

① Discarding Cards or Passing to End the Turn

On your turn, a player may discard a set of Dream Power cards that share both the same symbol and color. Any number of matching cards can be discarded as a set, but only one set may be discarded per turn. If a player cannot discard any cards, they must pass and draw one card from the draw pile before ending their turn.

② Choosing a Player

After discarding a card, specify a color and choose one opponent who has at least one card in their hand.

③ Receiving a Card

The chosen player places a card face-down on the table and hands it to the active player. The given card can either match the specified color or be of a different color. The active player then receives the card.

<Declaring "No Dream">

Before looking at the received card, the active player may declare "No Dream" if they suspect that the card does not match the specified color.

If the received card turns out to match the specified color, the active player must draw three additional cards from the draw pile.

If it does not match, the player who provided the card must draw three cards instead. The received card is then placed in the discard pile.

④ Game End & Winner

The game ends when the draw pile is depleted.

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