

Dream Power Trick

Game Type: Competitive

Difficulty Level: ★★

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 to form the draw pile.

② Deal the Starting Hands

Each player draws 5 cards from the draw pile to form their starting hand, keeping them hidden from other players.

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.

【Game Rules】

① Discarding Cards or Passing to End the Turn

On their turn, a player may discard a set of Dream Power cards if they share both the same mark and the same 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. After passing, they must draw 1 card from the draw pile before ending their turn.

② Choosing a Player

After discarding a set of cards, the player specifies a color and selects 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 field and hands it to the active player. The given card may 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 be the specified color, the active player must draw 3 additional cards from the draw pile.

If it does not match, the player who provided the card must draw 3 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.