



DREAM

Dreams and Nightmares

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- 24 **Dream** cards
- 24 **Nightmare** cards
- 2 **Convert To Dream** cards
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- 2 **Rem** cards

Game rules

PLAYERS FROM 2 TO 4

OBJECTIVE OF GAME

Complete your **Dream** row by trying to obstruct your opponents with **Nightmare** cards.

The winner is the player who creates a row of 6 **Dream** cards, with an increasing numbering from 1 to 6, without holding any cards in hand.

SPECIAL CASES

When a player no longer holds any cards and there are no more cards on the deck, but in his row there are also **Nightmare** cards, the opponents can continue playing until they hold no cards in hand. The player with most **Dream** cards in his row wins.

In the event of a tie the winner is the one who has the most consecutive **Dream** cards in his row.

PREPARATION

Shuffle the deck and deal out 4 cards to each player. The deck is then left in the centre of game area. The youngest player starts and the game proceeds clockwise.

PROCEDURE

During the game each player must choose between:

Taking one card from the deck and putting it in his hand

Playing a card in his own row or in the row of an opponent

Players can hold up to 10 cards in hand.

Example of game



CARDS DESCRIPTION



Dream Cards: these can be played in an empty space in the row with the corresponding number from 1 to 6, on another card with the same number in their **Dream** row, either to cover a **Nightmare** card or to replace the **Rem** card.



Nightmare cards: these must be placed in an opponent's row on a **Dream** card with the same number, thus hindering the completion of the **Dream** line. Once positioned, the player removes the **Dream** card and places it in his hand. He can then use it on a later turn. The player can put on another **Nightmare** or **Rem** card but without taking it from the table.



Convert To Dream cards: these are used to cover any **Nightmare** card in their own row, but they can't be placed in an empty space, players can't remove this card from the table.



Convert To Nightmare cards: these must be placed on any of an opponent's **Dream** cards allowing the player to take the **Dream** card and add it to his hand. These cards can't be placed in an empty space, nor removed from the table. They can cover a **Rem** card but without taking it from the table.



Rem cards: these are placed anywhere in their row, either to cover a **Nightmare** card or to occupy an empty space. Warning! The **Rem** card can be taken from an opponent's row by replacing it with a **Dream** card related to the number assigned to him and placed in his hand for use on a later turn.



Game and Illustrations

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Attention! Not suitable for children 3 years old due to the danger of swallowing small parts