



# DREAM

## Dreams and Nightmares

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

**Giampaolo Razzino**

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CENTRO HI-FI SRL Tel. 0683964956

Via A. Fausti 38/40 00062 Bracciano (RM)



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