

This is a game where both emotional intelligence and creative story telling will help you win points.

Notice how this game mainly works the creative right side of your brain...

Switching easily from right brain to left brain can be tricky when we are not used to it...

...so don't be surprised if you find it difficult to use your left brain to add up the scores at the end of the game!

ENJOY PLAYING 20 DREAMS!

Start a dream by saying:
"Last night I had a dream..."

Use 3 picture cards to tell your story.

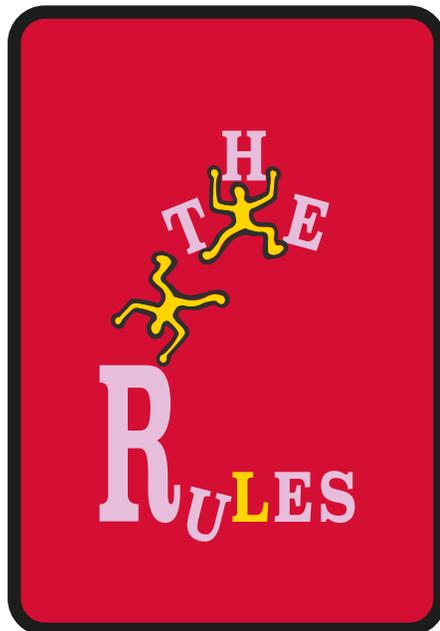


Express an emotion with your story.



End the dream by saying:
"And I woke up feeling..."

Each player works out the emotion!




Age 12+



Player\$

Contents = 200 Cards

- 60 Picture Cards
- 20 White Emotion Cards
- Penalty Box (use the box)
- 6 Player Packs each with 20 Emotion Cards

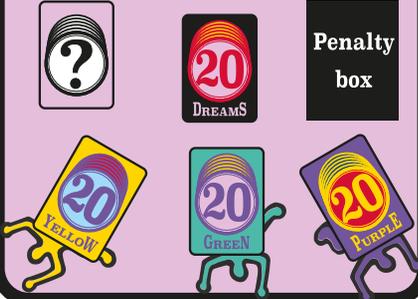
2 Player Game: A cooperative game; work together to see how many emotions you get right.

3 to 6 Player Game: Player that collects the most points wins.

Team Game: Team that collects the most points wins.



Each player/team chooses a colour coded Players Pack of 20 emotions.



Beginning the Game

Shuffle and place the **60 Picture Cards** face down on the table. Each player/team chooses their colour coded pack of **Player Emotion Cards**.

Pick a player to go first **OR** each player picks a **White Emotion Card**. The player with the most people on their card goes first, draw again if there is a tie.

Return the **White Emotion Cards** to the pack, shuffle and randomly discard **1 White Emotion Card** without anyone seeing it. This card will not be used for the duration of the game. Place the cards face down.

The first player is the **Dream Teller**, who then draws **3 Picture Cards** placing them on the table for everyone to see. The Dream Teller also draws **1 White Emotion Card** and looks at it without revealing it to the other players.

Telling the Dream

The Dream Teller then tells a dream in a way that conveys the emotion on their **White Emotion Card**, they must include the **3 Picture Cards** in their story in any order they like.

The Dream Teller must not name the emotion on their **White Emotion Card**. If they do then the round is forfeit. The **White Emotion Card** is returned to the pack, the pack is shuffled and play moves on.

The Dream Teller always starts the dream by saying; **“LAST NIGHT I HAD A DREAM”** and ends by saying; **“AND I WOKE UP FEELING...?”**

Choosing the Emotion

At the end of the dream, every player works out which emotion **The Dream Teller** was conveying. They do this by choosing one card from their own **Player Emotion Cards** and placing it face down on the table.

Once all players have chosen, **The Dream Teller** reveals the **White Emotion Card** and each player reveals their chosen **Player Emotion Card**.

The Dream Teller collects all the matching **Player Emotion Cards** and places them in their own **Points Pile**. They also find their own matching **Player Emotion Card** and place it in their **Points Pile**.

Each player that did not match the emotion takes back the wrong card into their hand, they then find the correct **Player Emotion Card** in their pack and places that card into the **Penalty Box**.

If no-one guesses correctly then **The Dream Teller** must place their matching **Player Emotion Card** into the **Penalty Box** along with the rest of the players.

The played **White Emotion Card** is also discarded into the **Penalty Box**, so it is not used again. The used **Picture Cards** are placed at the bottom of the picture card pile. Play moves around in clockwise direction.

End the Game

You can end the game at any point, just make sure each player has had the same number of dream telling turns. For a full game play these number of rounds:

2 player - 9 rounds - 2 emotion cards left in hand
3 player - 6 rounds - 2 emotion cards left in hand
4 player - 4 rounds - 4 emotion cards left in hand
5 player - 3 rounds - 5 emotion cards left in hand
6 player - 3 rounds - 2 emotion cards left in hand

Adding up the scores

White Emotion Cards are not needed for scoring.

Player Emotion Card in a **Points Pile** = **+1**
Player Emotion Card in the **Penalty Box** = **-1**

For your final score add up all the different **Player Emotion Cards** in your own **Points Pile** then deduct your own colour coded **Player Emotion Cards** found in the **Penalty Box**.

The player with the most points wins. In the event of a tie, the **Penalty Box** is ignored and the player with the most points in their **Points Pile** wins. If it's still a tie, then that's a draw!

Playing in Teams

Each player in the team must contribute to the dream with a sentence or two, before handing over to the next team member for their contribution. The start and the end of the dream remains the same **“LAST NIGHT I HAD A DREAM”** and **“AND I WOKE UP FEELING...?”**. The dream can be ended by any player once every team member has contributed and all three pictures have been mentioned.

Your team may decide to tell the dream one word at a time, the ultimate challenge!

Timer

You may want to use a timer to tell a dream. A two minute limit adds more challenge to the game.