

Dreamers

List of official variants

The purpose of these variants for the game Dreamers is to bring new game sensations, as well as avoiding foul play in some cases.

Full Victory

In order to win a game, you must have more points than your opponent and have a minimum of 5 points!

The 6 winning-points

A game no longer requires 5 rounds; instead, the first player to get 6 points wins the game. (Can be combined with the "Mad Accuser" variant)

The Mad Accuser

If a player wrongly accuses his opponent more than twice, he immediately loses the game regardless of the scores. (Can be combined with the "The 6 winning-points" variant)

That'll teach you!

If one player is the Dreamer and leaves the Dream World while the second player is the Nightmare Master, the Dreamer wins the game immediately regardless of the scores.

Blindfolded reigns chaos!

Players no longer announce "Far", "Close", or "Medium" when placing a Dream card.

It's up to you, create your own variants

Your variants:

1 –

2 –

3 –