



2-6



8+



30+

# DREAM CATCHER

**Game Design:** Mikhail Rozanov

**Artwork:** Pavel Kassin, Yuliya Maksimova, Vadim Poluboyarov, Semyon Proskuryakov



## GAME OVERVIEW

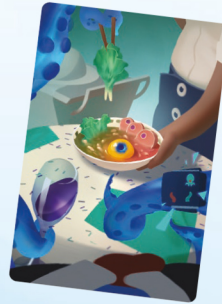
**Dream Catcher** is a cooperative game based on tactile associations. In this game you will try to guess the chosen image using raised pictures as hints.

## GAMEPLAY



1

The lead player secretly picks one of 4 Dream cards on the table.



2

Then they handle one Touching card with a raised association picture to each of the other players as clues.

4

They then try to guess which of the Dream pictures was picked by the lead player and mark their common choice with a Dreamcatcher token.

3

Without looking, the players touch their card and discuss what picture they can feel there.



## GAME END

Players flip 1 of the 9 Night tokens for correct answers and discard them for wrong answers. When there are no unflipped Night tokens left, the game ends. To win the game as a team, you need to have at least 4 Night tokens at the end of the game.



## KEY SELLING FEATURES

- ▶ An association game with raised pictures
- ▶ Perfect for playing both with adults and children
- ▶ 83 cards with raised pictures that you will touch during the game process



## PRACTICAL INFO

### CONTENTS

87 Dream cards with unusual pictures, 83 Touching cards with raised pictures, 9 Night tokens, 4 Card Choice tokens, 1 Dreamcatcher token, Game Rules

**MOQ:** 1000

**MSRP:** \$30

### BOX:

Size: 255×255×62 mm

**RIGHTS** except

