THE SINGAPOREAN DREAM

The Singaporean Dream lets you pay, steal and sabo your way to be the perfect Singaporean. The goal of the game is to collect as many Dream Cards as possible. To start, separate the Personality Cards and Dream Cards from the deck.

6 x Personality Cards

18 x Dream Cards

Action Cards

Cash Cards

SEPARATE FROM DECK

PUT IN ACTION PILE

TABLE SETUP

DREAM PILE: Shuffle & place Dream Cards face up. You can only buy the top most Dream Card.

DISCARD PILE

ACTION PILE: Shuffle Action Cards & Cash Cards, and place them face down

Your PERSONALITY CARD

CASH CARDS in your bank

*Put down Cash Cards from your hand to your bank in order to buy Dreams. This counts as 1 action!

HOW TO PLAY

Objective of the game: To gain as many Dream Cards as possible.

Game start: All players pick a Personality Card at random and start with 5 cards from the Action Pile (which has all the Action Cards & Cash Cards shuffled in). The player who went to the bathroom last starts the game.

On each turn: Start your turn by drawing 2 cards from the Action Pile and play up to 3 Actions.

There are 4 ways to play your Actions:

1. Play an Action Card from your hand: **1 action**
2. Place any amount of Cash Cards into your Bank (on the table): **1 action**
3. Buy the top most Dream Card from the Dream Pile, using Cash Cards from your bank: **1 action** (the value of the Dream Card is written on the card)
4. Use your Personality's Special Power (can only be used once per turn): **1 action**

Action Cards or Cash Cards that have been played (or used) go into the Discard Pile. You can choose not to play an Action on your turn.

Players are allowed a maximum of 8 cards in their hand. Discard excess cards into the Discard Pile (not considered an action). If you have no more cards in hand, you can only continue to take 2 cards at your turn.

Game ends: When there are no more Dream Cards left in the Dream Pile.

TAKE NOTE!

Look out for the Dreams Cards that match your Personality Card

This Dream counts as **2 Dreams** for your Personality!

Some Action cards allow players to steal Cash Cards from you (or vice versa)

If you have insufficient Cash Cards in your bank, **players can take your Dream Cards away instead!**

HOW TO WIN

The game ends when all Dream Cards in the Dream Pile run out.
The player with the most number of Dream Cards wins!

1. If 2 or more players have the most number of Dream Cards:

The player with the highest total value of Dream Cards wins.

2. If 2 or more players have the same value of Dream Cards:

The player with the highest value of Cash Cards in their bank wins.

FREQUENTLY ASKED QUESTIONS

1. Can I get change?
No - if a player collects 100K but you only have a 200K Cash Card, you won't receive change.

2. Can I stop a Stop Card?
Yes - for example, you can counter a "Gahmen Say Cannot" with another "Gahmen Say Cannot".

3. If I have insufficient Cash Cards in my bank to pay another player, can I pay with Cash in my hand?
No - if you have insufficient Cash in your bank, you have to give up a Dream Card in place of Cash.

4. When I steal or gain Cash Cards, where do they go?
The Cash Cards go to your bank (on the table) immediately.

5. If I steal a Dream/card from someone, can I choose which Dream/card to steal?
Yes, you can choose which Dream/card you want to steal (unless their Dreams are protected using their Special Power).

6. What if there are no more Action Cards to draw from the Action Pile?
Reshuffle Discard Pile to play as a new pile of Action Cards. Leave the top 10 cards in the Discard Pile.

7. Can I stop someone's Special Power?
Yes, you can stop it with a Stop Card like "Gahmen Say Cannot". Each player can only use their Special Power once per turn (whether or not it is successful).

Read more at: **www.thesingaporeandream.com/faq**