



## Dreams Really Do Come True Game

For 2 to 4 players  
Ages 7 and up



### Object:

To be the first player to get one card from each of the four categories and have the one special dream card.

### Contents:

Game board, game cards, category tokens, spinner card, spinner, movers, mover stands, dream card, dream card stand, sand timer.

### Set Up:

Assemble the spinner:

Separate the spinner from the collar and remove and discard the plastic nib. Press the collar completely into the spinner card from the bottom side. Snap the spinner into the top of the collar. Carefully remove the movers from the sheet and place each one in a mover stand. Each player selects a mover and places it at Start. Place the dream card in the larger stand and place it in the center of the board.



Separate the cards into four different category decks. Place each deck just under its space on the game board. Separate the category tokens and place them in the center of the board. You will need a pencil and paper to play the game.

### Playing:

The youngest player starts by spinning and moving clockwise around the board. He or she follows the directions for the space they are on, and then the player to the left goes.

### Spinning "Take the Dream Card":

When a player spins this, they take the dream card from either the game board or from the player who has it.

### Game board Spaces:

Many of the game board spaces have instructions on them that you will simply read and follow.

#### *Sharing is Caring...*

You give a player a token that they need from among the ones you have (not from the center of the board).

#### *We're Behind You all the Way...*

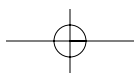
Move all the other players to the space right behind you when you land here; they do NOT follow the instructions for that space.

#### *Life is so uplifting...*

After you land here, move to a category space that you need. Perform that category in time in order to collect that token.

#### *It's simply time to take a break*

You simply wait on this space until your next turn!



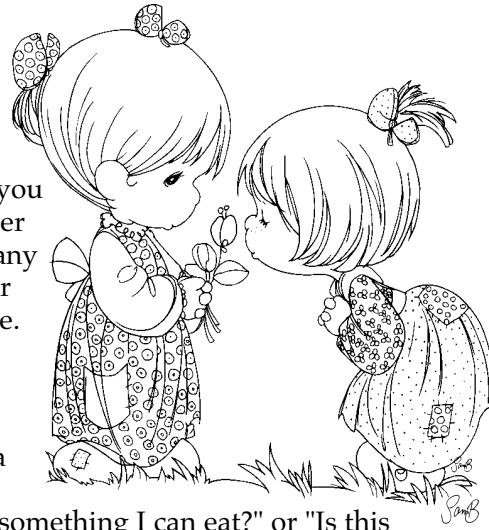
### The Category Spaces:

#### Precious Family & Friends:

When you land on this space, you get to tell a story about something that happened to you! Turn over the top card and read aloud the one you want to do. Another player turns the timer over and you tell your story. When the timer runs out, you get the token for that category.

#### It's a Wonderful World:

Here you will get to DRAW something. Turn over the top card: be sure none of the other players sees what is on it! Some of the cards already have pictures on them--you don't have to draw these exactly. This is just to give you some ideas. When you decide which thing you want to draw, another player turns over the timer. Players call out what they think you are drawing. If any player guesses before time runs out you get to take the token and the player who guessed spins and moves along the board. They simply get to advance.



#### Home Sweet Home:

Turn over the top card and secretly look at it. Once you have made your choice all the other players, starting with the one to your left, will ask you a "yes" or "no" question about the thing you picked. These things are mostly found inside the home so players might want to ask questions like: "Is this something I can eat?" or "Is this something that is worn?" Each player gets to ask questions until you give them a "no" answer. After getting the "no" answer a player can make one guess as to what you are. A total of 12 turns is the most that is allowed. If another player guesses by then, you collect the token and the guessing player spins and moves on the board. If the correct guess is not made within the 12 turns, the next player simply goes.

#### People, Places & Things We Love:

Turn over the top card and secretly look at it. Once you have made your choice another player turns over the timer and you charade your choice. That means you act it out without talking! The other players call out what they think you are charading until a person guesses correctly or until time runs out. If time runs out, the next player takes their turn. If another player guesses correctly, you collect the token and the guessing player spins and moves ahead on the board. They do not follow the directions for the space that they landed on.

During the game you can collect only one token from each category. When you land on a space for a token you already have, your turn simply ends.

#### Ending & Winning the Game:

The first player to collect all four category tokens and the special dream card wins! You can also play for a second place winner if you want to.

We appreciate your comments on Precious Moments Dreams Really Do Come True Game. Please send your correspondence to:

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