

A card for the Romance genre. The top half features a lion's head in a circular frame, set against a background of radiating yellow and white stripes. The word "Romance" is written in a black, elegant serif font across the center. The bottom half is a solid olive green bar with the word "GENRE" in a stylized, teal, blocky font.

Romance

GENRE

A card for the Mystery genre. The top half features a lion's head in a circular frame, set against a background of radiating yellow and white stripes. The word "Mystery" is written in a black, elegant serif font across the center. The bottom half is a solid olive green bar with the word "GENRE" in a stylized, teal, blocky font.

Mystery

GENRE

A card for the Comedy genre. The top half features a lion's head in a circular frame, set against a background of radiating yellow and white stripes. The word "Comedy" is written in a black, elegant serif font across the center. The bottom half is a solid olive green bar with the word "GENRE" in a stylized, teal, blocky font.

Comedy

GENRE

A card for the Adventure genre. The top half features a lion's head in a circular frame, set against a background of radiating yellow and white stripes. The word "Adventure" is written in a black, elegant serif font across the center. The bottom half is a solid olive green bar with the word "GENRE" in a stylized, teal, blocky font.

Adventure

GENRE

A card for the Horror genre. The top half features a lion's head in a circular frame, set against a background of radiating yellow and white stripes. The word "Horror" is written in a black, elegant serif font across the center. The bottom half is a solid olive green bar with the word "GENRE" in a stylized, teal, blocky font.

Horror

GENRE

How to Play  
**THE  
DREAMSTARTER  
GAME**

Basic play:

Choose one Genre card, one Setting card, one Character card, and create your own story using all the cards.

Intermediate play:

Choose one Genre card, one Setting card, two Character cards, one Conflict card, and create your own story using all the cards.

Advanced play:

Pick a DreamStarter from The Dreamstarter Book or write one of your own, choose one Genre card, one Setting card, two Character cards, one Conflict card, and build the DreamStarter story using all the cards.

Your character needs money to buy his family food. The character can earn this money by joining a traveling circus as a lion tamer.

## CONFLICT

Your character is performing in a school play. Halfway through the performance, your character realizes the play has become real, and a battle scene, with thousands of enemy soldiers, is next.

## CONFLICT

Your character has been building a spaceship in a deserted barn for the past several months, but it is not yet finished. A girl comes into the barn claiming she is from another planet and needs to get home immediately or her planet will be destroyed.

## CONFLICT

Your character meets an old man with a package. He asks that your character deliver the package to an evil king, or the king will attack the old man's village.

## CONFLICT

Your character's dog disappears into a swamp. The swamp is home to thousands of fairies that like to play tricks. They tell your character that the dog left the swamp and went home.

## CONFLICT



A boy who can fly

**CHARACTER**



A giant troll  
in tap shoes

**CHARACTER**



A wizard with  
only one spell left

**CHARACTER**



An alligator  
that speaks Spanish

**CHARACTER**



A young girl  
with a secret

**CHARACTER**



*A crowded city*

**SETTING**



*A cornfield*

**SETTING**



*A snowy  
mountain*

**SETTING**



*A barren desert*

**SETTING**



*A dark forest*

**SETTING**