Goal:

Reach the finish platform to finish the dream and wake up

Instruction:

- Players has three lives
- * Game has board and dice
- * Board has platforms and beasts
- * Platforms are: "regular", "super", "quest" and "last chance"
- * Gamer can decline dice selection and try another one, but he/she will lose one life for it

Gameplay:

- * Players decided who goes first by flipping the dice. Who has the lowest number goes first.
- * Player starts the turn with flipping the dice
- Player should use the dice twice

- * First flip for direction ---> even = left, odd = right

 * Second for how many jumps player makes ---> from 1 to 6

 * If the player is unable to jump left/right the player jumps once straight up on the next platform above and stops
- * Game stops once the player reaches the top or all lives are wasted
- * The result depends on which side user stands
- * On the quest platforms the player chooses a number even or odd and throws the dime
 * Each beast has HP and PP. Player should throw the dice. The number on the dime means how many HP player's attack take from the beast. PP - means how many times user can throw the dime before the beast take one player's life.
- After defeating a beast player can decide to heal 1 life or jump to the next platform above

Hello, players! Welcome to the dream! You don't know what time it is or where you are now. But you need to wake up. If you win, you'll wake up; if you lose, you'll be stuck here forever!

