



ROLLING REALMS v10

by Jamey Stegmaier

Select 3 realms per round for all players. On each of 9 turns, roll 2d6 for simultaneous use by all players. Use each die once, each in a different realm--you can't use the same realm twice on the same turn. Most stars wins.

TAPESTRY

Fill in a full shape (rotating is ok; no limit to uses of each #). Gain a bonus when completing BIG squares.

Score 1★ per completed BIG row/column (6 total).

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BETWEEN TWO CITIES

Fill a square; same #s can't be orthogonally adjacent. Gain a bonus when you complete a row/column.

Score stars equal to the lowest of the other 2 realms. This # cannot be higher than filled squares here.

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EUPHORIA

Either mark 1 # OR (if a pair is rolled) you may mark both #s. Then bonus is based on the sum of that area.

1-3: 🍊
4-10: ★
11+: 🍷/🍊

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SCYTHE

Mark a #: The top row provides resource bonuses; the bottom row costs resources to gain stars. When you mark a top-row number, you may pay the bottom-row cost in the same column to mark it and gain its star.

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WINGSPAN

Fill a square on any bird (left to right), then gain the bonus below that square.

Score 1★ per complete bird whose sum = wingspan.

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BETWEEN TWO CASTLES

Fill squares from the bottom up; #s on top must be lower than those below. When you complete a column, gain a bonus.

Score 1★ per completed row (each castle has 3 rows).

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CHARTERSTONE

Mark either a bonus (note the other rolled die on the crate) or all crates matching the die.

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MY LITTLE SCYTHE

Mark a hex and gain a pumpkin/heart.

Gain 1★ (a) if you've earned total of 7 🍊, (b) if you've earned a total of 7 🍷, and (c) per pair of matching #s between the areas.

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VITICULTURE

Either gain a grape (circle it) OR use the sum of 1 die and at least 1 gained grape (cross it off) to fill a wine order.

10 11 12

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TURNS		ROUND 1: — ★
		ROUND 2: — ★
		ROUND 3: — ★
TOTAL:		— ★

earned-but-unused resources are 0.1 stars each; resources do not carry over

- Pay 2 🍊 to adjust a die +/- 1
- Pay 3 🍊 to adjust a die +/- 1; you may use it in a realm you've already used this turn
- Pay 2 🍷 if the dice show a pair to reuse a die
- Pay 3 🍷 to reuse a die
- Pay 2 🍊 if the dice sum is 7 to reuse a die
- Pay X 🍊 to gain a die of value X (1-6)
- dice can't be adjusted into a pair or sum 7
- reused dice and extra #s can't be used in the same realm(s) as other dice this turn
- reuse dice as they were originally rolled