ROLLING REALMS

designed by Jamey Stegmaier

art by Miles Bensky and Marius Petrescu

1-6 players · 30 minutes · ages 14+ · competitive

In the early days of the coronavirus pandemic, a time of self-isolation for many people, I created an infinitely scaling roll-and-write game to teach and play with people around the world via Facebook Live. Each of the "realms" in Rolling Realms draws inspiration from a key element of another Stonemaier game. While publishing the game wasn't our intention, enough people asked us to make a physical version, so we did! –Jamey

OVERVIEW AND GOAL

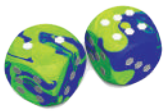
In Rolling Realms, players compete to earn the most stars in a series of minigames over 3 rounds. This is a roll-and-write game, meaning that players will write on the game components using dry-erase markers.

Each turn, one player rolls 2 dice, and all players use the dice results on their realm cards to generate resources and earn stars.

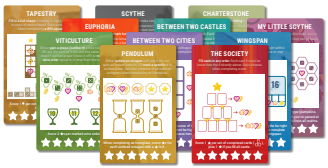
Rolling Realms plays with 1-6 players out of the box, but you can combine multiple copies to play with any number of players. It can easily be played remotely over videoconference, as only 1 player needs to roll the dice.

COMPONENTS

2 dice



66 realm cards
(11 cards per player)



6 dry-erase markers



6 score cards
(1 card per player)



6 resource cards
(1 card per player)



6 eraser pads



SETUP

1. Give each player a set of cards (each set is identical; the backs differentiate them). A set of cards includes 11 realm cards, 1 resource card, and 1 score card.
2. Give each player 1 dry-erase marker and 1 eraser pad.

GAMEPLAY

At the beginning of each round, any one player shuffles their realm cards and randomly reveals 3 cards. Each other player then finds and reveals those same 3 cards from their individual set so that all players are using the same subset of cards in a round.

A round consists of 9 turns, with players taking turns simultaneously. A turn looks like this:

1. **ROLL DICE:** Any player rolls the 2 dice and shares the results with all players. Each player writes the rolled numbers on their score card in the first available spaces, reading from left to right for consistency.
2. **ACTIVATE REALMS:** You may use each die once, each in a different realm. You may not activate the same realm more than once per turn. You may spend resources any time while activating realms.
    a. If you cannot use a die as rolled in any realm, you may instead gain a resource. This rarely happens, and this rule is intended to soften the blow of missing out on using a die. This isn't the primary way to gain resources.

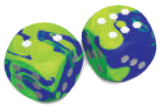
After 9 turns, the round is over. Note the number of stars you earned that round on your score card (including each earned-but-unspent resource, which is worth 0.1 star), then erase everything else on your score and resource cards. Set aside the realms from that round—you won't use them again. Then randomly select 3 new realm cards for all players.

After the third round, proceed to end-game scoring (page 6). The player with the most cumulative stars is the winner.

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At the beginning of a turn, any player rolls the two dice.

Each player plans their turn and activates their realms with the two available die values. Players may spend resources before, after, or in between these activations. All players simultaneously activate their realms, so there's no waiting! Dive in!





1 In this example, Walter chooses to activate his Charterstone realm with the 6-value die. He marks the 6-value building, gains the indicated coin by circling it on his resource card, and then "notes" the value of the second die (a 2) in the crate below the building. ("Noting" a die does not use it, so it's still available to use in a different realm.)

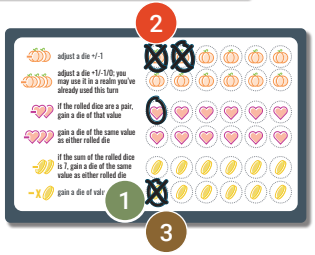






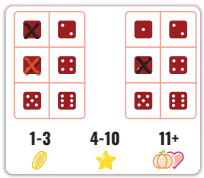
On a following turn he may choose to activate Charterstone again, possibly even activating the new crate he created, but he can only activate each realm once per turn.





2 With the 2-value die, Walter chooses to activate Euphoria. But first, he'd like the number to be a bit higher, so he spends 2 pumpkins by crossing off pumpkins he previously earned from his resource card. This allows him, to adjust the die value to a 3. This adjustment is only for him, and the physical die remains unchanged. Walter marks the only available 3-value number in his Euphoria realm. Then he adds all the marked numbers in that area, which totals 4, and he gains a star. Score!





3 Lastly, Walter chooses to spend the coin he gained from Charterstone to activate his third realm, Tapestry. He spends the coin by crossing it off, and he activates the Tapestry realm with the 1-value die he just gained. No one else gets to use this particular die because it's imaginary! Walter draws the appropriate shape in his Tapestry realm, completing a big square and earning a heart for later use!





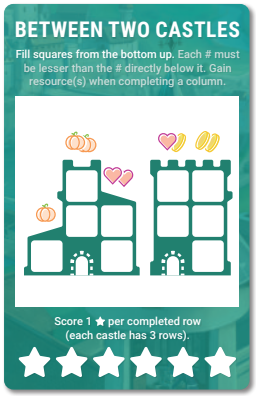
When everyone has finished activating their realms, someone will reroll the dice and start the next turn.

These effects, benefits, and individual realm rules are explained in the following pages.

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REALM-BY-REALM EXPLANATIONS

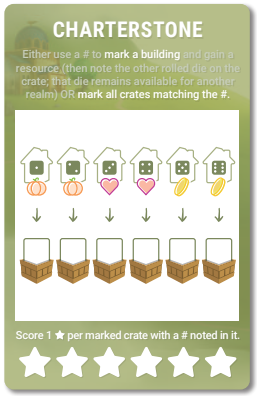
All realms require players to use dice to mark, fill, or outline portions of the card. If a realm asks for a number, that number comes from the dice rolled at the beginning of the turn. Each player may adjust these numbers (or even "create" additional dice) by spending resources. These resource benefits only apply to the player spending the resources. If a realm references the "rolled value," that means the base value of the rolled dice, before any resources are spent. Some realms have you mark stars as they're completed; others have you mark stars at the end of the round.



Between Two Castles

USAGE: Fill squares with numbers from the bottom up; numbers on top must be lower than those below. When you complete a column, gain the resource(s) noted at the top of the column. The doors are considered filled.

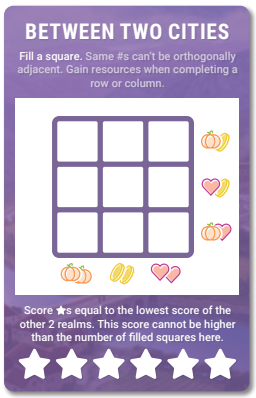
SCORING: Score 1 star per completed row (not column!) in a castle. Each castle has the potential of being worth 3 stars.



Charterstone

USAGE: Either use a number to mark a building and gain a resource then note the other rolled die on the corresponding crate (it cannot be adjusted using pumpkins, and the noted die remains available to be used in another realm) OR, when 1 or more crates are filled, instead use a number to mark ALL crates matching the number.

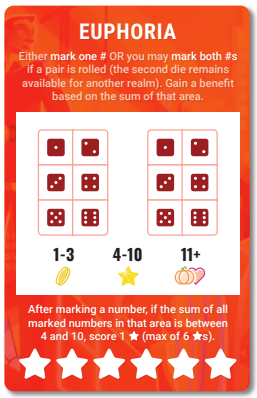
SCORING: Score 1 star per marked crate.



Between Two Cities

USAGE: Fill a square with a number; identical numbers can't be orthogonally adjacent (i.e., sharing a side). Gain resources when you complete a row or column.

SCORING: Score stars equal to the lower score of the other two realms used this round. This score cannot be higher than the number of filled squares in Between Two Cities.

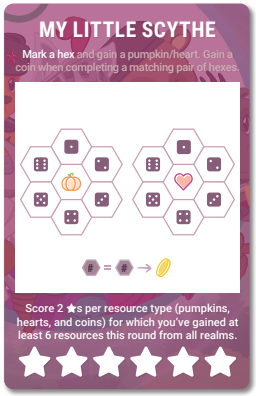


Euphoria

USAGE: Mark one number in either area, then gain a resource/star based on the sum of all marked numbers in that area. If the rolled dice make a pair (before resource manipulation), you may mark that number in both areas and gain resource(s)/star(s) for both (the second die remains available to use in another realm).

SCORING: After marking a number, if the sum of all marked numbers in that area is between 4 and 10, score 1 star (max of 6 stars).

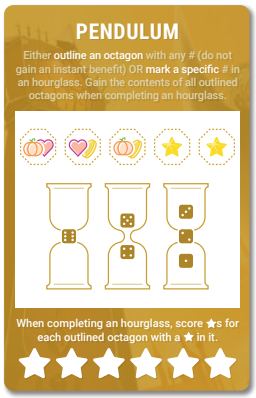
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My Little Scythe

USAGE: Mark a hex and gain the corresponding resource (pumpkin or heart). Gain a coin when you complete a matching pair of hexes (e.g., if you previously marked a 3 and you mark the other 3, gain a coin).

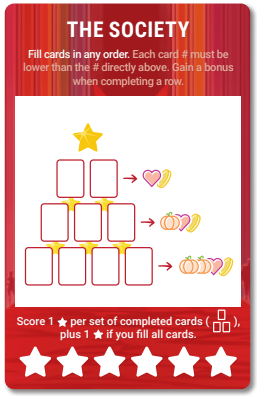
SCORING: Score 2 stars each time you gain the 6th resource of any resource type (pumpkins, hearts, or coins) on your resource card for this round. Resources spent during the round are still considered "gained." For example, if you've earned 8 pumpkins, 5 hearts, and 9 coins, gain 4 total stars.



Pendulum

USAGE: Either outline an octagon using any rolled number (do not gain any instant benefit) OR mark a specific number in an hourglass. Gain the contents of all outlined octagons when you complete an hourglass. The octagons remain available as benefits for every hourglass you complete.

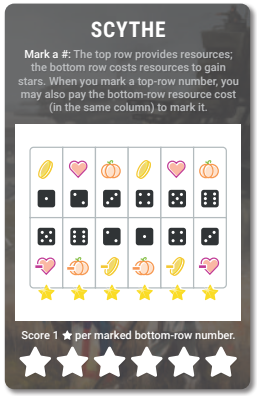
SCORING: When completing an hourglass (marking the last number in it), score stars for each outlined octagon with a star in it.



The Society

USAGE: Fill cards in any order (1 number per card; multiple cards may have the same number). Each card number must be lower than the number directly above. Gain a bonus when completing a row.

SCORING: Score 1 star per set of completed cards (a set is a mini card pyramid—1 card on top and 2 cards directly below it). Most cards appear in multiple sets. If you fill all cards, gain a 6th star.

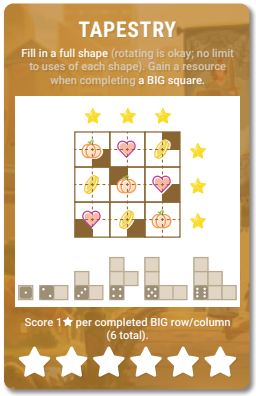


Scythe

USAGE: Mark a number in the top or bottom row. You gain resources from the top row, but you must spend resources (in addition to using a die) to mark the bottom row. Instead of marking the bottom row with a die, you may mark the top row and gain that benefit, then pay the cost of the corresponding bottom row and also mark that bottom number.

SCORING: Score 1 star per marked bottom-row number.

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Tapestry

USAGE: Fill in a full shape (rotating and flipping is allowed). You may use each shape multiple times during the round. Each shape must fit inside the grid and can't overlap with completed squares, including the prefilled brown squares. Gain the resource in the background when you complete **a big square.** (a big square is comprised of 4 smaller squares).

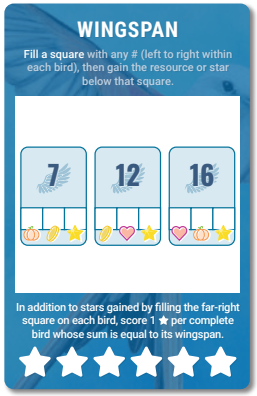
SCORING: Score 1 star for each completed big row and column (there are 3 rows and 3 columns).



Viticulture

USAGE: Either gain a grape (outline it) and the resource under it OR use the sum of exactly 1 die and the value of at least 1 previously gained grape (cross it off) to fill a wine order equal to or less than that sum. For example, if you already have a 5-value grape and a 6 is rolled, you can use the 5-value grape and the 6-value die to mark either the 10-value or the 11-value wine order.

SCORING: Score 2 stars per marked wine order.



Wingspan

USAGE: Fill a square with a number (left to right within each bird), then gain the resource or star below that square.

SCORING: Score 1 star for every filled square with a star below it (3 total), and score 1 star for every completed bird (all squares filled) whose sum equals its wingspan (the number printed on the bird "card").



END-OF-GAME SCORING

After the third round, add up your scores (including decimals earned from earned-but-unspent resources) from each round. The player with the most stars is the winner.

If there is a tie, the tied player with the highest score in round 3 is the winner. If still tied, refer to round 2, then round 1. If still tied, the tied players share the victory.

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RESOURCES

Each realm features ways to earn resources (pumpkins, hearts, and coins). When you gain a resource, circle it. When you spend a resource, cross out a resource you've already circled (don't erase it). You may spend resources at any time on a turn, including before you use the 2 rolled dice or immediately after earning the resources. You may spend as many resources as you want as many times as you want on any turn (e.g., you could use 4 pumpkins to adjust a die from a 1 to a 2, then from a 2 to a 3). All resource benefits affect only the player spending the resources. When you adjust a die, never physically change the rolled dice (the effect only applies to you). Similarly, a gained "die" is only available to you, can only be used once, and does not carry over to the next turn.

You are limited to earning the number of resources shown on your resource card. You may not carry over unspent resources from round to round; instead, they each add 0.1 to your score for that round. Erase all your spent and unspent resources at the end of each round.

COST	BENEFIT	EXAMPLE	NOTES
2 pumpkins 	Adjust a die by +/- 1.	A 5 is rolled, but you need a 4. Spend 2 pumpkins to adjust the number you use to a 4.	You may not adjust a die out of the range of 1-6. A 1 cannot be adjusted into a 6 and vice versa. You may adjust a die you created with hearts and coins. You are not creating a new die.
3 pumpkins 	Adjust a die by +/- 1 (or don't adjust it). You may use it in a realm you've already activated this turn.	Same as above, with the addition that you don't need to adjust the die at all (if you're just using this ability to activate a single realm twice on the same turn).	Same as above, with the addition that you don't need to adjust the die at all (if you're just using this ability to activate a single realm twice on the same turn).
2 hearts 	If the rolled dice are a pair, gain a die of that value.	The rolled dice are 4 and 4. Spend 2 hearts to gain another 4-value die.	The die you gain cannot be used in either of the other realms you activate this turn.*
3 hearts 	Gain a die of the same value as either of the rolled die.	The rolled dice are 1 and 6. Spend 3 hearts to gain another 1 or 6.	The die you gain cannot be used in either of the other realms you activate this turn.*
2 coins	If the sum of the rolled dice is 7, gain a die of the same value as either of the rolled die.	The rolled dice are 2 and 5. Spend 2 coins to gain another 2 or 5.	The die you gain cannot be used in either of the other realms you activate this turn.*
X coins 	Gain a die of value X (1-6).	Spend 3 coins to gain a 3-value die, or spend 2 coins to gain a 2-value die, etc.	The die you gain cannot be used in either of the other realms you activate this turn.*

**Unless 3 pumpkins are used on the newly created die*

Some realms refer to "rolled" dice (e.g., Charterstone and Euphoria). In those instances, you must look at the dice as they are actually rolled—you may not use resources to manipulate or create dice for this purpose.

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Thanks to the thousands of people who playtested Rolling Realms on Facebook Live and YouTube, as well as Ollie Holliday for suggesting the name and Rob Pettit and Matthew Miller for making the FAQ that aided in the creation of this rulebook.

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