
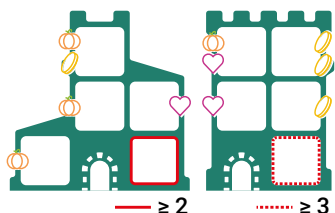


CARD FRONTS




BETWEEN TWO CASTLES

Fill squares from the bottom up. Each # must be lesser than the # directly below it. Gain resources when marking a square with a bonus. The bottom-right squares are restricted: 2 or higher (left castle) & 3 or higher (right castle).

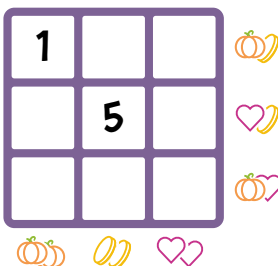


Score 1 ★ per completed row (each castle has 3 rows).




BETWEEN TWO CITIES

Fill a square. Same #s can't be orthogonally adjacent. Gain resources when completing a row/column.

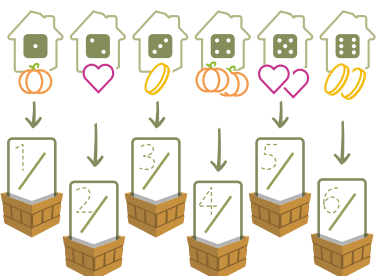


Score ★s equal to the highest score of the other 2 realms. This score cannot be higher than the number of filled squares here.




CHARTERSTONE

Use a # to either mark a building and gain resources (then note both rolled dice on the crate; the other die remains available for another realm) or mark all crates that have at least 1 number matching the #.

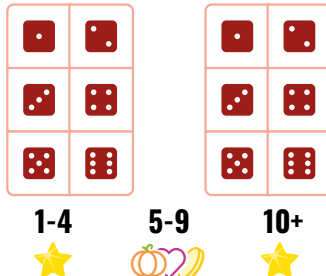


Score 1 ★ per marked crate.



EUPHORIA

Mark a # (max 1 per turn). Gain a benefit based on the sum of that area.



After marking a number, if the sum of all marked numbers in that area is 1-4 or 10+, score 1 ★ (max. 6).


Print-and-cut instruction: Print at 100%, on US Letter paper or on A4 paper.

Cut out every card, using the cutting lines.

Every cut-out card is 63 x 88 mm (2.49 x 3.48 in), MtG card size.

Sleeve the card using a 63x88 clear sleeve.

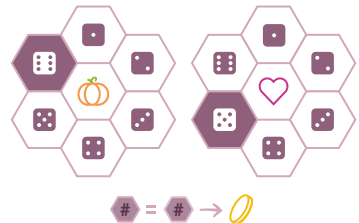
CARD FRONTS



MY LITTLE SCYTHE


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Mark a hex and gain a pumpkin/heart.
Gain a coin when completing a matching pair of hexes. The left 6 and right 5 are pre-marked and don't give a pumpkin/heart.



Score 2 ★s per resource type (pumpkins, hearts, and coins) for which you've earned at least 6 resources this round from all realms.


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PENDULUM


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Mark a # and gain the benefit.



Score 1 ★ when you mark a number with a ★ AND when you complete an hourglass.

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SCYTHE

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Mark a #: The top row provides resources; the bottom row scores stars. When you mark a top-row number, you must also mark the bottom-row number (in the same column) if it is empty.

Score 1 ★ per marked bottom-row number.

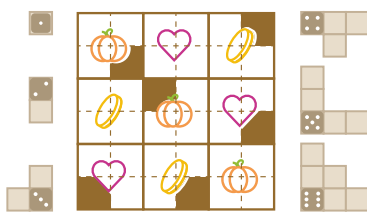
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TAPESTRY

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Only assign 1s if they can't be assigned elsewhere. Fill in a full shape (rotating is ok; no limit to uses of each shape). Must share an edge with another filled in shape if possible. Gain a resource when completing BIG squares.



Score 1 ★ per completed BIG square (max. 6).


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Sleeve the card using a 63x88 clear sleeve.







WINGSPAN


Fill a square with any # (left to right within each bird), then gain the benefit below that square. When completing a bird, mark the highest unmarked wingspan where sum \geq wingspan (if any).













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In addition to stars gained by filling the squares, score 1  per marked wingspan.



Scoring

Earned resources are 0.1 ★s each;
Resources do not carry over each round.

On hard difficulty, score 1 ★ for 6 or more resources
of each kind.

Round (max. 19)

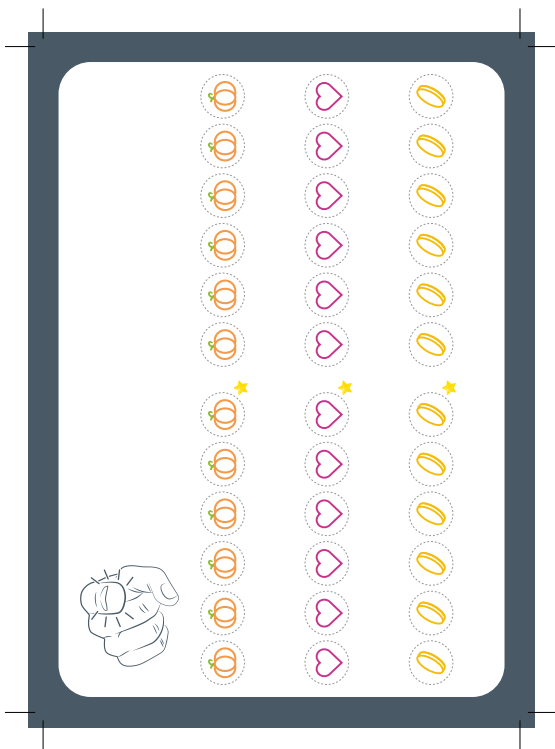
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GAME TOTAL

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Sleeve the card using a 63x88 clear sleeve.

CARD FRONTS



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