Youtoma

Solo Variant

Designed by Morten Monrad Pedersen & Karel Titeca
with Lieve Teugels

INTRODUCTION

In this alternative solo mode for Rolling Realms, you play against a virtual opponent called **Youtoma**. You make all decisions on Youtoma's behalf, trying to do it as badly as possible while being limited by the rule changes given here.

All rules from the game are still in effect unless explicitly overridden in this rulebook. Youtoma takes the place of a human player. Youtoma's realms follow slightly different rules than the normal game.

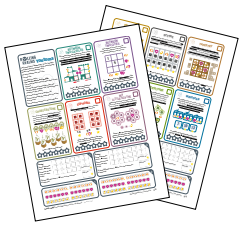
***Designers' note**: Normally our solo modes have artificial opponents called Automas that work with no decisions being made by you. Given the very simple rules and the lack of player interaction in Rolling Realms, we felt that an Automa would be the wrong way to go.*

*Therefore, we decided to go in the opposite direction and let **you** make all decisions for the artificial opponent. So, please let us introduce to you, Youtoma, your ~~evil~~ incompetent twin.*

This game mode was originally planned as the official solo mode to be included in the game box. However, halfway through the development process, it proved to be very divisive: some playtesters loved the Youtoma mode but a significant fraction disliked it. At that point, we decided that another solitaire mode would be a better fit for the published game. That's when we started developing the Minigolf mode that is now part of the game.

Just like many playtesters, we liked the Youtoma game mode a lot, so we decided to continue to develop and play-test it to offer it as a free download.

COMPONENTS



- ★ 2 sheets with:
  - 11 Youtoma realms
  - 4 Youtoma dice and scoring zones
  - 4 Youtoma resource zones
  - 1 player aid
- ★ This rulebook

If your sheets are used up, you can print a new set. Alternatively, you can print the necessary sheets from the **Reload Pack** you can download separately from **automafactory.com/rr-youtoma**.

It's also possible to laminate the sheets or individual cards, so you can use and re-use them with the dry-erase markers that are provided with the Rolling Realms game.

You need one set of realm cards, a dry-erase marker, an eraser, and the dice from the published Rolling Realms game to play this solo variant. More info on Rolling Realms can be found on **stonemaiergames.com/rolling-realms**.

DISCLAIMER

This is a solo variant for Rolling Realms, a game developed by Jamey Stegmaier and published by Stonemaier Games, with a solitaire mode developed by Automa Factory.

The additional variant described in this rulebook is developed and published by Automa Factory as a free download, but it is **not** a Stonemaier Games product.

Automa Factory

Version 1.56 May 2021

SETUP

1. Take the Youtoma realm sheets for Youtoma and a set of Rolling Realms cards (from the base game) for yourself.

2. Decide whether you want to play 1 or 2 rounds.

> ***Designers' note****: Due to the way the solo mode works each round takes almost twice as long as in multi-player, so we do not recommend playing 3 rounds.*

3. Choose a difficulty level (easy, normal, hard). For instructions on the easy and hard level, see **Difficulty Levels** at the end of the rulebook.

GAME FLOW

At the start of a round, mark the 3 realms you will play on the printed Youtoma realm sheets (there are boxes next to the realm titles).

> ***Designers' note****: Since the synergy between realms works differently in the Youtoma version than in the normal game, we recommend to* ***not combine 'Between Two Cities' and 'The Society' in a play****.*

First, play a round for Youtoma.

Then, play out a round of normal Rolling Realms for yourself, with 9 new die rolls.

After playing the number of rounds you decided on, the winner is determined as usual.

YOUTOMA: ROUNDS AND TURNS

Youtoma plays **11 turns** per round instead of the usual 9. On easy difficulty level, Youtoma plays 10 turns.

In each turn you must follow these extra rules in addition to the normal rules, and try to do **as poor a job as possible**:

1. For each die in the order of your choosing, pick a realm to assign it to.

2. You cannot assign a die to a realm if it will not lead to anything being marked on the realm card.

3. If the assigned die can lead Youtoma to score a star in that realm you **must do so**.

a. If there are multiple options to score a star, you choose which.

b. If one die placement leads to 1 star and another die placement leads to multiple stars, you are free to choose between those options, i.e., you may choose the 1-star placement.

c. There's no similar requirement for you to place dice to gain resources if possible.

d. Only the possibilities to score a star **in the realm you chose** are considered. So, you're never required to choose a certain resource because it would lead to an extra star in another realm or in the end-game scoring.

> ***Designers' note****: You are not required to assign a die to a realm where it will lead to a star. You can choose any eligible realm, but if a die can lead to a star in that realm, you must go for that star.*

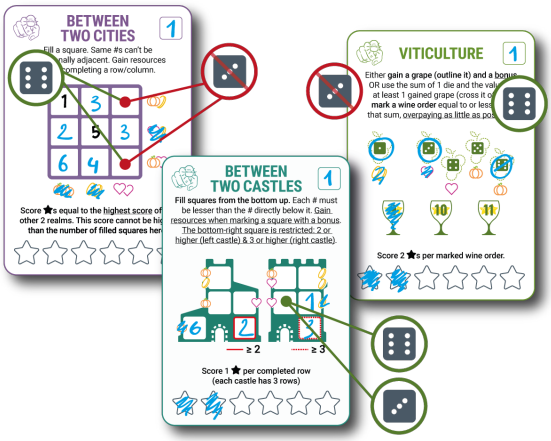
4. If a die cannot be assigned to any realm that hasn't already been assigned a die, then Youtoma gains a resource (if possible). You choose which resource.

5. You cannot **choose** not to assign a die.

6. **Youtoma never spends resources**. You cannot use Youtoma's resources to alter or add dice.

Example: A game with Between Two Cities, Between Two Castles and Viticulture is in progress and you roll a 3 and a 6. The 6 can be assigned to any of the 3 realms. In Viticulture, it would lead to 2 stars. In Between Two Cities, it would lead to 2 resources. When assigning the 6 to Between Two Castles, you would **have to** assign it to the second castle, because it completes a row and thus scores a star. But you would also be allowed to assign the 3 to Between Two Castles, where it would also have to be placed in the second row. In fact, it's the only realm that is eligible for a 3, right now.

You **choose** to assign the 6 to Between Two Castles. Now the 3 is left, which can't be assigned to any of the other realms. So, Youtoma gains a resource instead – you choose a coin.



YOUTOMA: REALM RULES

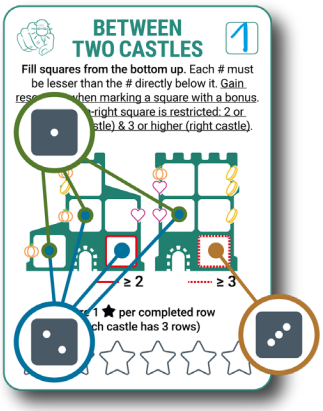
The Youtoma realms have slightly different rules as explained below and on the cards.

BETWEEN TWO CASTLES

- Instead of gaining resources when completing a column, Youtoma immediately gains the depicted resource benefit (if any) when marking a square.
- You can't assign a 1 to the bottom-right square of the left castle.
- You can't assign a 1 or a 2 to the bottom-right square of the right castle.

Example: The **first die** you assign to Between Two Castles is a 3. You **must** assign it to the bottom row of the right castle, as that spot immediately completes a row and thus scores 1 star.

The illustration also shows all possible locations for a 1 and a 2 at that moment.



BETWEEN TWO CITIES

- At the end of the round, Between Two Cities scores the **highest score** of the other two realms, not the lowest.
- 2 spaces are prefilled and count towards the number of spaces filled for the purposes of scoring stars at the end.

CHARTERSTONE

- When marking a building you note the numbers of **both** dice on the crate instead of only the non-assigned die. The other die remains available to assign to another realm.
- Crates are marked if at least one of the noted numbers on the crate matches the assigned die.

EUPHORIA

- When rolling a pair, unlike in the base game, you can't mark the same number twice.
- The benefits are replaced by these:

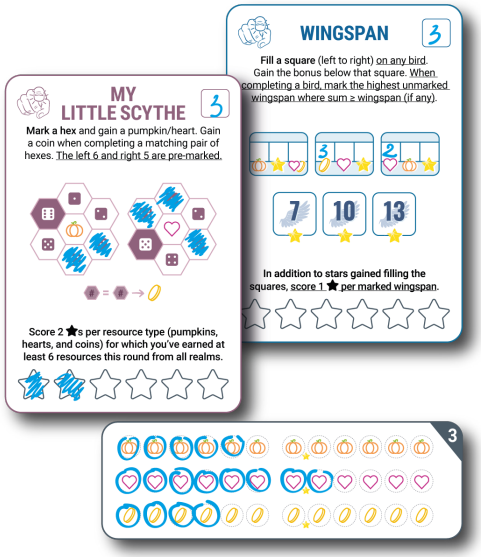
1-4	5-9	10+
★	🎃 🍓 🌽	★

MY LITTLE SCYTHE

A 5 and a 6 are prefilled. You don't start the game with the corresponding resources gained, but the prefilled hexes do count for pairs.

Example: You're playing a game with My Little Scythe, Wingspan, and a third realm, and are about to assign a 2 to My Little Scythe. Both the pumpkin side and the heart side are available. However, you **must choose the pumpkin**, as this will take your number of pumpkins to 6, thus scoring 2 stars on My Little Scythe.

Note that, if you were to assign a die on Wingspan first, you would be able to choose freely between a heart and a pumpkin over there.



PENDULUM

- Mark a number and gain the corresponding benefit.
- When you complete an hourglass, score 1 star.

SCYTHE

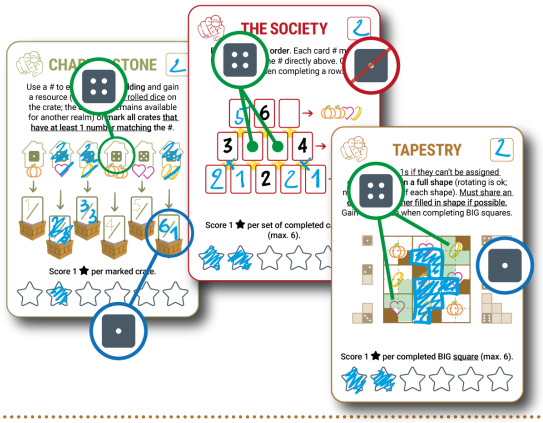
- No resource payment is required to mark a bottom-row number.
- When you mark a top-row number, you **must** also mark the bottom-row number if it isn't marked yet (and thus score a star).

TAPESTRY

- When a resource is gained, **also** score 1 star (limited to 6 stars). This is **instead of** when you complete a big row/column.
- When placing a tile, it **must share an edge** with a previously drawn shape if possible. This takes precedence over the rule that you assign dice in a way that scores a star if possible.
- You cannot assign a "1" to this realm unless it can't be assigned to another realm.

***Designers' note**: In the Tapestry realm, the number of stars will always equal the number of resources, unless the number of resources is higher than 6. If you marked 3 big squares, Youtoma gained 3 resources and 3 stars. If you marked 7 big squares, Youtoma gained 7 resources and 6 stars.*

Example: You're playing a game with Charterstone / The Society / Tapestry, and you roll a 1 and a 4. The 1 can't be assigned to Tapestry because it can be assigned to Charterstone. By assigning the 4 to Tapestry, Youtoma would score 1 star because there are 2 possible locations where a 4 would score a star and so you would **have to** choose one of those 2. However, you choose to assign the 4 to Charterstone instead. As you can't assign the 1 to The Society, you must now assign it to Tapestry, where there are many placement options *(not shown in the illustration)*, none of which scores a star.



THE SOCIETY

The rows are wider (+1 card) than in the normal version, but 4 cards are prefilled. That means there are 7 sets of cards (as opposed to 5 in the normal version). As on any realm, a maximum of 6 stars can be scored, even when filling all cards.

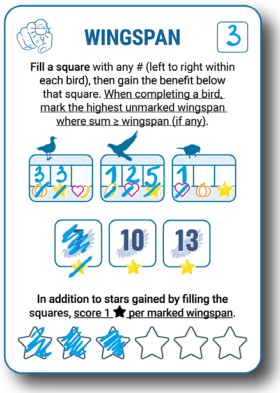
VITICULTURE

- When marking a wine order, you must choose a wine order and grapes that go as little above the wine order value as possible. If an exact match is possible you must do that.
- The wine order values are 9, 10, and 11.

WINGSPAN

- The birds don't have predefined wingspans.
- Youtoma's goal is to reach wingspans of 7, 10, and 13.
- When completing a bird, check the sum of the assigned dice and mark the highest unmarked wingspan where the sum of the completed bird is **larger than or equal** to the wingspan. If you do, score 1 star.
- On the first bird, the square that has a star as benefit is **the second square**, not the third.

Example: You roll a 2 and a 5. If you assign the 2 to Wingspan, you can fill a square on the first bird or the third bird. The 5 however, would have to be assigned to the first bird, as it would lead to a total of 11 that scores 1 star from the 10-wingspan box.



SCORING

Youtoma's score is determined as in the normal game, but **their maximum score for a round is 19**. In rare cases where Youtoma scores more, bring the score back to 19.

Compare Youtoma's score to your normal Rolling Realms score. The winner is determined as in the normal game.

DIFFICULTY LEVELS

There are 3 difficulty levels for Youtoma:

ROLL DOWNHILL (EASY)

When you play on easy level, Youtoma only gets 10 rolls per round.

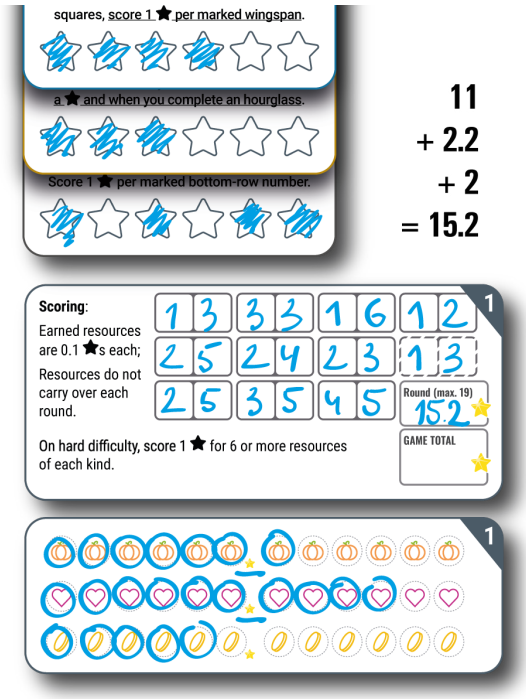
ROLL-OF-THE-MILL (NORMAL)

This is the normal level, as described in the rulebook. Youtoma gets 11 rolls per round.

KICK DICE AND TAKE STARS (HARD)

On hard level, on top of the normal 0.1 resource bonus, Youtoma scores **1 bonus star for 6 or more resources of each kind**. Remember that Youtoma's score must never exceed 19 per round. Youtoma gets 11 rolls per round.

Example: The game is over. You played hard difficulty level and Youtoma scored 11 stars from the 3 realms. Also, they have 7 pumpkins, 10 hearts and 5 coins – a total of 22 resources, which scores an additional 2.2 stars. Finally, they have 6 or more pumpkins and hearts, so they score 1 extra star for each of those.
Youtoma's total number of stars is 11 + 2.2 + 2 = 15.2.



MULTIPLAYER VARIANT

Although the Youtoma mode is designed as a solo mode, it can be played with multiple players as well. Players will be playing only the Youtoma side (each on their own) while trying to score as low as possible.

The multiplayer variant plays like a normal game of Rolling Realms, with some adjustments:

1. Choose a difficulty level to play. If you play with a group of experienced and non-experienced players, the veterans can play on a harder difficulty level than the beginners.
2. Determine the number of rounds you will play. You can play 1, 2, or 3 rounds.
3. Make sure every player has a set of Youtoma sheets and something to write with. The normal Rolling Realms cards aren't needed.
4. At the beginning of each round, choose 3 realms to play.
5. Each turn, one player rolls 2 dice, and all players play by the Youtoma rules using the rolled numbers.
6. A round consists of 11 turns. Players who play on easy level skip the 11th turn.
7. At the end of the round, note the number of stars you scored that round, including earned resources, worth 0.1 stars each. Players who play on hard level also add bonus stars like in the solo Youtoma game.
8. After the last round, the player with the **lowest** score is the winner.

CREDITS

Publishing this game mode wouldn't have been possible without hundreds of playtests from the playtesters below. They also helped us proofread the rulebook and offered many valuable additions and suggestions. Thank you, all.

LEAD PLAYTESTERS: Tyler McKinnon, Michel Rowinski, Issy Waldrom, Darren Wolford

PLAYTESTERS: Amy Bills, Aeden Braddock, Chris Dettmar, Charles Dionne, Marco Farrier, Matt Kiser, Grant Mason, Candy Mercer, Mikkel Øberg, Sharon Post, Darren Priddy, Nicolas Pupat, Jo Purves, Karl Rahenkamp, Alessandro Ramelli, Brennan Smith, Dario Solina, Jamie Specht, Franziska Steiner, Anthony Torsoh, Mitch Tucker, Christopher Voysey, Christopher Yudichak

ART & GRAPHIC DESIGN: The art and iconography on the realm cards are based on art originally created for Rolling Realms by Marius Petrescu and the graphics design of Marius Petrescu and Christine Santana.

Youtoma sheets and rulebook graphic design: Karel Titeca

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