ROLLING REALMS Youtoma

Each round play **11 turns** (easy: 10) for Youtoma and then **9** turns for yourself (with normal Rolling Realms cards and separate rolls).

On each Youtoma turn, roll 2 dice.

For each die:

- Assign it to a realm where it can be used,
- then **use it to gain a ★ if possible**.
- If it can't be placed in any realm where you haven't already assigned a die this turn, Youtoma gains a resource of your choice.

You cannot choose not to assign a die.

You may not activate the same realm more than once per turn.

You cannot use resources to alter or add dice.

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).

MY LITTLE SCYTHE

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.

Scoring:

Earned resources are 0.1 ★s each;

Resources do not carry over each round.

Round (max. 19)

GAME TOTAL

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

1

Scoring:

Earned resources are 0.1 ★s each;

Resources do not carry over each round.

Round (max. 19)

GAME TOTAL

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

2

1

2

PENDULUM

Mark a # and gain the benefit.

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

SCYTHE

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.

TAPESTRY

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).

THE SOCIETY

Fill cards in any order. Each card # must be lower than the # directly above. Gain a bonus when completing a row.

Score 1 ★ per set of completed cards (⊞) (max. 6).

VITICULTURE

Either **gain a grape (outline it) and a bonus** OR use the sum of 1 die and the value of at least 1 gained grape (cross it off) to **mark a wine order** equal to or less than that sum, overpaying as little as possible.

Score 2 ★s per marked wine order.

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 ≥ wingspan (if any).

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.

3

Round (max. 19)

GAME TOTAL

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.

4

Round (max. 19)

GAME TOTAL

3

4