

THE RRR BALL TOURNAMENT

Solo mode designed by Morten Monrad Pedersen
with Karel Titeca and Lieve Teugels

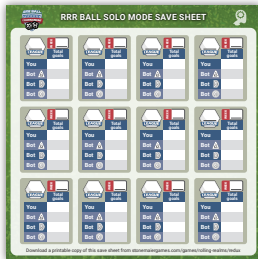


Rolling Realms can be played with 1–6 players. This rulebook describes an alternative solo mode in which you try to become the grand champion of **RRR Ball**.

Designers' note: While RRR Ball is often pronounced Arrr Ball, it shouldn't be confused with the pirate game of that same name.

COMPONENTS

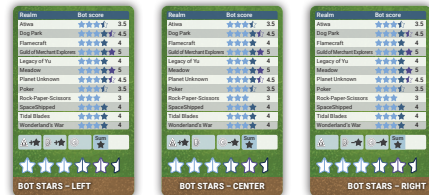
1 save sheet



1 rankings card



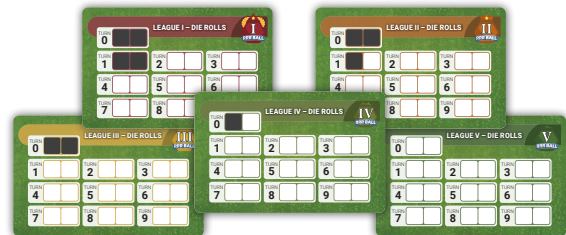
3 bot star cards



5 week cards



5 die-roll cards



INTRODUCTION

In RRR Ball, you play in a tournament over a series of seasons in 5 **LEAGUES**, **I** (hardest) to **V** (easiest), with 4 players in each—you and 3 “bot” players **A**, **B**, and **C**.

A **SEASON** consists of 5 weeks, which are represented by the week cards: starting with the week 1 card and continuing through week 5.

Each **WEEK** consists of 2 matches: you against a bot and the 2 other bots facing off against each other.

In each **MATCH**, between 0 and 4 goals will be scored. Goals count towards winning the season.

Designers' note: *Contrary to most real-life sport leagues, winning a match doesn't in itself provide any benefit—only the goals matter in RRR Ball.*

At the end of a season, you will either be promoted, relegated, or stay in the same league.



Grand Champion



League II Champion



League III Champion



League IV Champion



League V Champion



SETUP FOR A SEASON

Follow these rules instead of those in the core rulebook to set up the game:

1. Shuffle the realm cards and place them face-down to form the **REALM DECK**.
2. Place the rankings card on the table and write "IV" in the league box (or "III" if you're an experienced Rolling Realms player), denoting which league you start in.
3. Place a resource card from the core game in front of you.
4. Place the remaining cards within reach, separated by type.



If you have the **Risky Rewards** promo, you can include it. Draw one Reward at random before each match you play and use it for only that match. It'll make the game easier.

BOT VS. BOT MATCHES

To resolve a bot vs. bot match, roll 1 die and add the number of the league you're in to the die result. Then look up this sum on the week card for the current week to find the number of goals that each bot scores.

Example: You're playing league IV and the "Week 3" card is in play:

	Die roll + League number										
	2	3	4	5	6	7	8	9	10	11	
B	4	3	4	3	2	2	2	2	1	1	
C	0	1	0	1	2	1	0	1	1	0	

You roll a and add 4 because you're in league for a total of 9. So, bot scores 2 goals and bot scores 1 goal.

PLAYER VS. BOT MATCHES

PREPARATION

Prepare your match against a bot using this procedure:

1. Place the 3 bot star cards in front of you, left to right as labeled on the cards (“Left”, “Center”, and “Right”).



2. Draw 3 realm cards from the realm deck, one by one, and place them face up, left to right, above each bot star card.
 - If you run out of realm cards, reshuffle the realms discarded during previous weeks to form a new realm deck and continue drawing until you have 3 realm cards.
3. Determine the bot’s score for each realm:

- a Locate the realm on the bot star card and read off the number of stars next to it (if you’re not using realms from Rolling Realms Redux, you must instead look in the table at the back of this rulebook).




- b Locate and add the bot modifier, if any.

–★: Subtract 1.

+★: Add 1.




- c Write the result in the **Sum**  box.



- d Fill that many stars at the bottom of the card to mark the bot’s star value (up to a maximum of 5.5 stars).







Example: You're playing a match against bot  with the realms, left to right, being The Guild of Merchant Explorers, Poker, and Meadow:

Realm	Bot score
Atiwa	★★★★☆ 3.5
Dog Park	★★★★☆ 4.5
Flamecraft	★★★★ 4
Guild of Merchant Explorers	★★★★★ 5
Legacy of Yu	★★★★★ 4
Meadow	★★★★★ 5
Planet Unknown	★★★★☆ 4.5
Poker	★★★★☆ 3.5
Rock-Paper-Scissors	★★★★ 3
SpaceShipped	★★★★★ 4
Tidal Blades	★★★★★ 4
Wonderland's War	★★★★★ 4



BOT STARS - LEFT

Realm	Bot score
Atiwa	★★★★☆ 3.5
Dog Park	★★★★☆ 4.5
Flamecraft	★★★★ 4
Guild of Merchant Explorers	★★★★★ 5
Legacy of Yu	★★★★★ 4
Meadow	★★★★★ 5
Planet Unknown	★★★★☆ 4.5
Poker	★★★★☆ 3.5
Rock-Paper-Scissors	★★★★ 3
SpaceShipped	★★★★★ 4
Tidal Blades	★★★★★ 4
Wonderland's War	★★★★★ 4

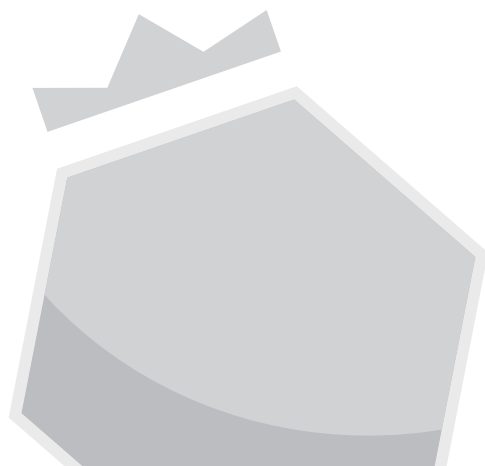
   

BOT STARS - CENTER

Realm	Bot score
Atiwa	★★★★☆ 3.5
Dog Park	★★★★☆ 4.5
Flamecraft	★★★★ 4
Guild of Merchant Explorers	★★★★★ 5
Legacy of Yu	★★★★★ 4
Meadow	★★★★★ 5
Planet Unknown	★★★★☆ 4.5
Poker	★★★★☆ 3.5
Rock-Paper-Scissors	★★★★ 3
SpaceShipped	★★★★★ 4
Tidal Blades	★★★★★ 4
Wonderland's War	★★★★★ 4

BOT STARS - RIGHT



4. Determine the bot's total number of stars:

- a Add up the "★ Sums" you wrote on the 3 bot star cards.
- b Add to that the bot's "Resource stars" listed on the week card.
- c Write the total in the bot's "Total stars" column on the week card.

Note: The numbers in the "Sum" boxes were just for doing this calculation. You can erase them now, so that their ink doesn't smear in the next step.

Example: Bot B scores $6 + 3.5 + 4 = 13.5$ ★s for the 3 realms in the match. It gets 0.3 ★s for resources, giving it a total of 13.8:

The diagram illustrates the calculation of Bot B's total stars. It shows three realm cards and a week card.

- BOT STARS – LEFT:** Realm A has 1 star, Realm B has 2 stars, and Realm C has 3 stars. The sum box contains the number 6.
- BOT STARS – CENTER:** Realm A has 1 star, Realm B has 1 star, and Realm C has 1.5 stars. The sum box contains the number 3.5.
- BOT STARS – RIGHT:** Realm A has 0 stars, Realm B has 1 star, and Realm C has 3 stars. The sum box contains the number 4.

The week card shows the following data:

Team	Resource stars	Total stars	Goals
You			
B	0.3	13.8	

Red arrows indicate the flow of information: from the sum boxes of the realm cards to the total stars box of the week card, and from the resource stars box of the week card to the total stars box.

5. Slide each realm card down over its bot star card so that it covers everything **except** the stars at the bottom.

The diagram shows the realm cards slid down over the bot star cards, covering the realm names and sum boxes. The stars at the bottom of each realm card are visible.

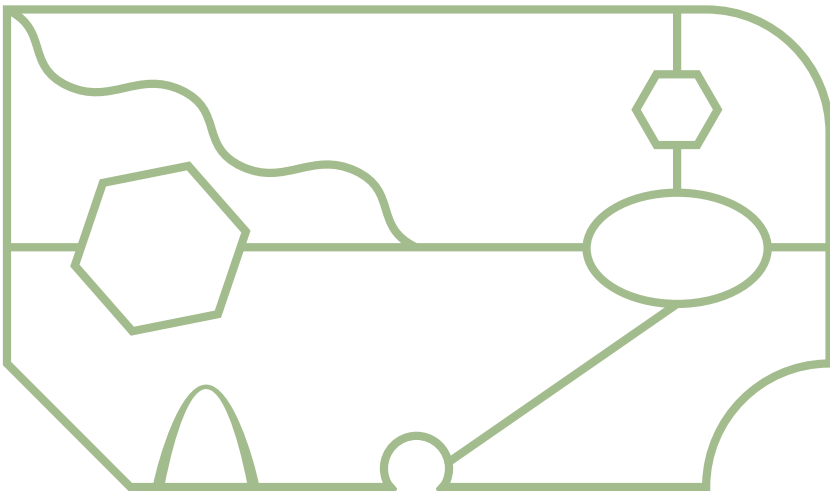
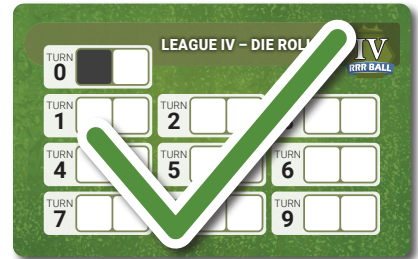
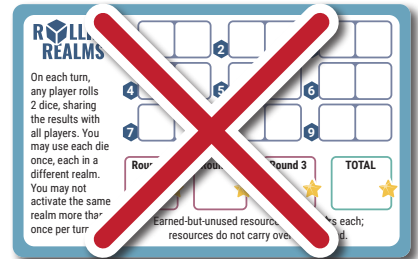
- BOT STARS – LEFT:** The realm card is slid down, covering the realm name and sum box. The stars at the bottom are visible.
- BOT STARS – CENTER:** The realm card is slid down, covering the realm name and sum box. The stars at the bottom are visible.
- BOT STARS – RIGHT:** The realm card is slid down, covering the realm name and sum box. The stars at the bottom are visible.

THE MATCH

Play a round of Rolling Realms with the 3 realms. Instead of using the core game's score card to keep track of your rolls, use your current league's die-roll card.

The league die-roll cards modify the season's difficulty by varying the number of turns per match. In league **I**, you will only have 8 turns and in leagues **IV** and **V** you will have 10 turns.

Additionally, in leagues **II** and **IV** you only get **1 rolled die** in the first turn. At the start of such a turn, roll one die and write the rolled number on your die-roll card. Then roll the other die and set it aside—it can **NOT** be used to activate realms for this turn. However, when a realm or ability refers to “the other rolled die,” “the sum of the rolled dice,” or “a pair of rolled dice,” use the set-aside die to determine that value.




DETERMINING GOALS

- 1 After the match is over, write the star value of your unspent resources in the “Resource stars” column on the week card, and write the total number of stars you scored including resources in the “Total stars” column.
- 2 Goals are scored in four categories:
 - a The player (you or the bot) with the highest number of stars in a category is the winner of that category and scores 1 goal.
 - b In case of a tie, no goal is scored in that category.
- 3 Write the number of goals each player scored on the week card.
- 4 On weeks 4 and 5, multiply each player’s goals by the number in the rightmost column, labeled “x2” and “x3” respectively.

Example: After playing a match against bot  in week 4, the results are as shown below.

The bot scores a goal for the “Left” category, no goal is scored for the “Center” category, and you score one for the “Right” category. The bot gets the highest total number of stars and, therefore, scores a goal for the “Total stars” category. It’s week 4, so you multiply the goals by 2. Remember that it doesn’t matter who won, only the goals count.



Team	Resource stars	Total stars	Goals	x 2
You	0.3	11.3	1	2
	0.5	12.5	2	4

UPDATE THE RANKINGS CARD

At the end of a week:

1. After you have resolved both matches of the current week card, add the goals (accounting for any multipliers) gained by each player to their accumulated total on the rankings card.
2. Wipe and discard the realm cards.
3. Wipe all other cards **except the rankings card** and play the matches of the next week (if any).

Designers' note: Please let us stress this: do **not** wipe the **rankings card**.

RANKINGS					
Write the accumulated goal total for each team each week					
LEAGUE	Week 1	Week 2	Week 3	Week 4	Week 5
You	3	7	10		
A	4	6	7		
B	0	3	5		
C	1	1	3		

The season ends after week 5.

Example: After resolving both matches of week 4, you update the rankings:






WEEK	Die roll + League number												
4	2	3	4	5	6	7	8	9	10	11			
	A	8	6	8	6	4	4	4	4	2	2		
	B	0	2	0	2	4	2	0	2	2	0		
	Team	Resource stars	Total stars	Goals	x2								
	You	0.3	11.3	1	2								
	C	0.5	12.5	2	4								

RANKINGS					
Write the accumulated goal total for each team each week					
LEAGUE	Week 1	Week 2	Week 3	Week 4	Week 5
You	3	7	10	12	
A	4	6	7	13	
B	0	3	5	7	
C	1	1	3	7	

Note: Red boxes and arrows in the example image highlight the goal counts from the Week 4 die roll (6 for A, 2 for B) and the corresponding updates to the Week 4 column of the Rankings card (12 for You, 13 for A, 7 for B, 7 for C).

PROMOTION AND RELEGATION

At the end of a season:

1. Determine promotion and relegation:
 - a. **If you have more goals** than the bot(s) with the most goals, you are the League Champion and get **promoted** to the next lower-numbered league, if possible (e.g. from  to ).
If you would get promoted from league , you become the RRR Ball Grand Champion. **CONGRATULATIONS!**
 - b. **If you instead have a number of goals less than or equal to** the bot(s) with the fewest goals, you are **relegated** to the next higher-numbered league, if possible (e.g. from  to ).
 - c. **Otherwise**, you stay in your current league.
2. Wipe all the cards and set up for a new season.



Designers' tip: Any ink remaining on the cards can either smear or be harder to wipe off after a while. So, if you want to pack the game away before you've finished the season, you can use the included "save" sheet and wipe the cards. There is no need to write down the realms played so far; you can continue with a fresh deck next time.

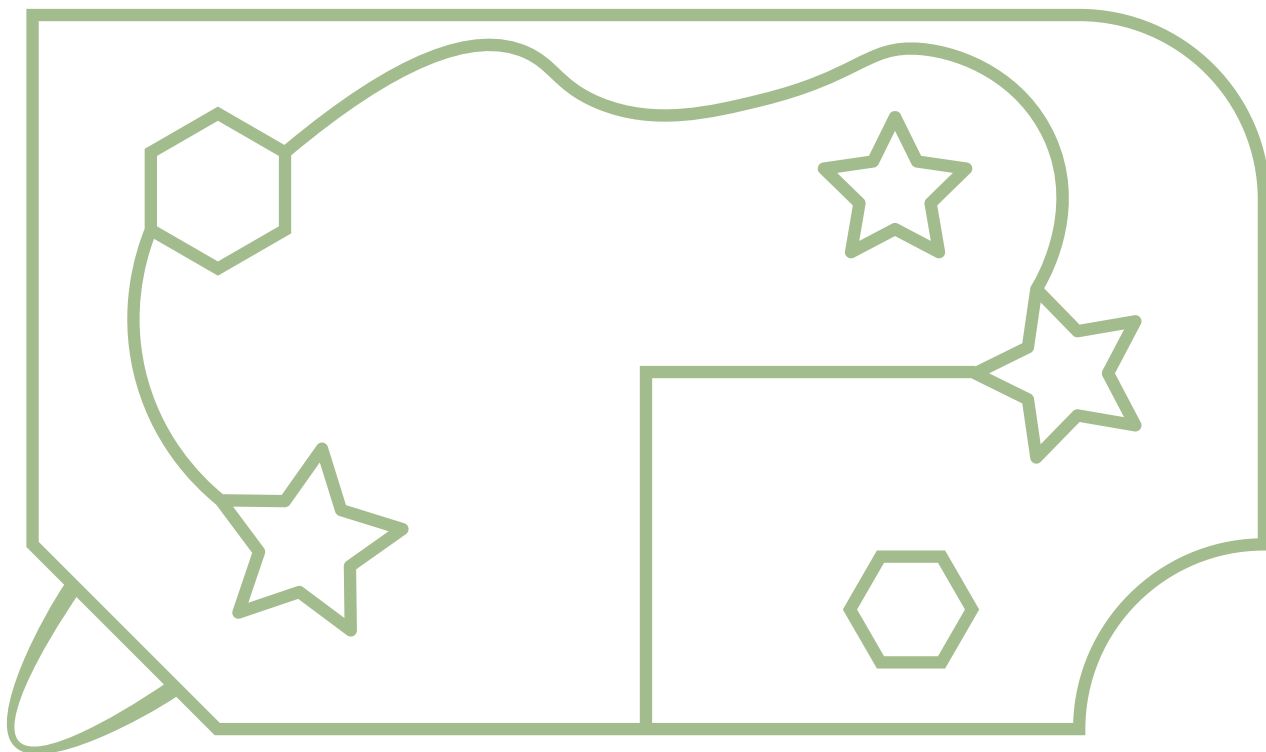
You can download the "save" sheet as a PDF from stonemaiergames.com/games/rolling-realms/redux to print more copies.



COMPATIBILITY OF REDUX REALMS WITH OTHER SOLO MODES

All realms in **Rolling Realms: Redux** are compatible with the solo mini campaign in the **Beyond the Realmiverse** promo, except that **Wonderland's War** is incompatible with chapter 2.

They are, however, **not** compatible with the solo mode in the original Rolling Realms, nor are they compatible with the free print and play Youtoma solo mode, available online: automafactory.com/rr-youtoma.



REALM BOT SCORES

The realms from the original Rolling Realms box and the promo realms listed below can be used in the RRR Ball Tournament. These are realms that are designed at the time of writing.

You can download the latest version of this table from stonemaiergames.com/games/rolling-realms/redux.

Realm	Bot score	Realm	Bot score
Apiary	4.5	Minigolf	4
Architects of the West Kingdom	4	Momiji	5
Ark Nova	4.5	My Little Scythe	5
Atiwa	3.5	Obsession	4
Between Two Castles	4	Onirim	4
Between Two Cities	4	Parks	4.5
Biddy & Walter	5	Pendulum	4
Boonlake	3.5	Planet Unknown	4.5
Brass: Birmingham	3.5	Poker	3.5
Can't Stop	4	Potion Explosion	5
Charterstone	3	Praga Caput Regni	5
Crusaders	4	Rock-Paper-Scissors	3
Dice Throne	4.5	Roll Player	5.5
Dinosaur Island	5	Rolling Realms	3.5
Dog Park	4.5	Scythe	5
Eminent Domain	4	Skoventyr	4.5
Euphoria	5	Skulk Hollow	5
Expedition	5	Sleeping Gods	4
Feast for Odin, A	5.5	Smitten	3
Flamecraft	4	Society, The	4.5
Fleet: The Dice Game	4	Space Base	4
Genotype	4	SpaceShipped	4
Gügōng	4	Stamp Swap	4.5
Guild of Merchant Explorers, The	5	Tapestry	3
Hokkaido	4	Terraforming Mars	4
Honey Buzz	3.5	Terra Mystica	3.5
Isle of Cats, The	4.5	Tidal Blades	4
Legacy of Yu	4	Trickerion	3
Libertalia	2.5	Underwater Cities	5
Lost Ruins of Arnak	4	Viticulture	4
Meadow	5	Wingspan	4
Micro Dojo	4	Wonderland's War	4
Millennium Blades	4	Wyrmspan	3

