

ROLLING REALMS REDUX

1–6 players

designed by
Jamey Stegmaier
and **Karel Titeca**

30 minutes

ages 14+

competitive

art by
Marius Petrescu

In the early days of the coronavirus pandemic, a time of self-isolation for many people, Jamey created an infinitely scaling roll-and-write game to teach and play with people around the world via livestreams. The original game featured realms based on Stonemaier games, but with the blessing of a vast variety of game publishers and designers, over time *Rolling Realms* expanded to include realms inspired by games by those publishers. **Rolling Realms Redux** features 12 such realms, each completely new to the game.

OVERVIEW AND GOAL

In **Rolling Realms Redux**, players compete to earn the most stars in a series of minigames played 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, all players use the results of 2 dice on their realm cards to generate resources and earn stars.

Rolling Realms Redux 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 and/or asynchronously, as there is no direct player interaction.

COMPONENTS

2 dice



6 score cards
(1 card per player)



72 realm cards
(12 cards per player)



6 resource cards
(1 card per player)



6 eraser cloths



1 Compendium rulebook



6 dry-erase markers



The solo mode components are listed in the **RRR Ball** rulebook.

SETUP

1. Give each player a set of cards (each set is identical; the backs differentiate them). A set of cards includes 12 realm cards (and any additional cards you may have from the original game or from promo realms), 1 resource card, and 1 score card.
2. Give each player 1 dry-erase marker and 1 eraser cloth.

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. Set aside the rest of the realms, which will be used for future rounds.

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 turn spaces numbered 1–9.
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 anytime 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.
 - b. If it's circumstantially better for you to not use a die, you may choose to do so. However, a compensatory resource can only be gained if you **cannot** use a die as rolled.
 - c. Some resources and realm rules allow you to create extra dice. There is no limit to the number of "dice" you may create per turn, but you may not activate the same realm more than once per turn unless this rule is altered by the resources or realm rules. However, compensatory resources for dice that cannot be used can only be gained for **rolled** dice.

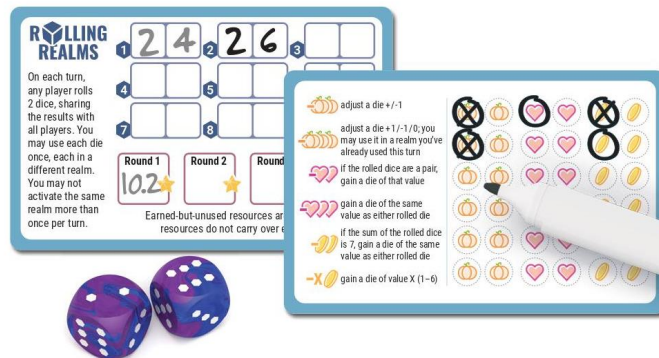
After 9 turns, the round is over. Write the number of stars you earned that round on your score card. Each leftover resource at the end of the round is worth 0.1 stars. Do not round up or down. Erase everything but the scores on your score card, and completely erase your realm and resource cards (don't carry over earned resources from round to round). Set aside the realms from that round—you won't use them again. If fewer than three rounds have been played, the player who shuffled their cards randomly reveals 3 new realm cards for all players to retrieve and start the next round.

After the third round, proceed to end-game scoring (page 4). The player with the most cumulative stars is the winner.

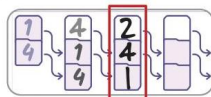
A STEP-BY-STEP TURN EXAMPLE

At the beginning of a turn, any player rolls the two dice—they roll and . If there are any effects that trigger “at the beginning of a turn,” they are immediately resolved now.

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!



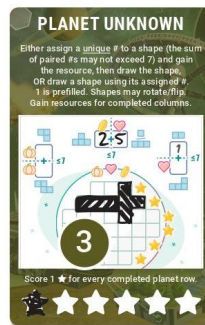
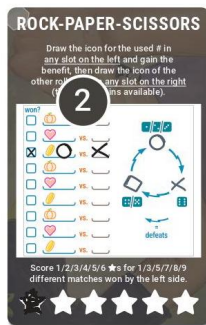
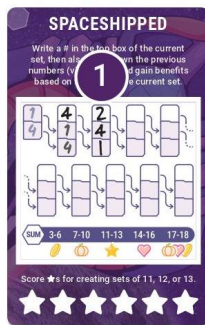
1 In this example, Miles chooses to activate his SpaceShipped realm with the -value die. He writes it in the top box of a new set and brings down the 4 and 1 from the previous set.



The sum is 7, so he gains a . He circles it on his resource card below the he already gained in the previous turn.



If he could also assign the to this realm now, he would make a new sum of 12, earning him a . However, he can only activate a realm once per turn, so he can't do that right now.



2 Before using the -value die, Miles first spends a he gained in the previous turn to create a new die. He crosses off the and he activates the Rock-Paper-Scissors realm with the -value die he just gained. No one else can use this imaginary die. Miles draws a in the third row (because he wants to gain another) and circles a on his resource card.

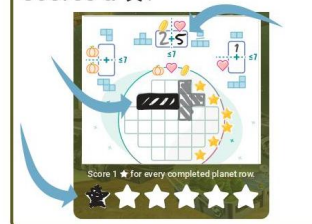


He must now draw the icon of “the other rolled die” in any slot on the right side. Since Miles activated this realm with a *created* die, he can choose either of the dice. He chooses the . He draws a and picks the same row. Rock beats scissors!

3 With the -value die (that is still available), Miles activates the Planet Unknown Realm. He would like to draw a line of 3. Before doing so, he first lowers his by 1 by crossing off from his resource card. He



now uses the adjusted value of to assign 5 to his desired shape (*the sum of the paired shapes is now 7, which meets the requirements*), gains a , draws the shape, completes a line, and thus scores a !



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

The individual realm rules (for all realms) and resource benefits are explained in the [Compendium](#) rulebook.

ROLLING REALMS

On each turn, any player rolls 2 dice, sharing the results with all players. You may use each die once, each in a different realm. You may not activate the same realm more than once per turn.

1		2		3	
4		5		6	
7		8		9	

Round 1	Round 2	Round 3	TOTAL
10.2	9.6	14.5	34.3

Earned-but-unused resources are 0.1 ★s each; resources do not carry over each round.

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. If still tied, the tied players share the victory.



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