

ROLLING REALMS

SOLITAIRE MINIGOLF

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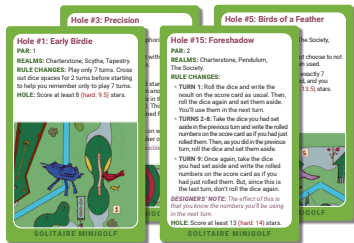
INTRODUCTION

Rolling Realms is a game that can be played with any number of players. Without any opponents, it is a solo game in which you play to try and beat your own high score.

This rulebook contains a solo alternative in which you play through a minigolf course of 18 holes. Each hole has its own unique challenges and requirements to hit the hole.

COMPONENTS

10 course cards



1 course log

(If you play the course more than 3 times, you can download a printable course log from stonemaiergames.com/games/rolling-realms/)

The course log is a grid with 18 rows (holes) and 3 columns (trees). Each cell contains a small icon representing a hole or tree. The holes are: 1. Early Birdie, 2. Bencorefuld, 3. Precision, 4. Neighbour, 5. Birds of a Feather, 6. Flewings, 7. Holes So Close To, 8. Hole of the Park, 9. Minors, 10. Missing One, 11. Misfired, 12. Bending Trees, 13. Hole In, 14. Neighbour, 15. Intermediate, 16. Pivotal, 17. Pick Your, 18. Walk It All. The trees are labeled # TREES at the bottom of each column.

MINIGOLF RULES

You play each minigolf hole as a 1-round game with three kinds of special rules that override some of the normal game rules:

REALMS: Which realms to use.

RULE CHANGES: In-game rule changes.

HOLE: Requirements for hitting the hole.

You start at hole 1 and after you hit it or fail to hit it in 4 attempts, you move on to hole 2, continuing until you have finished all 18 holes.

If you miss a hole (1 attempt), you play it again. If you miss the fourth attempt, you note your number of attempts as 5 on the course log (see the “Course Log” section at the end of the rulebook) and move on to the next hole.

Each hole has a “par” number telling you the average number of **attempts** for completing that hole. So, if you hit a par-3 hole on your second attempt, your number of attempts is 1 below par, i.e. you did well.

Your score for the course is the number of attempts it takes you to hit all 18 holes.

Par for the full course is 36.

Difficulty Levels

There are three difficulty levels for the minigolf course. Choose one corresponding to the level of challenge you want.

Easy and normal play by the rules of this rulebook, except that on easy difficulty, you start each attempt of a hole with 1 of each resource type for each failed attempt. So, if you’ve failed 2 attempts you start your third attempt with 2 pumpkins, 2 hearts, and 2 coins.

Once you move on from a hole, you are back to starting with no resources.

Hard difficulty follows the same rules as normal except that it makes the requirement for completing each hole slightly more difficult. Such changes are marked like this: **(hard: ...)**.

Par numbers are for **normal** difficulty.

MINIGOLF HOLES

Hole #1: Early Birdie

PAR: 1

REALMS: Charterstone, Scythe, Tapestry.

RULE CHANGES: Play only 7 turns. Cross out dice spaces for 2 turns before starting to help you remember only to play 7 turns.

HOLE: Score at least 8 (**hard: 9.5**) stars.

Hole #2: Resourceful

PAR: 2

REALMS: Between Two Cities, Euphoria, Pendulum.

RULE CHANGES: None.

HOLE: Score at least 12 (**hard: 13**) stars and gain at least 18 resources. It doesn't matter whether or not you use them.

Hole #3: Precision

PAR: 2

REALMS: Charterstone, Euphoria, Tapestry.

RULE CHANGES: You start with 1 pumpkin, 1 heart, and 1 coin.

HOLE:

- You must score exactly 3 stars in 1 realm, exactly 4 stars in another realm, and exactly 5 stars in the last (**hard: exactly 4, 5, and 6**). This does not include any stars gained from resources.
- There are no restrictions on which realm scores which number of stars.

DESIGNERS' TIP: *It's impossible to get exactly 5 stars in Tapestry.*

Hole #4: Neighbors

PAR: 2

REALMS: Between Two Cities, Scythe, Tapestry.

RULE CHANGES:

- **FOR EACH REALM:** After you fill/mark a space for the first time, you can only fill/mark spaces that are orthogonally adjacent to a space that is already filled/ marked (i.e. up, down, left, and right, not diagonally).
- **SCYTHE:** When marking both a top **and** a bottom number, the bottom number need not neighbor a previously marked number.
- **TAPESTRY:** It is enough that **one** small square of a full shape you fill out neighbors **one** previously filled small square.

HOLE: Score at least 14 (**hard: 16**) stars.

Hole #5: Birds of a Feather

PAR: 2

REALMS: My Little Scythe, The Society, Wingspan.

RULE CHANGES: You cannot choose to not use a die that could have been used.

HOLE: All realms must have exactly 7 spaces filled/ marked/ outlined, and you must score at least 12 (**hard: 13.5**) stars.

Hole #6: Weaving

PAR: 2

REALMS: Charterstone, Euphoria, Tapestry.

RULE CHANGES:

- Each turn you may assign both rolled dice to Tapestry, but, when you do, you cannot assign any dice created by using resources to Tapestry on that turn.
- All other rules about dice manipulation and creation remain the same.

HOLE: You must get all 6 stars in Tapestry and at least 12 (**hard: 14**) stars in total.

Hole #7: Wishes Do Come True

PAR: 2

REALMS: Euphoria, Tapestry, Wingspan.

RULE CHANGES:

- Play only 7 turns. Cross out dice spaces for 2 turns before starting to help you remember only to play 7 turns.
- You gain resources as normal, but you cannot use them. (Easy difficulty: You can use resources gained by failing previous attempts at this hole.)
- Each turn, you gain a third die with a number of your choice (1-6). That die works like a rolled die, i.e. it can't be placed in the same realm as another and it can be a part of a pair for using hearts.

HOLE: Score at least 13 (**hard:** 13.5) stars.

Hole #8: Sum of the Parts

PAR: 2

REALMS: Between Two Castles, Scythe, The Society.

RULE CHANGES: None.

HOLE:

- The sum of the numbers in the two castles must be the same.
- You must score at least as many stars in Between Two Castles as the highest (or tied for highest) score of the two other realms.
- Score at least 9 (**hard:** 11) stars.

Hole #9: Mirrors

PAR: 3

REALMS: Euphoria, My Little Scythe, Scythe.

RULE CHANGES: None.

HOLE:

- Score at least 11 (**hard:** 12) stars.
- The marked spaces within each realm must be in perfect vertical symmetry by the end of the game.

EXAMPLES:

- If you have a 3 on the left side of Euphoria, you must have marked a 4 on the right side of Euphoria.*
 - For a 6 on the pumpkin side of My Little Scythe, you must have marked a 2 on the heart side.*
 - If you have marked a space in the second column of Scythe you must have marked the space in the same row of the fifth column.*
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Hole #10: Boxing Day

PAR: 2

REALMS: Charterstone, Viticulture, Wingspan.

RULE CHANGES:

- When you open (mark) a crate in Charterstone, gain 1 pumpkin and 1 heart in addition to the star.
- When opening multiple crates by assigning 1 die, you gain only 1 pumpkin and 1 heart in addition to the stars, not 1 of each per crate.

HOLE: Score at least 13 (**hard:** 13.5) stars.

Hole #11: Holeywood

PAR: 2

REALMS: Between Two Castles, Euphoria, Pendulum.

RULE CHANGES:

- Whenever you would score a star, you must spend (cross out) a coin first. If you don't have any coins left, the star is lost.
- If you gain stars and coins at the same time, you can use the coins to pay for the stars.

HOLE: Score at least 9 (**hard: 10**) stars.

Hole #12: Expanding Horizon

PAR: 3

REALMS: Charterstone, My Little Scythe, Pendulum, Viticulture (4 realms).

RULE CHANGES: You choose between 4 realms instead of 3 when using dice.

HOLE: Score at least 2 stars in each realm and at least 16 (**hard: 17**) stars total.

Hole #13: Home Run

PAR: 2

REALMS: Between Two Castles, Scythe, Tapestry.

RULE CHANGES:

- You must score at least 1 star each turn. If not, you immediately miss the hole.
- The game can continue for as many as 12 turns. Use 2 score cards and cross out dice spaces for 6 turns on one of the cards to help you remember the correct number of turns.

HOLE: Fill out at least 16 of the 18 (**hard: all 18**) stars at the bottom of the realm cards.

Hole #14: Heartbroken

PAR: 2

REALMS: Between Two Castles, My Little Scythe, Viticulture.

RULE CHANGES:

- If you choose not to use a die, you gain a heart.
- If you cannot use a die, you gain a heart instead of choosing a resource to gain.
- You cannot refuse to take resources you earn. This includes hearts gained when not using dice.
- Clarification: When you roll a pair and want to use hearts, it's your choice whether to use 2 or 3 hearts.

HOLE:

- Score at least 15 (**hard: 15.5**) stars.
 - By the end of the game, all hearts must be spent.
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Hole #15: Foreshadow

PAR: 2

REALMS: Charterstone, Pendulum, The Society.

RULE CHANGES:

- **TURN 1:** Roll the dice and write the result on the score card as usual. Then, roll the dice again and set them aside. You'll use them in the next turn.
- **TURNS 2-8:** Take the dice you had set aside in the previous turn and write the rolled numbers on the score card as if you had just rolled them. Then, as you did in the previous turn, roll the dice and set them aside.
- **TURN 9:** Once again, take the dice you had set aside and write the rolled numbers on the score card as if you had just rolled them. But, since this is the last turn, don't roll the dice again.

DESIGNERS' NOTE: *The effect of this is that you know the numbers you'll be using in the next turn.*

HOLE: Score at least 13 (**hard: 14**) stars.

Hole #16: Pseudoku

PAR: 2

REALMS: Between Two Cities, Between Two Cities, Between Two Cities (from 3 different sets of cards).

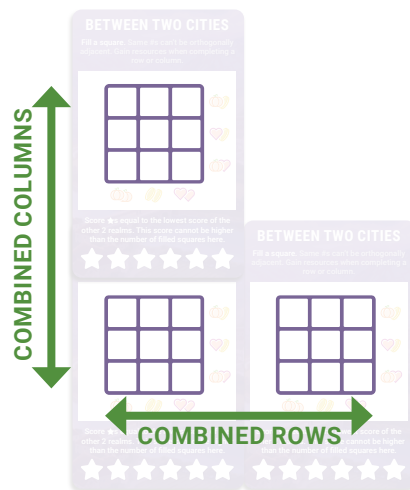
RULE CHANGES:

- Each card is considered a separate realm even though they're of the same kind.
- Arrange the 3 realms in an L-shape, as shown.
- When assigning dice, you can choose to assign individual dice as normal or you can use the sum of exactly 2 dice (rolled and/or created).
 - E.g., you can assign a 7 if you roll a 5 and create a 2 using coins or an 11 if you roll a 5 and a 6.
 - When adding dice, both are spent and cannot be assigned again.
 - The sum of the dice cannot be modified above 12.
 - Other than that, the summed dice follow all normal rules.
 - When creating a die using hearts, you do so based on 1 of the rolled dice (your choice which), not the sum of both dice.
- You cannot have the same number twice:
 - In the same realm,
 - across a row that spans neighboring realms (i.e. across the 6 spaces of each combined row in the lower realms),
 - or across a column that spans neighboring realms, if any (i.e. across 6 spaces for each combined column of the leftmost realms).

DESIGNERS' NOTE: *These are the same placement rules as for standard sudoku.*

- Instead of scoring stars from the realms as normal, you score a star for every completed row or column within a realm.

HOLE: Score at least 8 (hard: 9) stars.



Hole #17: Tick Tock

PAR: 1

REALMS: Pendulum, Viticulture, Wingspan.

RULE CHANGES:

- You do not earn resources or stars when you mark a space with a resource or star.
- You do gain 1 star for completing a bird with its exact wingspan.
- You do gain stars as normal in Viticulture.
- When completing an hourglass, in addition to the benefits obtained from outlined octagons, gain the resources/stars of the filled squares in Wingspan and the resources from the outlined grapes from Viticulture that haven't yet been crossed off.
- Clarification: Marked spaces can give benefits up to 3 times.
- Any stars scored in Wingspan beyond the first 6 are wasted.

HOLE: Score at least 14 (hard: 15) stars.

Hole #18: I Want it All

PAR: 2

REALMS: All 11. They start as inactive.

RULE CHANGES:

- After rolling the dice the first time, choose 3 realms that will be active.
- You can only assign dice to active realms.
- At the end of each turn: Discard all realms in which you have scored at least 3 stars.
 - Between Two Cities is discarded when and only when both of the other active realms are discarded in the same turn.
- In each turn, after rolling dice, but before assigning them, if you have less than 3 active realms, you must choose an inactive (not discarded) realm and make it active. Continue until you have 3 active realms. If you run out of inactive realms, you can play with less than 3 active realms.
- My Little Scythe needs 12 of a resource instead of 6 to score 2 stars. If you have 12 of at least 2 resource types when you choose this realm, you immediately discard it and choose another one (if any are left).
- Play 22 (hard: 21) turns. Use score cards from 3 different sets and cross out dice spaces for 5 (hard: 6) turns on one of the cards to help you remember to play the correct number of turns.
- You can gain up to 36 of each resource type. Use 3 resource cards, if needed.

HOLE: You must have discarded all 11 realms.

DESIGNERS' TIP: *Make sure not to end up with Between Two Cities and less than 2 other realms. In such cases, Between Two Cities can't score any stars, which means you will miss the hole.*

COURSE LOG

To keep track of your performance, a course log is included with the game. It can track up to 3 playthroughs of Rolling Realms Minigolf.

One playthrough is the full minigolf course of 18 holes. At the start of the playthrough, choose a difficulty level and mark it at the top of the column.

You can note your score for each attempt in the circles for each hole. You could also cross them out if you miss the goal or make a checkmark if you hit it.

Registering the score is purely for statistical fun—for game purposes, only the number of attempts matters.

In the small square at the end of the row write your total number of attempts for the hole in or “5” if you missed 4 times.

At the end of the course, sum the number of attempts and write this number at the bottom of the column. Compare it to the Course Par, which is 36.

When all 3 columns are used, you can download a new, printable course log from stonemaiergames.com/games/rolling-realms.

1	<input type="checkbox"/> EASY	<input type="checkbox"/> NORMAL	<input checked="" type="checkbox"/> HARD		
	#1	#2	#3	#4	#5

(9.0)	<u>12.7</u>				2
(8.2)	(11.3)	(10.8)	(12.0)		5
(12.9)	(11.2)	<u>13.2</u>			3

