Between Two Castles

- Write # in a square from bottom up with numbers getting smaller going up a column.
- Cannot write in a square if the square below it is empty.
- Fill in all column squares to get resource listed at top of column

SCORING

- 1 star for each filled castle row
- 3 rows in each castle

Hints, tips and notes

- Only one square in the first column. Fill with any number
- Only one square at the top of column 2. Filling it scores 1 star
- Only one square in bottom row of 2nd castle. Fill it for 1 star
- Door squares count as filled
- Numbers in one column are not dependent on another column, so, for example, you may fill in all 3 squares in the rightmost column before filling any other squares.
- Tip: 1 coin buys a 1 die for top of any column (if already filled with 2 or higher below it)

Charterstone

- Mark a # in the top row. Then write the number on the other rolled die in the crate directly below it.
- If you use a created die to mark the top row, you must write a rolled die # (unmodified) directly below it
- The die used to write a # in a bottom crate can also be used in another realm.
- **OR** cross off all the crates matching one of your dice

SCORING

- 1 star for each crossed off crate

Hints, tips and notes

- You can use a created die or a manipulated die to cross off crates
- If after several turns you wrote the same number in multiple crates, one die with that # can cross them all off at one time

Between Two Cities

- Write # in a square
- The number cannot be adjacent to another square with the same number
- Complete a row or column and gain the associated resources

SCORING

- Score stars equal to the lowest number of stars in the other two realms
- The score cannot be higher than the number of filled squares in this realm
- You do not score any stars from this realm itself

Hints, tips and notes

- You can only score 6 stars if both other realms score 6 stars AND you filled in 6 (or more) boxes in this realm

Euphoria

- Mark the die # on either side
- If you roll doubles (before manipulation) you may mark that number on both sides and may gain a resource from both sides, plus you may still use the number in one other realm

SCORING

- 1 star if you mark a # and the sum of all marked numbers on that side is between 4 and 10 inclusive

Hints, tips and notes

- You may score a maximum of 6 stars
- You may score a different number of stars from each side
- It is possible to score 4 stars from one side if you start by marking the 4 (scoring a star) then score a star as you mark the 1, the 2 and the 3

My Little Scythe

- Mark a hex and gain the resource in the center of that hex group
- Mark the same number in both hex groups and gain a coin

SCORING

- 2 stars if you gain at least 6 pumpkins (from any realm)
- 2 stars if you gain at least 6 hearts (from any realm)
- 2 stars if you gain at least 6 coins (from any realm)
- You do not score any stars from this realm itself

Hints, tips and notes

- Spent resources are still considered gained
- It is possible to score 6 stars without marking anything on this realm
- This realm cannot be used in chapter 2 of the solo campaign, Beyond the Realmiverse

Pendulum

- Use any # to outline an octagon at the top. Do NOT gain its resource at that time.
- **OR** mark off a die in one of the hourglasses

SCORING

- 1 star for each outlined octagon with a star in it each time you complete an hourglass (must be outlined prior to completing the hourglass)

Hints, tips and notes

- In order to score 6 stars you must outline the two octagons with a star before completing any of the hourglasses
- All outlined octagons are available as benefits each time you complete an hourglass so don't cross them off as used
- Each hourglass is associated with all octagons (not just those directly above it)
- Must mark 4 & 5 to complete middle hourglass
- Must mark 1, 2 & 3 to complete right hourglass
- Outline octagons early

Scythe

- Mark off a # in either the top or bottom row. Gain its resource
- After gaining a top row resource you may pay the cost listed for the box below it to mark off that box as well

SCORING

- 1 star for each marked off bottom row box

Hints, tips and notes

- You may mark a box in the bottom row before the top row above it IF you pay the listed cost for the bottom box
- If you mark off the top # and the box below it is not marked, you may mark the box below it by paying the cost listed (but not needing another die to do so)
- You <u>always</u> must pay the one associated resource, regardless of which of the two methods you use to score a star from the bottom row

The Society *(Red Rising)*

- The boxes are cards (mini-cards)
- Write a # on any blank card
- A written # must be lower than a card directly above it
- Fill in an entire row to gain that row's resources

SCORING

- 1 star for each 3 card pyramid filled in (two adjacent cards and the card directly above them)
- 1 star for filling in all cards

Hints, tips and notes

- The same number can appear on multiple cards
- You may not write a number on a blank card if a number directly below it is not lower
- With "Risky Rewards": the "Buy DIfference" reward on a pair to create #0 may provide an advantage

Tapestry
- 6 small squares are prefilled in
- Die # determines what polynomial shape to fill in
- The number of squares in the polynomial shape matches the die #
- The list's die # icon itself is part of the polynomial shape to use
- Fill in big boxes of 4 squares to gain the resource at the center of the squares

SCORING
- 1 star for each double row completely filled
- 1 star for each double column completely filled

Hints, tips and notes
- Shapes cannot overlap
- The same shape can be used multiple times (for each die #)
- You may rotate a shape
- As shapes are filled in, it gets harder to be able to find empty squares to fit the larger shapes
- Thicker solid brown lines define the big boxes of four squares
- Three adjacent 4 square big boxes comprise a double row or column

Viticulture
- **Outline** # grape. **Gain** its resource.
- **OR** **Sum** # with outlined grape(s) to be equal or greater than a wineglass. Mark off wineglass and grapes used. **Score** 2 stars.
- You may only outline a grape once

SCORING
- 2 stars for each wineglass marked off

Hints, tips and notes
- You may only outline a grape once
- Using high die rolls to outline grapes early will help scoring later with wine glasses
- You need to outline grapes early so you can use them later to score wineglass stars
- You can only use an outlined grape once but can use multiple outlined grapes at one time to boost the sum to 10, 11, 12 (or more)
- All stars are scored via the wineglasses

Wingspan
- Write the # in one empty square of one bird
- Choose any bird with an empty square. Fill squares left to right. Gain the resource under that square.

Additional SCORING
- 1 star for filling the third empty square for a bird
- 1 more star for a bird if the sum of all three numbers equals the wingspan of the bird (the number above the three squares).

Hints, tips and notes
- You can put any number you wish into that third square under a bird just to score 1 star as the associated resource even if the sum of the three numbers is not equal to that bird's number.
- Since there are 9 squares and 9 rolled dice that can be assigned to a square (plus any created dice), it may be wise to just take that one star without matching the number of the bird for scoring the additional star for the bird.
- Note: if playing with the Risky Rewards realm, you are allowed to write 0 in a square via "Buy Difference"