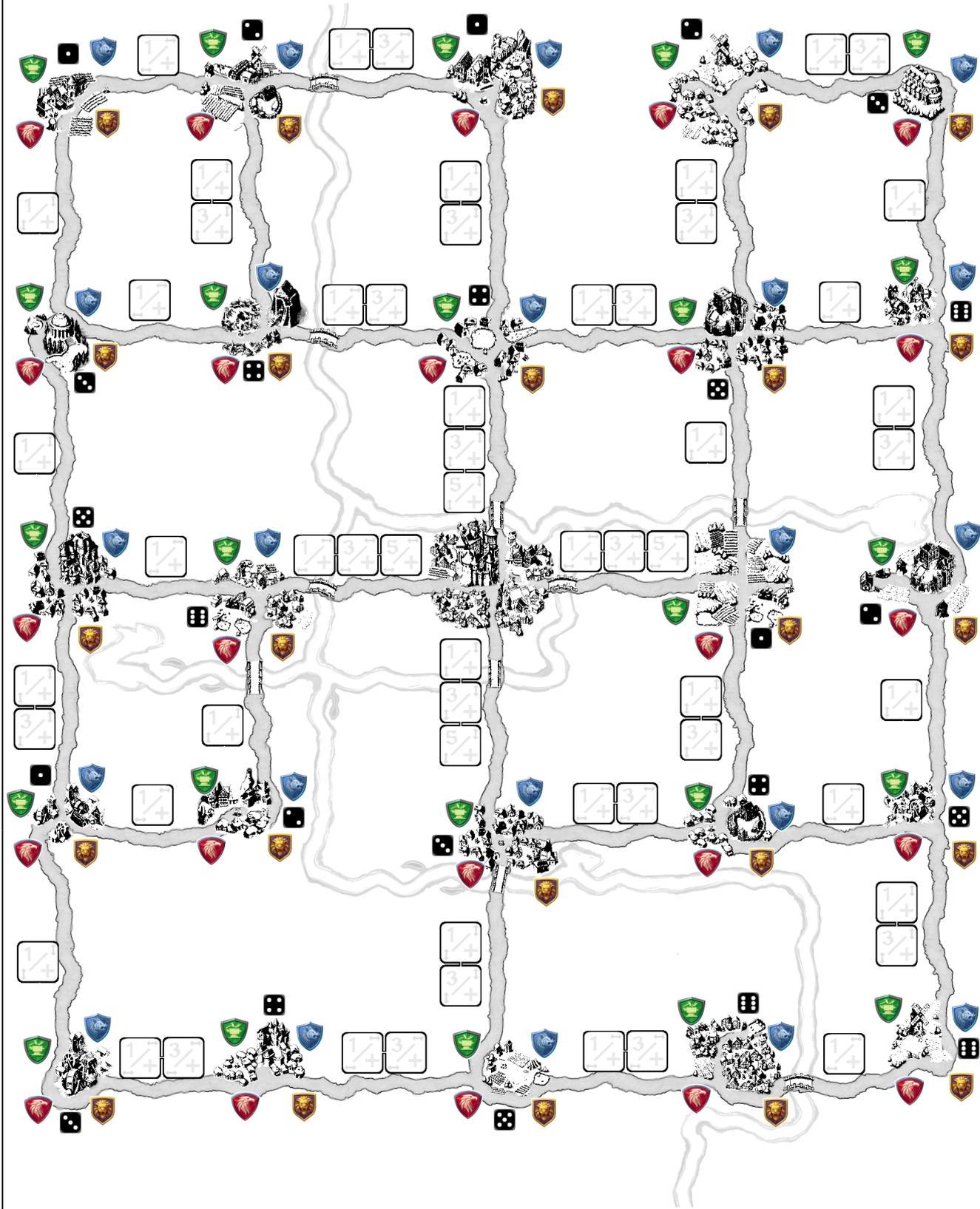


# A TOUR OF THE REALM

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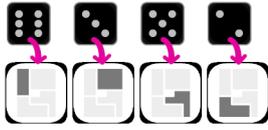
# A TOUR OF THE REALM<sub>v8</sub>

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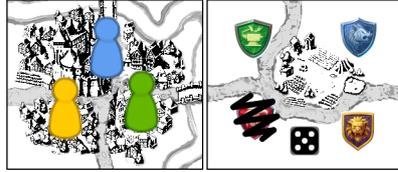
## YOU WILL NEED THIS TO PLAY:



A Tour of the Realm is a competitive roll&write board game for 2 to 4 players, played on a single game sheet. In this game, you must visit each location on the map and finally return to the capital city. Be the first to do so and you are declared the winner of the game.



Setup for a 3 player game



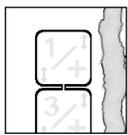
To **SETUP** a **NEW GAME**, first place the game sheet in the middle of the table. Then, place all four black dice into the region fields near the sheet's top (any value). Give each player six white dice and roll in secret. Place one colored meeple per player in the capital city in the sheet's center. Search the sheet for shields that belong to player colors not in play and, if any, strike them.

Finally, you must determine a starting player using any method you want. Then give the pen to that player to indicate this selection.

The game takes place over up to six **TURNS**, each made up of **FOUR** distinct **PHASES**. In the sheet's top left, the leftmost visible number of the turn tracker indicates the current turn.



During a phase of a turn, the starting player acts first, followed by others in clockwise order.



The game sheet's map is made of **LOCATIONS** and **ROADS** with little white **BOXES** next to them. During the game, players will write die face values into these white boxes. Note that a road has an orientation, it is either vertical or horizontal.

This **ORIENTATION** defines the **ELIGIBLE** die face values for that road's box: Even values can only be written into boxes next to vertical roads while odd values only go next to horizontal roads (a reference is in the sheet's top right corner).

Also note that **BOXES BECOME AVAILABLE** to players only once a certain turn count is reached. This is denoted with the syntax 1\+ (1st turn or later), 3\+ (3rd turn or later), etc. No value must be written in a box before it becomes available.

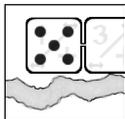
Finally, note the black region fields at the sheet's top: Each of them, below its respective black die, indicates one of the four **MAP REGIONS** (such as the north eastern one in the example to the right). Each region has six locations and every location within has a unique black die value printed nearby. This will be used to randomly select locations within a specific region.



Each turn always consists of four phases. The **FIRST PHASE** is called **ROLLING**: Every player rolls a selection of his or her white dice. You **MAY REROLL ALL** but you **MUST REROLL** all **DISCARDED DICE** from the last turn. Keep all dice secret using a cup or your hands.

In the **SECOND PHASE**, the **RANDOM VALUES** are added: First, every player reveals two white dice, placing them openly on the table.

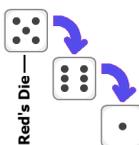
Next, the starting player individually takes each black die that remains on the sheet and rolls it, selecting a location within that die's region. Then, check if some die face value was revealed that is eligible for at least one of the free and available boxes of that location's adjacent roads. If so, the starting player must write such an eligible value into one such box, freely picking from the applicable options. In other words: For each black die still on the sheet, one die face value might get written into a box, depending on what was revealed.



In the **THIRD PHASE** sees players deciding to **FILL BOXES**: Each time you hold the pen, you must fill a white box. You must pick **any** free white box that is available (aka belongs to a previous or the current turn) and write any eligible die face value of your choice into it. Afterwards, you must reveal one of your remaining white dice to the other players. Your written and revealed die values can but need not match, as seen in the example on the left.

After writing a value and placing one of your dice openly on the table, pass on the pen to the next player in clockwise order. This continues until either no available free white boxes remain or every player has **COMMITTED TWO TIMES**, aka everyone now has four revealed white dice in front of them. In both cases, the third phase then concludes and the pen is passed back to the starting player.

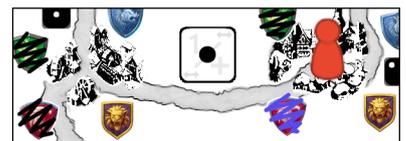
The **FOURTH PHASE** is about **MOVING**: To move your meeple via a road to a neighboring location, you must discard a white die (secret or revealed) that matches a value written into any of the filled white boxes of that road. Roads without values cannot be moved over.



If you have **NO MATCHING DIE** for some box, you can **DISCARD THREE** dice of arbitrary value to move over its road instead. Alternatively, you can **ALTER** one of your remaining dice to match: Altering once means increasing or decreasing a die value by one or switching between 1 and 6. Altering a die multiple times is allowed: In the example, the red players alters a 5 twice to match a box's 1.

Each time you **ALTER** a **DIE**, you **INCUR** a **COST** that is tracked using a black die. When altering for the first time, take any of the black dice from the sheet and place it before you, showing 1. From now on, each time you alter, **INCREASE** your **BLACK DIE'S VALUE** by one. You must not alter dice if your black die shows 6. Note that you cannot take a second black die and that they never return to the sheet.

Once you have discarded the necessary die or dice, move the meeple of your color along the road to its new location. The starting player must now strike out the shield of your color at this location, indicating that you have to visited it. If that shield was your **LAST SHIELD** in that **REGION**, then you additionally **DECREASE** your **BLACK DIE'S VALUE** by one if possible. You may move as often as you want and where you want, provided you have the dice for it.



Once all players have concluded their moves, the turn is over. At this time, players check if the game is over: If one or more players have **VISITED ALL LOCATIONS** and have moved their meeples **BACK TO** the **CAPITAL CITY** in the center of the sheet, they **WIN**.

If multiple players manage to fulfill this condition during a turn, break this tie by lower incurred costs (no black die or, worse, a black die of lower value) and, if there is still a tie, by (lower) number of discarded white dice this turn to determine which player wins.

At the end of a turn, the game simply continues into a new turn. Strike the current turn number and then determine a **NEW STARTING PLAYER** by giving the pen to the player with the lowest incurred costs (see previous section).

The current starting player's choice breaks any ties. If no player has managed to win when the sixth turn concludes, the player with the fewest shields still visible on the map wins the game (apply same tie breaker rules as above).

