

Realm of Sand

Roger's Rules: Firedrake/BGG

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Goal

Have the highest score at end game.

Setup

- Each player takes three random 3-square rune tiles, a

board, and a plain cube for the 0 space on the “+1” track.

- In advanced mode, turn the board to the side with diamonds, and take the matching-colour round crystal marker. The player with the purple board takes a blue or yellow disc of their choice.

- shuffle each of the I, II and III decks and deal out 4 cards from each into market rows. The central play area then has III, II and I rows, with deck to the left of the market.

- shuffle remaining 3-square tiles and arrange them in a loop

round the central play area.
Place the queen meeple between any two tiles.

- make a central supply of 2/4/5/all discs of each colour for 1/2/3/4 players. Others won't be used.

- choose a random start player and play in rotation.

Player Turn

* Once in your turn, you may:

either play one 3-square rune tile from your hand to your board. Place it in the light-shaded area. Place on the board

the three individual pieces matching the components of the tile; place the tile behind (anti-clockwise from) the queen; and take into your hand one of the two tiles in front of (clockwise from) the queen;

or place or move up to 3 discs onto your board (from your supply, or from other spaces on the board).

Any square pieces that you overlap are discarded. Any discs that you overlap are returned to your supply.

Each space on the +1 track lets you use one dark-shaded space.

(Advanced mode) If any of the pieces just placed overlaps a crystal space on your board, flip your crystal marker to Charged. You cannot use a crystal in the same turn in which you charged it.

* As many times as you like, before or after the main action above, you may:

Claim a card from the market by demonstrating that pieces/discs on your board match the pattern on it. Reflected patterns are still valid. Remove the matching pieces (to stock) and discs (to your supply). Get the reward at the bottom of the card: discs of

that colour (if any are left) and/or +1s for your +1 track. If you have a total of 10+ hourglass symbols (top right corner), declare end game.

(Advanced mode) If your crystal was Charged at the start of the turn, you may discharge it (flip to clear side) to use its power:

- Red, draw 3 cards from any deck, select 1 to retain face down, return remaining 2 to bottom of deck. You may choose to complete a face-down card rather than one in the market.

- Purple, when you take a “place or move up to 3 discs” action, you may place/move *all* your discs.
- Yellow, exchange a disc of yours with a disc from the central supply.
- Green, move one square on your board to an empty space.
- Orange, gain +1 on the +1 track.
- Blue, swap 1 or 2 3-space tiles in hand for the same number in the circle.

Only at the end of your turn, refill any empty slots in the market rows. Once a deck is

exhausted, no further cards will be available in that row.

End Game

Once end game is declared, finish the round. Score is the number of points (top left) on completed cards; ties are broken in favour of the most pieces remaining on the player board; ties are broken in favour of the player later in round order.