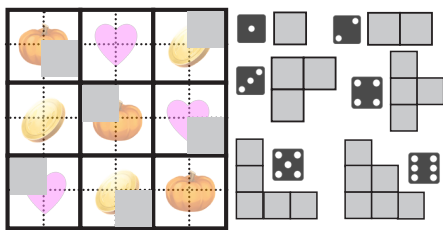


SCOUTING REALMS

Select 3 realms per round for all players. On each of 9 turns, roll 2d6 for simultaneous use by all players. Use each die once, each in a different realm (1 die per realm unless otherwise specified). Most stars wins (earned-but-unused resources are 0.1 star each).

Davis Inn

Use 1 die to fill a shape (rotating is ok; no limit to uses of each #). If you complete a BIG square, gain a bonus.



Score 1★ per completed BIG row/column (6 total).



Carlock Pavilion

Use 1 die in a square; same #s can't be orthogonally adjacent. Gain a bonus when you complete a row/column.

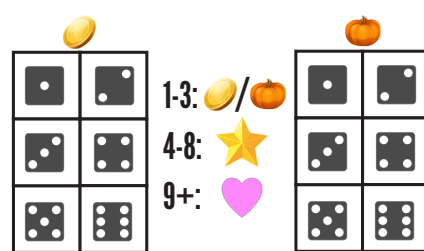


Score stars equal to the lowest of the other 2 realms.
This # cannot be higher than filled squares here.



Mountaineering

Use 1 die to either **mark 1 #** or (if a pair is rolled) **mark both #s**. Then bonus is based on the sum of that area.



Love Dining Hall

Either use 1 die to gain a bonus OR use 2 dice in the same column to gain both bonuses.



Camp Jamison

Use 1 die in a square on any bird, left to right. The 1st and 2nd squares on each bird provide a bonus.

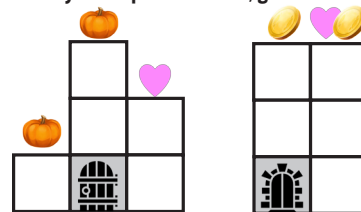


Score 2★ per complete bird whose sum = wingspan.



Fort Brumley

Use 1 or 2 dice (1 per castle) to fill squares from the bottom up; #s on top must be lower than those below. When you complete a column, gain a bonus.

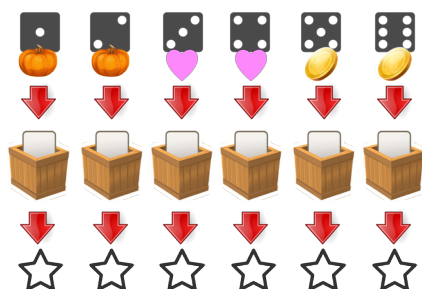


Score 1★ per completed row (each castle has 3 rows).



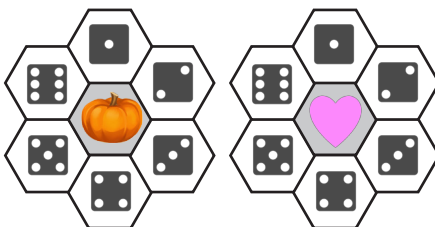
Sailing

Use 1 die to mark either a **bonus** (note the other die on the crate) or **all crates matching the die**.



Kayaking

Use 1 die to mark a hex and gain a pumpkin/heart.



Score 1/2/3★ for 3+/6+/9+ earned from anywhere throughout this round. Do the same for ♥.



Canoeing

Either use 1 die to **circle (gain) a grape** or use the sum of 1 die and at least 1 grape to **fill order**.



WOODRUFF

BERT ADAMS
SCOUT CAMP

ALLATOONA
AQUATICS BASE

TURN 1						
TURN 2						
TURN 3						

ROUND 1:



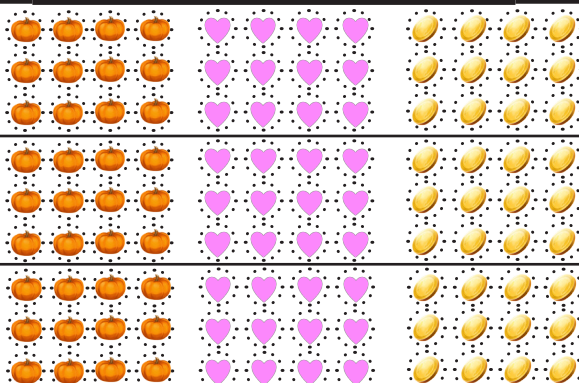
ROUND 2:



ROUND 3:



TOTAL: —★



resources do not carry over from round to round

- Pay 2🍊 to adjust a die +/- 1
- Pay 3🍊 to adjust a die +/- 1; you may use it in a realm you've already used this turn
- Pay 2♥ if the dice show a pair to reuse a die
- Pay 3♥ to reuse a die
- Pay 2🍌 if the dice sum is 7 to reuse a die
- Pay X🍌 to gain a die of value X (1-6)
- dice can't be adjusted into a pair or sum 7
- reused dice and extra #s can't be used in the same realm(s) as other dice this turn
- reuse dice as they were originally rolled



Scouting Realms based on Rolling Realms by Stonemaier Games, tweaked with permission by Troop 2319, Marietta GA

