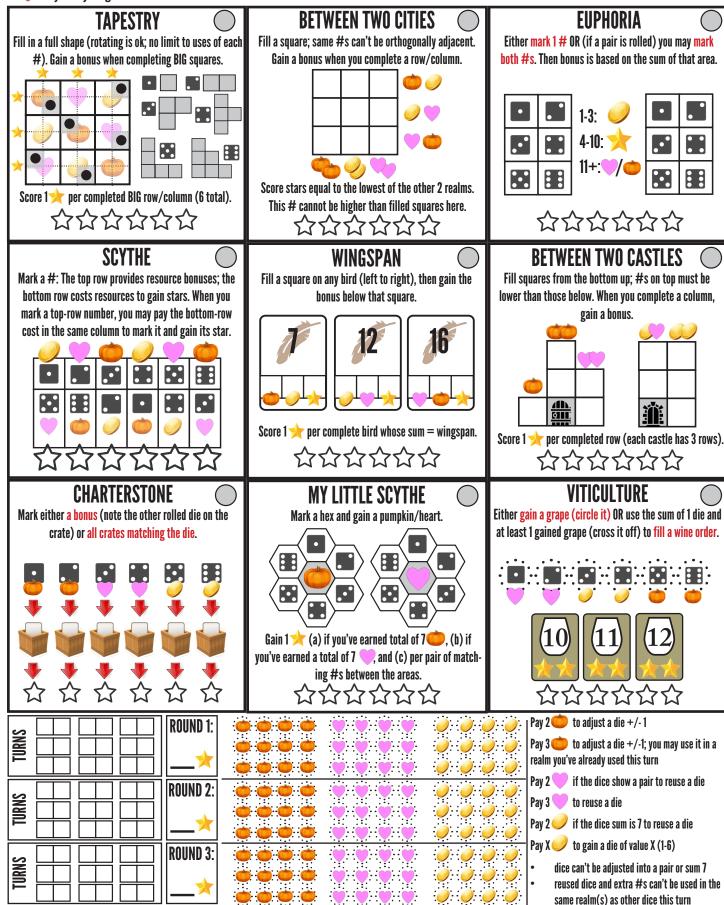


Select 3 realms per round for all players. On each of 9 turns, roll 2d6 for simultaneous use by all players. Use each die once, each in a different realm--you can't use the same realm twice on the same turn. Most stars wins.



earned-but-unused resources are 0.1 stars each; resources do not carry over

reuse dice as they were originally rolled