

Kingdomino

Objective: Players compete to build the highest scoring 5x5 kingdom.

Setup

1. Each player takes a number of King meeples of a single colour based on the number of players:

2-Player Game: 2 Kings each

3 – 4 Player Game: 1 King each

2. Each player takes the Starting tile and Castle that matches their King's colour; each player places their Starting tile in front of them and then places their Castle on top of their Starting tile.
3. Shuffle the Dominoes randomly so that only the numbers are visible.
4. Place a number of random Dominoes into the box insert based on the number of players to form the draw pile, and then position the box in such a way that players can neither see the numbers nor the terrain sides of the Dominoes:



2-Players: 24 Dominoes (the other 24 Dominoes will not be used).

3 – 4 Players: All 48 Dominoes

5. Take the first 4 Dominoes from the box insert and place them in descending order so that the topmost Domino is the lowest number and the bottommost Domino is the highest number.

- Once the Dominoes are placed in descending order, flip them over so they show the terrain side.



6. One player takes all of the King meeples into their hand, shakes them up, and then pulls them out one at a time.
 - When a King is pulled, the owner of that King chooses one of the Dominoes they wish to claim and places their King on it; the Domino chosen cannot already have a King on it.
 - In a 2-player game each player will choose 2 Dominoes, one for each King.
 - In a 3-player game, once the third Domino has a King on it, the fourth unclaimed Domino is discarded from the game.
7. When each of the Dominoes has a King on it, draw 4 more Dominoes from the draw pile, place them in a row of numerically descending order to the right of the row with the Kings on them, and then flip the Dominoes over so that the terrain side is showing.

Optional Rules

The following rules can be added to the game if players agree to them, prior to starting the game:

Dynasty: Players play 3 games in a row; at the end of all 3 games, the player with the highest total number of points from all 3 games combined is the winner.

The Middle Kingdom: Players that build their kingdom so that their Castle is directly in the middle of their kingdom in both directions, score 10 additional points.

Harmony: Players score 5 additional points if their territory is complete and they have not discarded any Dominoes.

The Mighty Duel (2-Player Only): Instead of building a 5x5 kingdom, players use all of the Dominoes and each build a 7x7 kingdom.

End of Game

When the last of the Dominoes are lined up, each player will take one last turn, after which each player should have a kingdom made up of a 5x5 grid in front of them.

- If a player was forced to discard any Dominoes, their kingdom will not be a complete 5x5 grid.

Players add up the points of all of the territories that make up their kingdom:

- A territory is a single area made up of squares of the same terrain type that are all interconnected together, either horizontally or vertically along their edges.
- The points score for each territory is equal to the number of squares that make up the territory multiplied by the number of crowns shown in that territory.

i.e. A territory that is made up of 7 forest squares with 3 crowns is worth 21 points (7 x 3).

- The crowns used to score a territory can come from multiple different squares within that territory.
- A territory with no crowns is worth no points.

The player with the highest score is the winner.

Tie-breaker: In the event of a tie, the player with the largest single territory (based on the number of squares) wins the game, and if still tied, the tied players share the win.

Turn Order

Beginning with the player who has their King on the topmost (lowest numbered) Domino and working towards the player who has their King on the bottommost Domino, players perform the following actions:

1. The player takes the Domino from under their King and adds it to their kingdom, following the connection rules:

In order to place a Domino into their kingdom the player must:

- The player must ensure that all of their Dominoes fit within a 5 x 5 grid (each Domino is 1 x 2); if placing a Domino would cause the grid of their kingdom to extend beyond 5 squares wide or high, it cannot be placed and they must discard it.
- If the player cannot place a Domino into their kingdom following either of these rules, they must discard it:

Connect it to their Starting tile: Each player's Starting tile is considered to be a wild Domino.

or

Connect it to Another Domino: So that at least one edge of one of the squares of the Domino connects to an edge of an existing Domino in a way that causes them to share a terrain type.



2. The player chooses a new Domino in the new line by placing their King on it.

- Each Domino can only have one King on it; the player must choose from the Dominoes that do not already have a King on them.

Once every player has taken their two actions as per above, a new line of Dominoes is formed and a new turn starts.

- In a 2-player game each player will perform the two actions twice, one for each of their Kings.
- In a 3-player game, once the third Domino has a King on it, the fourth unclaimed Domino is discarded from the game.

To form a new line of Dominoes:

- i) Draw 4 Dominoes from the draw pile and place them in a row of numerically descending order to the right of the row with the Kings on them.
- ii) Once the dominoes are placed in descending order, flip them over so that they show the terrain side.