

KINGDOMINO™

You are a King seeking new lands to expand your Kingdom. You must explore the different terrains: wheat fields, lakes, mountains, villages, forests and gardens in order to develop the best territories. But be careful, as other Kings are also coveting these lands...

OBJECT OF THE GAME

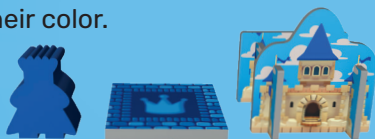
Cleverly connect your dominoes to build the most prestigious 5x5 square kingdom.

SET-UP

These rules are for a **3-4 player game**. You should familiarize yourself with these rules first. **2 player game** rules specifications can be found at the end of this booklet.

❖ Each player chooses their color and then takes the following from the box:

- One starting tile (one square) and one castle in their color. Place this tile face up in front of you and place the castle on top of it.
- One king in their color.



❖ Shuffle the dominoes. Place the dominoes in the box to form the draw pile with the numbers facing up.



RULES



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CONTENTS

- 4 starting tiles
- 4 3D castles (1 pink, 1 yellow, 1 green, 1 blue)
- 8 wooden kings in 4 colors (2 pink, 2 yellow, 2 green, 2 blue)
- 48 dominoes (1 landscape side, 1 numbered side)
- 1 scorecard notebook

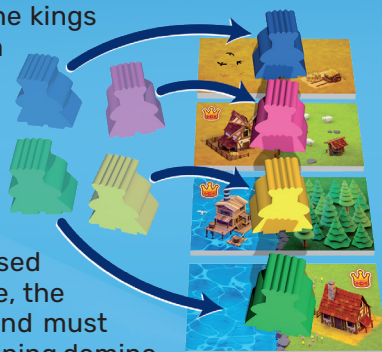
Note: before your first game, assemble the 4 small castles.



- ❖ **A** Take the first 4 dominoes from the draw pile and place them next to the box, number side up: make a line in numerical order with the smallest number closest to the box and then flip them over.



❖ **B** One player takes all the kings in their hand, shuffles them together and draws them one by one. When your king is drawn, take him and place him on any free domino of the 4 dominoes in the line. In a 3 player game, discard the unused domino. For a 4 player game, the last player has no choice and must place their king on the remaining domino.



❖ **C** When all your kings have been positioned, make a new line in the same way as before by drawing 4 new dominoes (step A).



PLAYING THE GAME

The playing order is determined by the position of the kings on the first line of dominoes. The player whose king is positioned on the 1st domino closest to the box starts. They must complete these 2 actions, in order:

Place your domino: take the domino you have chosen when you placed your king on it, and place it in your kingdom following the *Connection Rules*.

CONNECTION RULES

Each player must build their own kingdom of 25 squares (one domino is made up of 2 squares). To position your domino, you must:

- **Connect it to your starting tile.** Be aware that the starting tile is a wild tile, meaning any terrain can be connected to it.
- **OR connect it to another domino by matching it with at least 1 other terrain** (horizontally or vertically).
- Make sure that the whole kingdom of dominoes is a **5x5 square**, including the starting tile. It should have a total surface of 25 squares.



If it is impossible to place a domino in your kingdom following these rules then discard the domino. You will not earn points with that domino.

If a domino can be placed according to the rules then it **MUST** be played, regardless of whether or not it helps the player.

Choose a new domino: place your king on a free domino in the new line of dominoes.

It is now the turn of the next player in the first line of dominoes to carry out these two actions. After that, the remaining players take their turn in order of the line, until the last domino in the line is played.

Make a new line of 4 dominoes and start a new turn.

There are 12 turns in a game of 3-4 players.

END OF THE GAME

When the last of the dominoes are placed in a line, each player takes one last turn, only carrying out the **Place your domino** action. Each player should have a 5x5 square kingdom in front of them. Some players may have incomplete kingdoms if they had to discard one or more dominoes.

Now, each player can calculate the points for their kingdoms in the following way:

- Each territory is worth as many prestige points as the number of squares it is made up of, multiplied by the number of Crowns (printed on the dominoes) located within this domain. There can be several territories with the same terrain in your kingdom.
- A territory without a crown is worth nothing.
- Add together the points earned for each of your territories to get your final score.

	B	C	Y
	3		
	2		
	12		
	10		
	2		
	10		
	5		
	29		



Kingdoms are made up of different territories. A **territory** is a group of squares of matching terrains connected horizontally or vertically.

The player with the highest score wins the game.

In case of a tie, the player with the biggest territory (with the highest number of squares) wins the game.

If it is still a tie, the player who has the most crowns wins the game.

If it is still a tie, the players share the victory.

ADDITIONAL AND OPTIONAL RULES

❖ **The middle Kingdom:** get 10 bonus points if your castle is located in the center of your kingdom. If your kingdom is not complete at the end of the game (you were forced to discard one or more domino during the game) but the castle is still in the center of the 5x5 unfinished kingdom, you earn the 10 bonus points.

❖ **Harmony:** get 5 bonus points if your 5x5 kingdom is complete and you did not discard any dominoes.



❖ The Mighty Duel - SPECIAL TWO PLAYER RULES

In a 2 player game, the kings evolve and start developing larger kingdoms. Play a game using all 48 dominoes to create a **7x7 grid**!

The rules for this option are the same as before with a few exceptions:

For the Setup

- Each player takes **two kings** of the same color instead of one.
- Draw a random king. The player whose king was drawn (player A) chooses one of the 4 dominoes, then the other player (player B) chooses 2 dominoes. Player A has no choice and places their king on the remaining domino.

During Turns

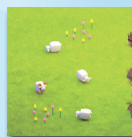
Each player carries out the actions **Place your domino** and **Choose a new domino** twice, once for each of their two kings.



X 21



X 5



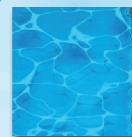
X 10



X 2



X 2



X 12



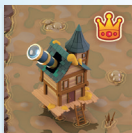
X 6



X 16



X 6



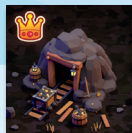
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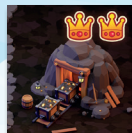
X 2



X 1



X 1



X 3



X 1



X 6

