

QueendominoTM



RULES

« **Queendomino – Fantastic Era** » is an expansion pack for
« **Queendomino** » which allows to play up to 5 players.

Play 2 to 5 players or more, in teams !

Contents :

- 1 rules
- 1 starting tile
- 1 3D Castle
- 2 king meeples (black)
- 1 domino dispenser (tower)
- 36 dominoes (12 dominoes « Fantastic Era », 24 tiles « Fantastic Event »)
- 24 Building tiles
- 15 Knights (black meeples)
- 13 Towers (grey meeples)
- 61 coins (3 worth 1, 4 worth 3, 54 worth 9)
- 1 "Builders" double-board
- 1 Dragonett meeple
- 1 velvet purse to store and draw kings
- 5 Mini player aid

For download :

- *Kingdom playmats to print (and even to customize)*
- *« Kingdomino – The Court » expansion to print*

Introduction

You are a Lord seeking new lands to expand your Kingdom. You must explore all the wheat fields, lakes, mountains and towns in order to spot the best territories. But be careful, as some other Lords are also coveting these lands... And who knows what unfortunate or blissful events will befall on the rapidly expanding kingdoms ?

Object of the game

Cleverly connect your dominoes in order to build your kingdom in a 5x5 grid (3 to 5 players) or a 7x7 grid (2 players, each player using the 2 King meeples of his color) all the while scoring the most victory points with your territories and your wealth.

Set up (Step 1)

The « Fantastic Era » expansion pack is played according to the Queendomino rules. It is compatible with the expansion pack « The Court ».

Shuffle the 48 Dominoes from the game Queendomino with the 12 new Dominoes from the expansion pack, making sure the side with numbers is facing up as you shuffle. Place all the Dominoes inside the « Fantastic Era » Tower. **All the dominoes will be used regardless of the number of players.** The « Fantastic Era » dispenser tower will be placed next to the double « Builders » board.

Shuffle the « Fantastic Event » Tiles thoroughly, making sure to keep them face down. Then, take 11 tiles randomly and place them in a pile. The remaining tiles will not be used for this game.

Each tile indicates a specific way to impact the game round. That way, all your games will be different ! **Do not reveal the top first tile yet, it will not be revealed until the end of the first round.**

Regarding the placement of the "Builders" double-board, the "Buildings" tiles from the Queendomino base game and those from the "Fantastic Era" expansion pack are thoroughly shuffled together. Two equivalent piles are made grey side up, they are placed on the two spots reserved for them on the "Builders" double-board (red dots).

INFO: These tiles have : a grey side (building under construction) and a red side (finished building).



Set up (Step 2)

Whatever the number of players, **ALWAYS** pull 5 Dominoes from the dispenser tower at each round. Display them in a line next to the « Builders » double-board, numbered side up.

Remember to line them up in numerical order, with the lowest number near the tower and highest number at the bottom of the line. Then turn them on the landscape side.

One player takes the Kings used for the game and places them in the velvet purse. He shakes it well to shuffle the Kings inside, then he takes them out one by one. When your King appears, place it on an empty domino in the line (the first king is free to take any domino of interest in the line, not necessarily the first one). There can be only one King on each domino.

For example, the white player who was first revealed, chooses to position himself on the fifth domino of the line; the orange player is the second to be revealed, he decides to place himself on the 1st domino. Purple meeple comes third, his player chooses the third domino. Black is the

penultimate out of the purse, it is positioned on the 4th domino. Finally, the red player being last, he has no choice but to place himself on the 2nd domino.

INFO: In a 3 or 4-player game, simply discard the dominoes that had not been chosen by any player.

(In a 2-player game, one King is drawn randomly. The player whose color it is can place it on a chosen domino. Then the second player places his 2 Kings on 2 of the 4 free dominoes. The remaining King of the first player is placed on one of the last free dominoes. The remaining domino will be discarded.)

Once all the kings have been placed, form a new row of dominoes with the next 5 dominoes from the “Fantastic Era” dispenser tower.



Playing the game

The game round takes place according to the rules of Queendomino. Each player performs round actions, including, if applicable, actions related to the expansion pack "The Court".

Once ALL players have completed their round actions, get ready for the next round according to Queendomino rules.

Before starting the next round, draw a “Fantastic Event” tile and discard the previous one.

INFO: In the first round, there is no event, the first “Event” tile will be revealed at the end of the first round and will impact the game on the second round.

A new game round can start. The first step is to apply over the concerned Kingdoms the effects caused by the revealed "Fantastic Event" tile (see details on following pages).

Fantastics Events

This part details the different "Fantastic Event" tiles that exist in the "Queendomino - Fantastic Era" expansion pack as well as their effects as they are revealed :

The Queen's Abduction :

« Horror ! Taking advantage of the in-between rounds night, the Queen has been kidnapped ! Her kidnappers demand a ransom ! »



INFO: This tile only has an effect if the Queen is on a Kingdom.

The Queen is removed from the Kingdom of the player who owns it. The meeple is repositioned next to the "Building" tiles on the game board. **This player must pay a ransom of 2 coins (worth 1).**

In addition, each player must pay to the bank a ransom of one coin (worth 1).

NOTA: If a player does not have the required amount, he will have to mortgage the bank a "Building" tile (it can be a tile from the expansion pack « The Court », if applicable). The tile will then be turned with the grey side visible (or to hide the building from the expansion pack « The Court »). The building is no longer included in the calculation of end game points. When the player is able to settle his debt at the bank, he can return the « Building » tile from which he will recover the mortgage.

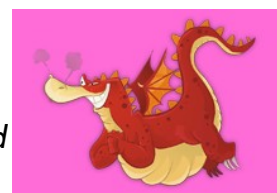
NOTA: If a player has neither the required amount nor a Building, he will have to part from 2 Resources in his kingdom (not necessarily different ones).

SIDE EFFECT: In the absence of the Queen, the player who owned her in his Kingdom loses all of the benefits associated with her presence. The Queen may return to the player's game at the end of the round, when the "Fantastic Event" tile will be discarded, unless another player comes to recover it by building a Tower.

NOTA: If this « Fantastic Event » tile is revealed during the last game round, the advantages linked to the Queen's presence in the Kingdom will not be counted in the calculation of end-game points.

The wrath of the Dragonett :

« The Dragonett did not sleep well. she wakes up in a very bad mood and has only one desire : destroying buildings... »



The Dragonett will immediately destroy not one but two constructions among those on the "Builders" double-board. The decision is made by a majority of players, but the two destroyed buildings must be side by side (horizontally or vertically, without impacting the deks).

SIDE EFFECT: The Dragonett can no longer be requested during this round and the destroyed buildings will be discarded. The spots will remain empty until the end of the round, when the Dragonett returns to its cave.

Night of the Werewolves :



« During the in-between rounds, werewolves take advantage of a full moon night to attack the land of dominoes... »

When this tile is revealed, each player must turn over the tile of a Character from « The Court » they had recruited. It's up to the player to choose their character.

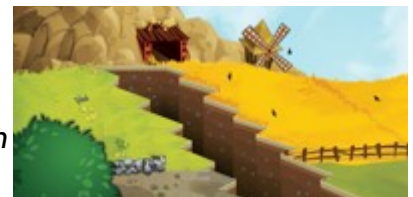
SIDE EFFECT : This character will no longer have an effect and at the end of the game it will no longer be used to calculate points (neither base points, nor, if applicable, points linked to the Resources around it). The « Court » Character tile will remain in the inverted position on the kingdom and may not be used for another « Character » recruitment or the construction of a « Court » Building.

NOTA : If a player has not recruited a « Court » Character, he must then remove from his Kingdom one of the Knights who have collected the tax on his domains. The Knight is then placed in the « Cemetery Area » outside of his Kingdom playmat.

SIDE EFFECT : The Knight who is in the « Cemetery Area » of his Kingdom playmat cannot be counted in the calculation of end-game points.

NOTA : If a player has neither a « Court » Character recruited from his Kingdom, nor a Knight who was out of the reserve to collect the tax, the « Fantastic Event » tile has no effect on his Kingdom.

The Earthquake :



« During the in-between rounds, an earthquake takes place in the land of dominoes... »

This tile causes a Tower to collapse in each Kingdom. The chosen Tower must be on a « Building » tile located next to (or diagonally) a square with a crown. The Tower will then be placed in the supine position across the tile with the crown, **so that it covers the crown**, and in the axis with the « Building » tile where it came from.

SIDE EFFECT : The value of the domain with the crown is therefore impacted in the calculation of end-game points.

NOTA : If the player does not have a crown around one of his Towers, he will choose one and position his figurine so that it is lying on his « Building » tile.

NOTA : If the player does not have a tower, one of his constructions is destroyed by the « Fantastic Event » tile. Thus, the « Building » tile is turned over, grey side up (or « Building » side down, in the case of a construction resulting from the expansion pack « The Court »).

SIDE EFFECT : The land is then unusable for carrying out another construction. Its effects are canceled out in the calculation of end-game points.

INFO : During each round played from the reveal of this « Fantastic Event » tile, at the time of his round, the player may carry out a reconstruction of a destroyed Tower or « Building » (only one per round). It operates as follows :

♦ EITHER the player will have to pay the bank a value of 3 coins (worth 1) for the reconstruction of a « Building » or a Tower. The « Building » tile is then turned with the red side up (or to make the « Building » reappear in the case of a tile from the expansion

pack « The Court »). In the case of a Tower, the figurine can be straightened up on the tile from which it came.

♦ OR the player can pay the Bank a value of 1 coin to clear the land and make it buildable again, if that is the case.

SIDE EFFECT : If it is a Tower, it is simply placed with the others in the center of the game. In the case of a « Building » tile, it is put in the discard pile and can no longer be built during the game. In this case, the domino square becomes a town square under construction, usable for the next round. If it is a tile from the expansion pack « The Court », it is also discarded and will be placed under the stack of tiles on the small « Court » board and the square from which it came can be used for another construction or the recruitment of a Character, for the next round.

The gold Rush :

« Gold ! We found gold all over the land of dominoes ! »

This tile allows each Kingdom to enrich itself with 3 coins (worth 1) for each crown present in its domains. The Kingdom is also enriched with one coin (worth 1) per mine land without any crown.

NOTA : If a player is hosting the Queen, he also gains 3 coins (worth 1).



The migration of good fairies :

« During the in-between rounds, the good fairies migrated. Passing through the land of dominoes, they left behind them a magical trail... »

The unveiling of this tile causes, in each Kingdom, the resurrection of all the Characters of « The Court » and the Knights of the cemetery area. If applicable, players flip Characters, that had previously been flipped, face up and take the Knights out of the cemetery area to place them back in their Kingdom on domino squares that are not yet occupied by other Knights.

SIDE EFFECT : They do not pull any tax revenue ; however, they can count into the calculation of end-game points, if applicable.

NOTA : During this round, it is not possible to pay the Dragons.



Builder's celebration day :

« The land of dominoes wakes up in excitement, it's the Builders celebration day. Throughout the day, open houses and other demonstrations are organized across the country ! »

During the round following the unveiling of this tile, each player, when he chooses to make a construction, may build **up to two « Buildings »**.



SIDE EFFECT: Exceptionally, the « Building » tiles are renewed after each player and after the passage of each Dragon (they can be requested only once during this round).

Similarly, each player, during their round, when recruiting a Character or constructing a « Building » with the tiles from the expansion pack « The Court » can **recruit up to 2 Characters or build up to 2 « Buildings »**.

SIDE EFFECT: The tiles are exceptionally renewed after each player on the small « The Court » board.

The harvest of the century :

« Your highness, the year benefited from a very mild weather. The harvest ends... Crops and grape harvest time are numerous ! Resources abound in the kingdom ! »



When this tile is revealed, each player receives as many coins (worth 1) as he has crowns in his Kingdom.

SIDE EFFECT: All squares without crowns are filled again with their respective resources. **There can be only one Resource per square.**

NOTA: If a player is hosting the Queen, he receives an additional coin (worth 1).

Sales :

« Your Majesty, the sales period has begun ! It's time to untie the purse to fill your kingdom ! »



When this tile is revealed and until it is discarded, each Kingdom can make purchases at a lower cost, at the time of its round. Thus, the prices of « Building » tiles are reduced by 2 pieces (worth 1), **without however falling below 0**.

Likewise, the tiles in the expansion pack « The Court » are reduced by 50 %. So, when the player makes his round, he can :

- ♦ EITHER spend 1 Resource from his Kingdom to recruit a Character or build a « Building » among those visible.
- ♦ OR spend 2 different resources of his Kingdom to recruit a Character or build a « Building » to choose from those of the deck face down (the player shuffles the deck and then puts it face down).

NOTA: The price to pay to bribe one of the Dragons to destroy a building does not change and you will have to wait until the end of the round to fill the « Builders » double-board and the small board of the expansion pack « The Court ».



End of the game

When the last dominoes are lined up, the players will take a last turn but they will only take actions A to D. The last "Fantastic Event" tile is then revealed and its effects applied to all Kingdoms.

Each player should have in front of them a 5x5 grid (for 3 to 5-player game) or a 7x7 grid (for 2-player game).

Some Kingdoms may not be complete if a player was forced to discard any domino (see Queendomino rules).

The game then ends according to the Queendomino rules and the points are calculated in the same way, on the Queendomino score pad.

Also count the points related to the expansion pack « The Court ».

Concerning Resources, they also count into the calculation of victory points. Thus, count 1 victory point per section of 2 resources still present on the Kingdom, whatever the type of Resource (example, for a total of 5 Resources still present you score 2 points). Add these points to the score pad.

Each player will add the total of their points in the last box of the pad, giving them their final score.

The player with the highest score wins the game.

In case of a tie, if one of the players hosts the Queen in his Kingdom, he wins the game.

If none of the tied players host the Queen, the player with the most expansive territory (the highest number of the same type of squares connecting together) wins the game.

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



Variation and playing version

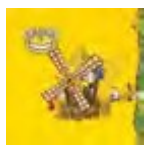
Kingdomino & Queendomino XXL version :

If you own both a Kingdomino and a Queendomino game, both « Age of Giants » and « The Court » expansions packs, and « Fantastic Era » expansion pack, there is the full game version !

5 player, 7x7 grid, up to 4 Quests (from « Age of Giants »), 6 giants, Resources, Characters and Buildings (from « The Court » expansion pack, up to 2 copies), etc. Get ready for long games... and strewn with pitfalls ! Do you dare to take up the ultimate challenge of the Kingdomino universe ?

Discover the rules on BGG.com

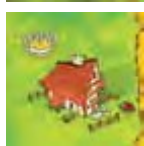
« *Fantastic Era* » tiles



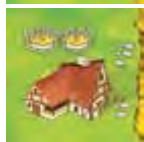
x 1



x 1



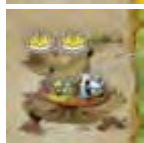
x 1



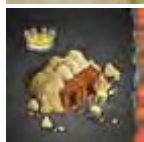
x 1



x 1



x 1



x 1



x 1



x 1



x 15



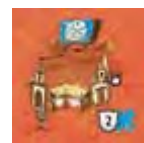
The Bakery

x 1



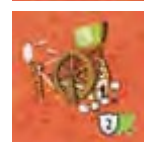
The Sawmill

x 1



The Fishmonger's

x 1



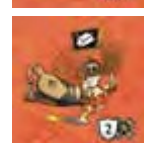
The Weaving shop

x 1



The Magic school

x 1



The Foundry

x 1



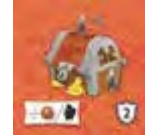
The Church

x 1

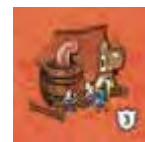


x 2

The Safe



x 1



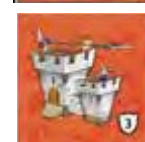
The Small Tavern

x 2



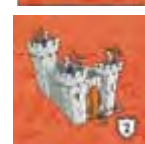
The Big Tavern

x 1



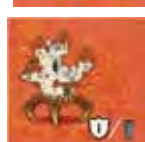
The Guardtower

x 2



The Fortified Castle

x 1



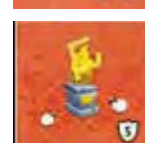
The Travelling
Castle

x 2



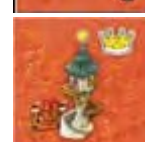
The Training camp

x 2



The Statues

x 2



The Queen's Tower

x 2

« *Fantastic Event* » tiles



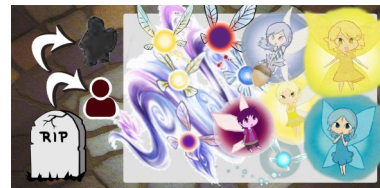
The Queen's
Abduction
x 2



The gold Rush
x 3



The wrath of
the Dragonett
x 3



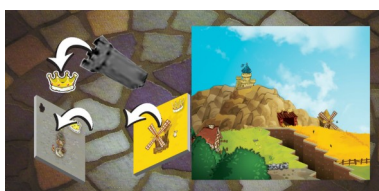
The Migration of
the good Fairies
x 3



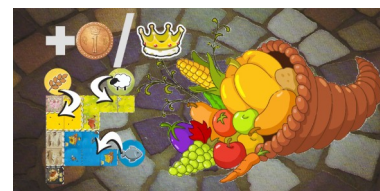
Night of
the Werenvolves
x 2



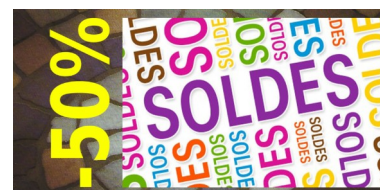
Builder's
celebrationDay
x 3



The Earthquake
x 2



The harvest of
the century
x 3



Sales
x 3