

Kingdomino

HEROES

& Divided Lands

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RULES



Expansion for **Kingdomino** game board. You can add **Kingdomino – Age of Giants** expansion and/or **Kingdomino – The Court** (to download and make on your own)!

Contents

- Illustrated rules
- 1 starting tile
- 1 3D Castle (in dark grey)
- 12 dominoes (1 landscape side, 1 side with a letter from G to R)
- 2 wooden Kings in dark grey
- 12 wooden/plastic Heroes (sky blue)

To download (for your 2-player games):

- 2 different 2x2 starting tiles (by Jeff Benson): <https://boardgamegeek.com/filepage/168732/2x2-start-tiles-3-player-games>
- 2 8x8 grid XL kingdom playmats.

Introduction

The Heroes are back! They arrive in the kingdoms to serve and bring honors to their Lord.

Domains are not always easy to develop and depend greatly on the quality of the land, so some lesser quality lands are an opportunity to share farms for the owner's pleasure.

Object of the game

Play Kingdomino by adding a player and game mechanics allowing you to build a more prestigious kingdom in a 5x5 grid for 3-, 4- and 5-player game or 8x8 grid for 2-player game.

Set up

Each player takes:

- * 2-player game: 2 kings of their color and a 2x2 starting tile to place their castle.
- * 3-, 4- and 5-player games: a king and of their color and a starting tile to place their castle.

The dominoes from the basic game and the 12 dominoes from the expansion are carefully shuffled landscape face down. All the dominoes are then randomly arranged in two piles in the center of the table above the place where they will be revealed each turn. These two piles will constitute the deck of the game:

- in a 2- or 5-player game, the 60 dominoes will be used.
- in a 3-player game: first, randomly withdraw 24 dominoes from your game. The remaining 36 dominoes will then be played.
- in a 4-player game: randomly withdraw 12 dominoes from your game. The remaining 48 dominoes will then be played.

Playing the game

How players select their domino each and then connect it to other dominoes in their kingdom is done exactly the same way as in Kingdomino game. If you need to, refer to the rules book of these games.

The following rules only outline the specific rules brought on with the new dominoes and meeples.

Setting up lines of dominoes:

Take the same number of dominoes from the deck as there are kings in play (i.e., three dominoes for a 3-player game, four for a 2- or 4-player game, and five for a 5-player game) and place them next to the box landscape face down. These dominoes should always be arranged in ascending order (lowest number is always placed next to the deck).

Some dominoes do not have letters, not numbers on them. Those with letters must always be organized in alphabetical order, and placed **ABOVE** the smallest number. The dominoes are then uncovered.

Arrival of the Heroes:

Dominoes with letters make a Hero to appear, which can be easily spotted on the divided squares into two parts and consists of 2 separate territories.

Any player who adds such a domino to their kingdom must take a Hero meeple and place it on the divided square.

At the end of the game, each player must place their Heroes on the smaller of the two domains concerned (the one with the smallest set of adjacent squares of the same type: prairies, fields, forest, lake, swamp, mines). The Hero then counts as an extra crown.

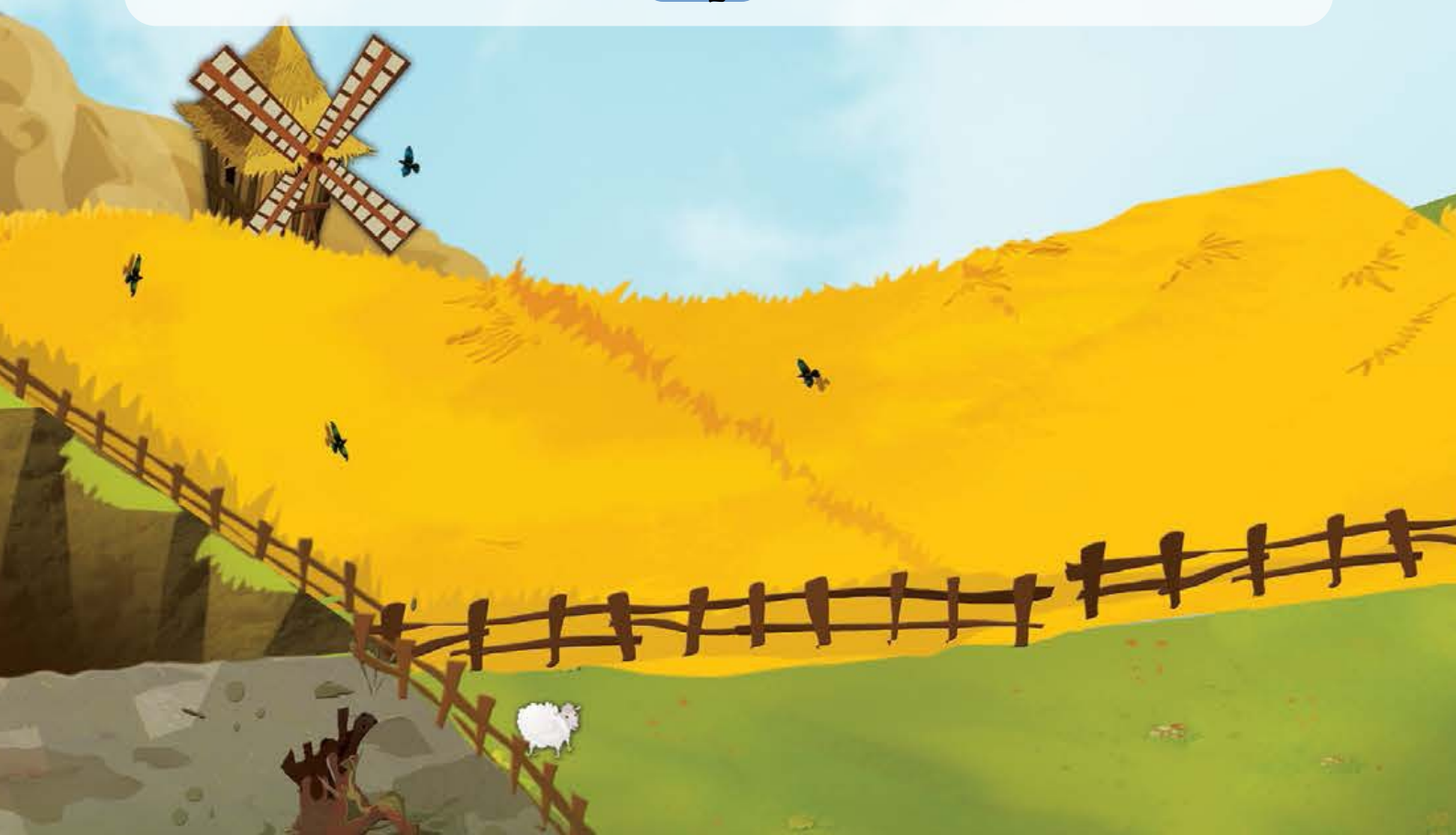
Victory points for divided squares:

At the end of the game, when all the dominoes have been played (some may have been discarded), each player must place his Heroes on the smaller of the two areas available on their square, where they will count as an additional crown.

Then, each player will calculate the victory points of his kingdom according to the usual rules except for the divided squares:

- they allow each of his two territories to expand by connecting them with adjacent dominoes,
- they do **NOT** count in the calculation of the points of the said territories.

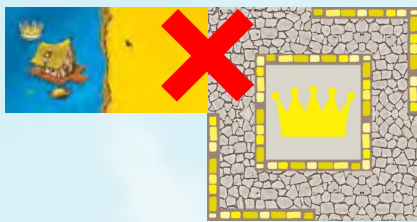
Example:



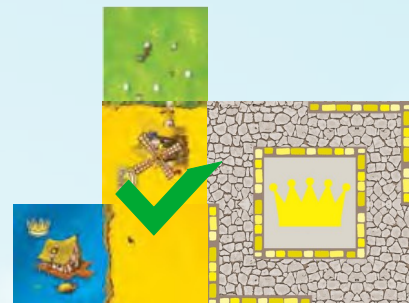
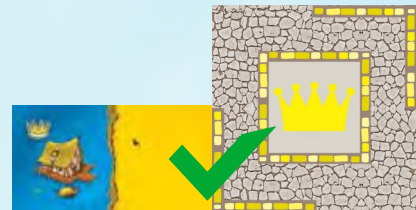
2x2 Starting tiles

In a 4-player game, use the 2x2 starting tiles. With that, you will be able to fulfill the 8x8 grid XL kingdom playmats. The colored corners represent your wild spaces while the grey corners can only be used if you match a tile to another tile you have already placed following the game's connection rules (see below).

Examples :



Thanks to Jeff Benson (from boardgamegeek.com website) for the idea and the designing of the 2x2 starting tiles.



A 2-player game is played in 15 rounds.



Variant: with the Age of Giants expansion

The *Heroes & Divided Lands* expansion can also be played with the *Age of Giants* expansion and follows all of its rules. Refer to the rulebook of this expansion if you need to.

This section only outlines the specific rules brought on with the new game mechanics:

- Any player who adds a Hero to his Kingdom, must place his miniature upright (on his feet).
- Any player who adds a domino causing a giant to appear (letter A to F, on the back), takes a giant meeple and places it according to the usual rules.
- Any player who has **two standing Heroes** on their tiles can move a giant by choosing one present in their own kingdom and sending it to the kingdom of any opponent! The Heroes that have fulfilled their role are then laid down (placed on their face or back) and can no longer be used to drive out a new invader.



At the end of the game, each player must place their Heroes, even if they are lying down, on less expansive of the two territories on their divided square and each one counts as an additional crown.

Quests :

When you play a game with the quests **Local business** / **The four corners of the kingdom** / **Bleak King**, the divided tiles are not counted to win extra points.



Variant: with The Court expansion



During a game with the expansions *The Court* and *Heroes & Divided Lands*, all *The Court* rules are applied.

If a tile with letter (between G and R) is placed in the domino row, the respective resources must be placed on the undivided square. According to the usual rules, a building or character tile can be placed on this square (as long as there are no resources on it).

However, resources, buildings and characters **cannot** be placed on divided squares.

