

Kingdomino™

EXPANSION

AGE of GIANTS



Contents:

- ✦ 1 Domino Dispenser (tower)
- ✦ 1 Score Pad
- ✦ 12 Dominoes
 - ✦ 6 Dominoes picturing Giants (letters A to F)
 - ✦ 6 Dominoes picturing footsteps (numbers 49 to 54)
- ✦ 17 Challenge Tiles
- ✦ 6 Wooden Giants Meeples
- ✦ 13D Castle
- ✦ 1 Starting Tile
- ✦ 2 Wooden King Tokens (brown)



Introduction

Watch out- here come the Giants!

They have heard the stories of ambitious kings and queens conquering vast lands filled with never-ending riches. They want a share of the crops, the livestock, and the gold, and are here to stake their claim! Lucky for you, they are just as gullible as they are greedy. Strategize carefully to keep them away from your lands and send them off to neighboring kingdoms. But be careful, everyone knows that Giants are easily sidetracked, so your royal competitors will likely be doing the same!

This expansion adds new challenges and a fifth player to either a Kingdomino or Queendomino game.

Set-up

- Add all the components from this expansion to your Kingdomino or Queendomino game.
- Depending on the number of players, have everyone take:
 - ♦ 2-player game: 2 Kings of their color, a matching Castle, and a Starting Tile to place their Castle on.
 - ♦ 3 to 5-player game: one King of their color, a matching Castle, and a Starting Tile to place their Castle on.
- Combine and shuffle the 48 Dominoes from the game with the 12 new Dominoes from the expansion (that picture either Giants or footsteps), making sure the side with numbers or letters is facing up as you shuffle.
- Place all the Dominoes inside the Tower, terrain side down. The opening at the bottom of the Tower, underneath the gate, will be used to pull the Dominoes out one at a time.
- Shuffle the Challenge Tiles thoroughly, making sure to keep them face down. Then, place them in a pile and flip over the top 2 tiles. The remaining tiles in the pile will not be used for this game.

Playing the game

Follow the Kingdomino or Queendomino rules to select and add Dominoes to your kingdom.

The Dominoes included in the expansion pack play normally, however, in addition to the terrains and crowns, they have Giants and footsteps pictured on them. These allow you to take extra actions, but don't change the way the Dominoes are selected and added to your kingdom.

This booklet only covers the additional rules that the Age of Giants Expansion adds to either game.

Setting up lines of dominoes:

No matter the number of players, **ALWAYS** pull 5 Dominoes from the tower each round. Remember to line them up in numerical order, with the lowest number at the top of the line and the highest number at the bottom of the line.

Some Dominoes have letters instead of numbers. When these are pulled from the Tower, organize them in alphabetical order and place them **ABOVE** the Dominoes with numbers.

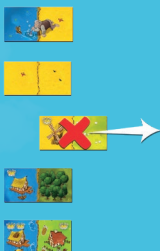
Once the 5 Dominoes are organized correctly, flip them over.

In games with less than 5 players, discard 1 or 2 Dominoes before you begin the selection process. Discard the Domino located in the center of the line for a 2 or 4-player game, and discard the 2nd and 4th Domino for a 3-player game.

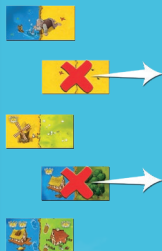
5 players



2 or 4 players



3 players



Important reminder: When playing the game, you cannot discard a Domino if there is at least one way to add it to your kingdom following the game's Connection Rules (see the Kingdomino or Queendomino rules).

Dominoes Picturing Giants:

The 6 Dominoes with letters have a picture of a Giant on their terrain side. When



you select one of these Dominoes, it means a Giant has invaded your kingdom.

Once you add this Domino into your kingdom, you **MUST** take a Giant Meeple and place it on any crown in your kingdom (your choice).

If there are no crowns in your kingdom at the time you add a domino with a Giant, you do not need to add a Giant Meeple to your kingdom and the Domino has no effect.

At the end of the game, a crown covered by a Giant Meeple does not score.

Dominoes Picturing Giant's Footsteps:

Dominoes numbered 49 to 54 have footsteps on their terrain side.

When you add one of these Dominoes to your kingdom, it allows you to remove



one Giant Meeple from your kingdom and give it to any other player. That player must place the Giant Meeple on any crown in their kingdom (their choice). If there are no Giant Meeples in your kingdom at the time you add a Domino with footsteps, this Domino has no effect.

Challenge Tiles:

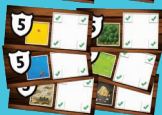
In Kingdomino, you can choose to play with the following variations: “**Middle Kingdom**” (you get 10 bonus points if your Castle is centered within your kingdom’s grid) and/or “**Harmony**” (you get 5 bonus points if your kingdom forms a complete grid and has no gaps). These two bonuses are now included in the 17 Challenge Tiles that come with this expansion. They only apply if their tile is selected for the game.

At the beginning of each game, you draw and flip over 2 of the 17 Challenge Tiles. Each of these tiles shows a specific way you score bonus points at the end of the game:

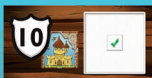
Local Business Bonus: You get 5 bonus points for each square located around your Castle (on its side and/or diagonally) that matches the pictured terrain.



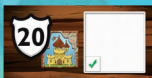
Four Corners Bonus: You get 5 bonus points for each square located at one or more of the 4 corners of your kingdom that matches the pictured terrain.



Harmony Bonus: You get 5 bonus points if your kingdom forms a complete grid (5x5 or 7x7) and has no gaps. This means you have not discarded any Dominoes during the game.

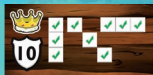


Middle Kingdom Bonus: You get 10 bonus points if your Castle is centered within your kingdom’s grid (your kingdom may have gaps in the grid).



Lost Corner Bonus: You get 20 bonus points if your Castle is located in one of the 4 corners of your kingdom.

Tic-Tac-Toe Bonus: You get 10 bonus points whenever at least 3 squares that have at least one crown each are aligned vertically, horizontally, or diagonally. The squares can be different types of terrain, as long as they each have at least one crown.



Poor Man’s Bonus: You get 10 bonus points for every 5-square territory that doesn’t have a crown (applies only to territories made up of wheat fields, forests, lakes, or grasslands).



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