

Kingdomino

PRESENT



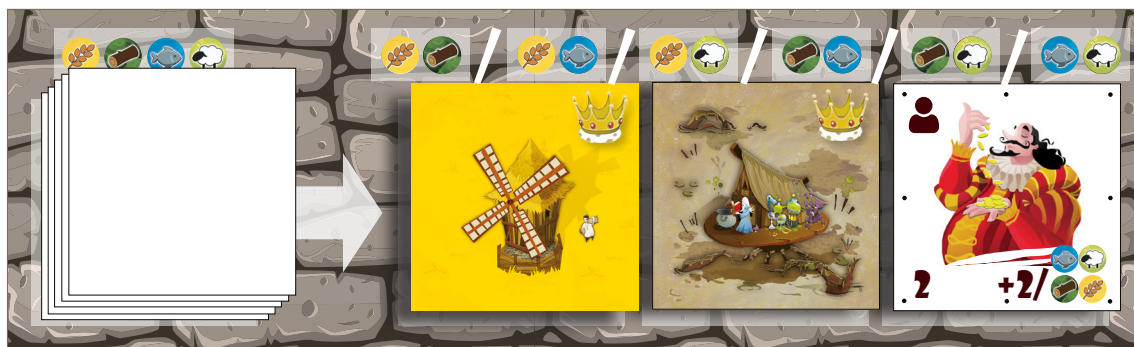
Components:

- 30 character tiles, 30 building tiles, and 30 dragons and epic beasts
- 2 reference boards which can be flipped as to be layout boards for tiles
- 100's of tokens for use in this expansion and other games

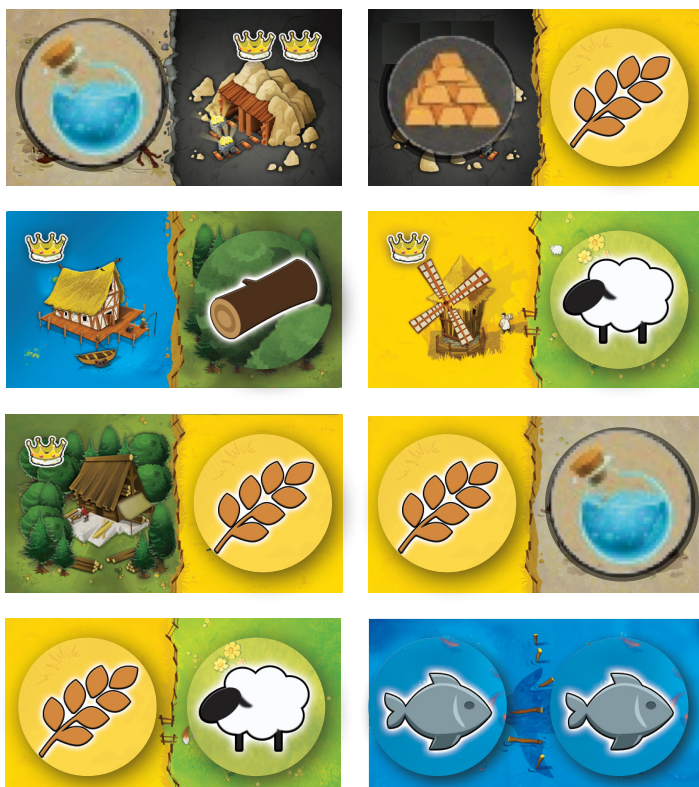
Introduction

Beings of power have decided to partner with the kingdom to build a new better world! Using the resources generated by your kingdom, construct new buildings and recruit the most influential characters in the new magic court!

How to play:



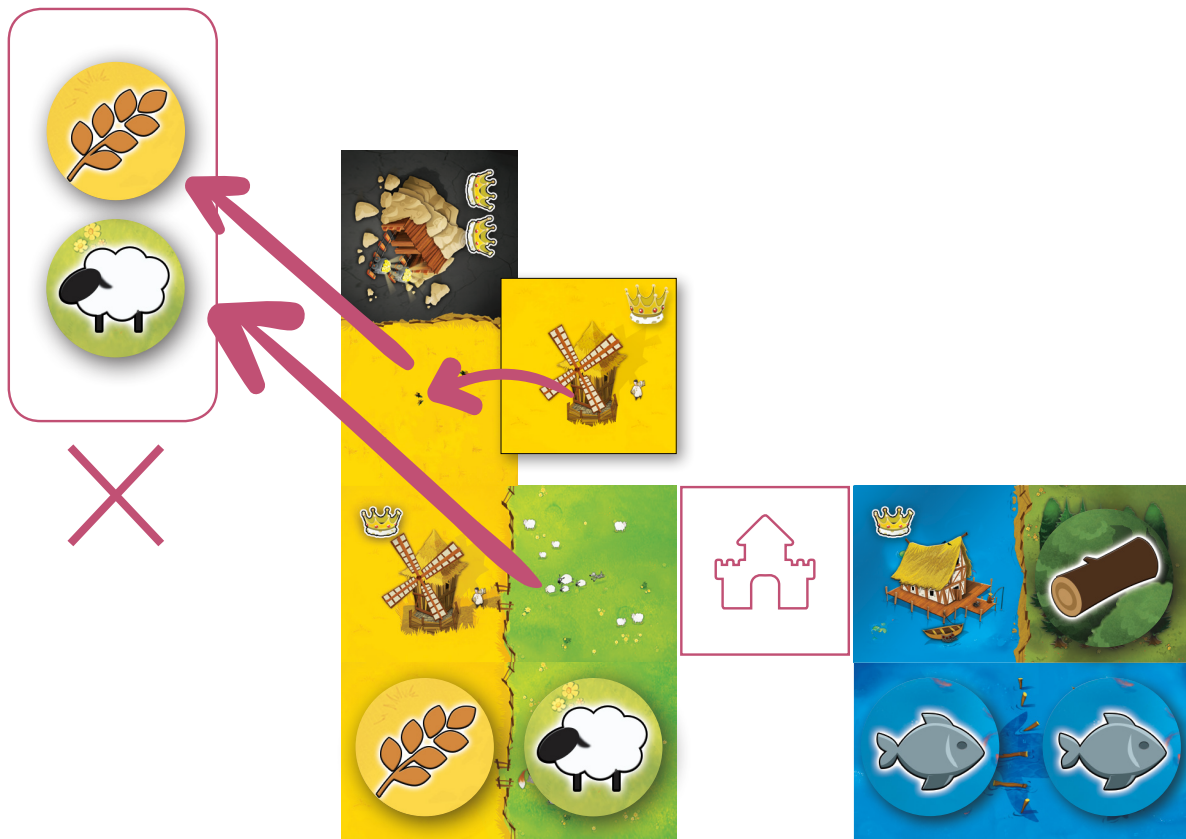
Tiles are placed either in bags by type, or on reward boards. One row/bag for characters, one row/bag for buildings, and one row/bag for dragons. The first 3 tiles in the stack are revealed if using boards. If using bags you will draw 4 tiles, and pick one each time you earn a reward.'



The positioning and method of selecting the dominos is exactly the same as in the basic game.

When the dominos are placed in their respective rows, you just add the resources to each square without a crown:

Wheat field > Wheat
Forest > Wood
Lakes > Fish
Meadow > Sheep
Swamp > Potions
Mines > Treasure



Each person builds their kingdom following exactly the same rules as in the basic game. But in addition, at the end of their turn, they can:

- **EITHER** spend 2 different resources from their kingdom to recruit a character **OR** spend 4 different resources to build a building, **OR** spend a potion and 3 different resources to recruit a dragon.

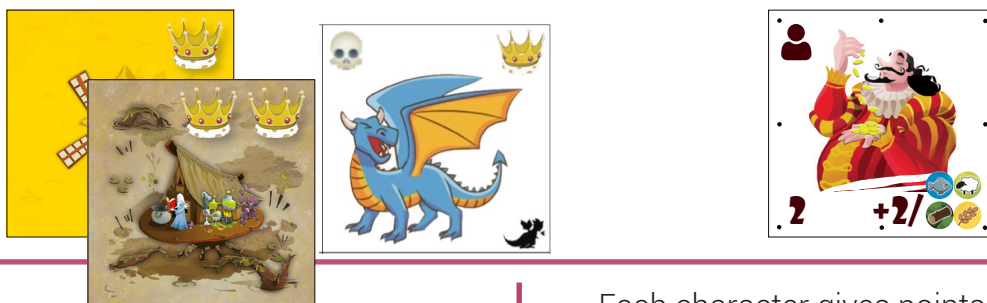
- **OR** spend one **treasure** resource from your kingdom to recruit a character **or** dragon or construct a building

- **OR** spend one **potion** and **two different** resources from your kingdom to **move** an already placed tile to a new legal location. All tiles must be legal after this single tile move.

A piece obtained in this way is placed on **A SQUARE CONTAINING NO CROWN OR RESOURCE** (but not necessarily on one of the squares containing the resources used for this purchase)

A building can only be placed on land that is appropriate (mill in a wheat field, etc...)

Characters **and** dragons can be placed on any type of land (as long as there is no crown or resource)

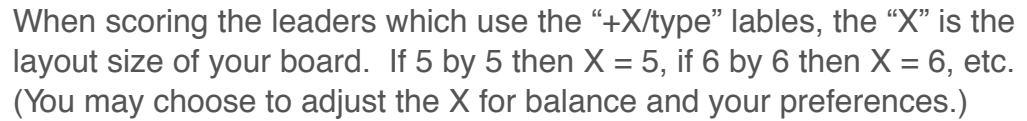


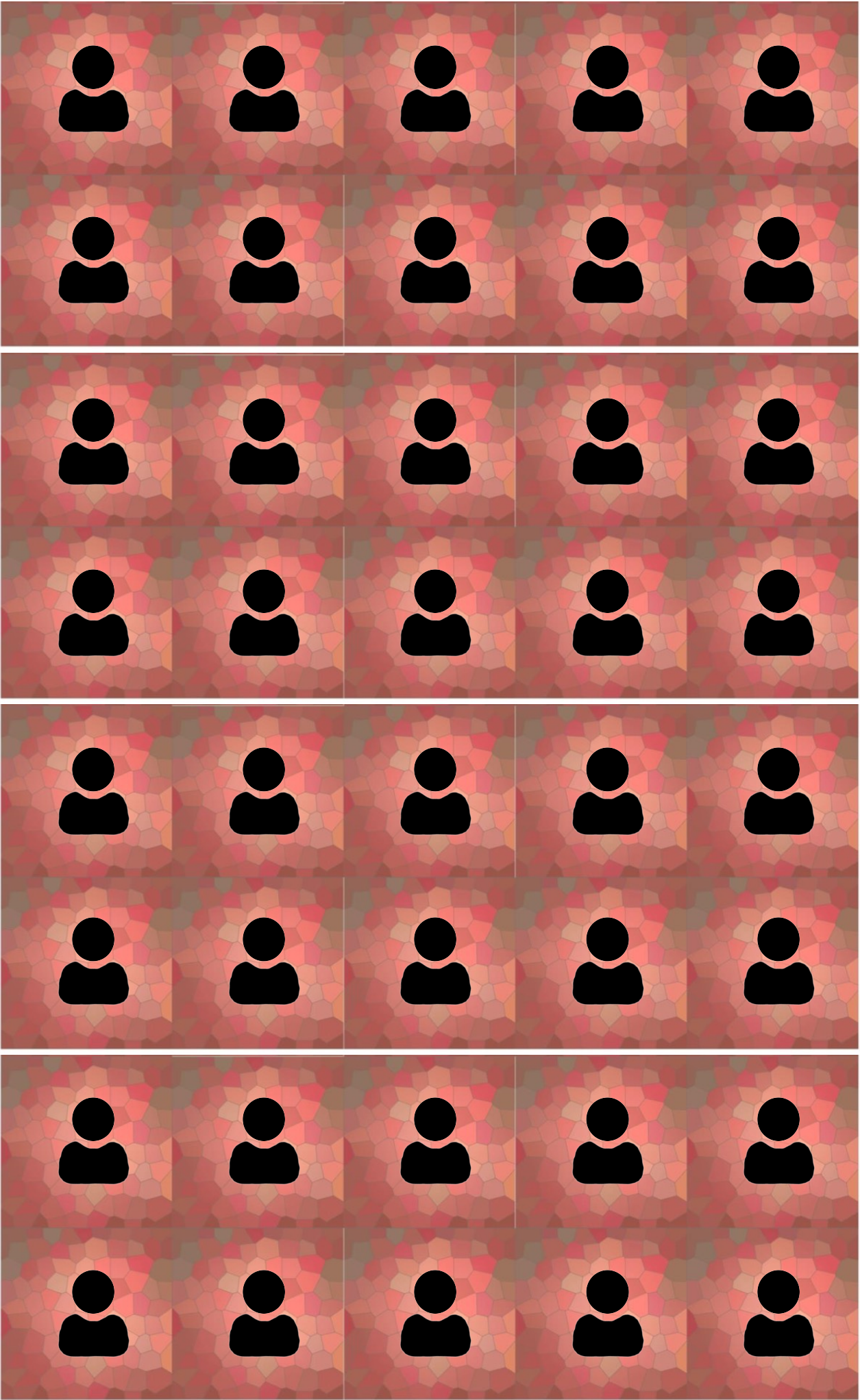
Buildings and some dragons give additional crowns for calculating points for the domains

Each character gives points according to a specific scale. Here, the merchant gets 2 basic points plus 2 additional points for each resource, of whatever type, present on the 8 squares surrounding it at the end of the game.

Place the two reference boards on the back halves of the layout board below.







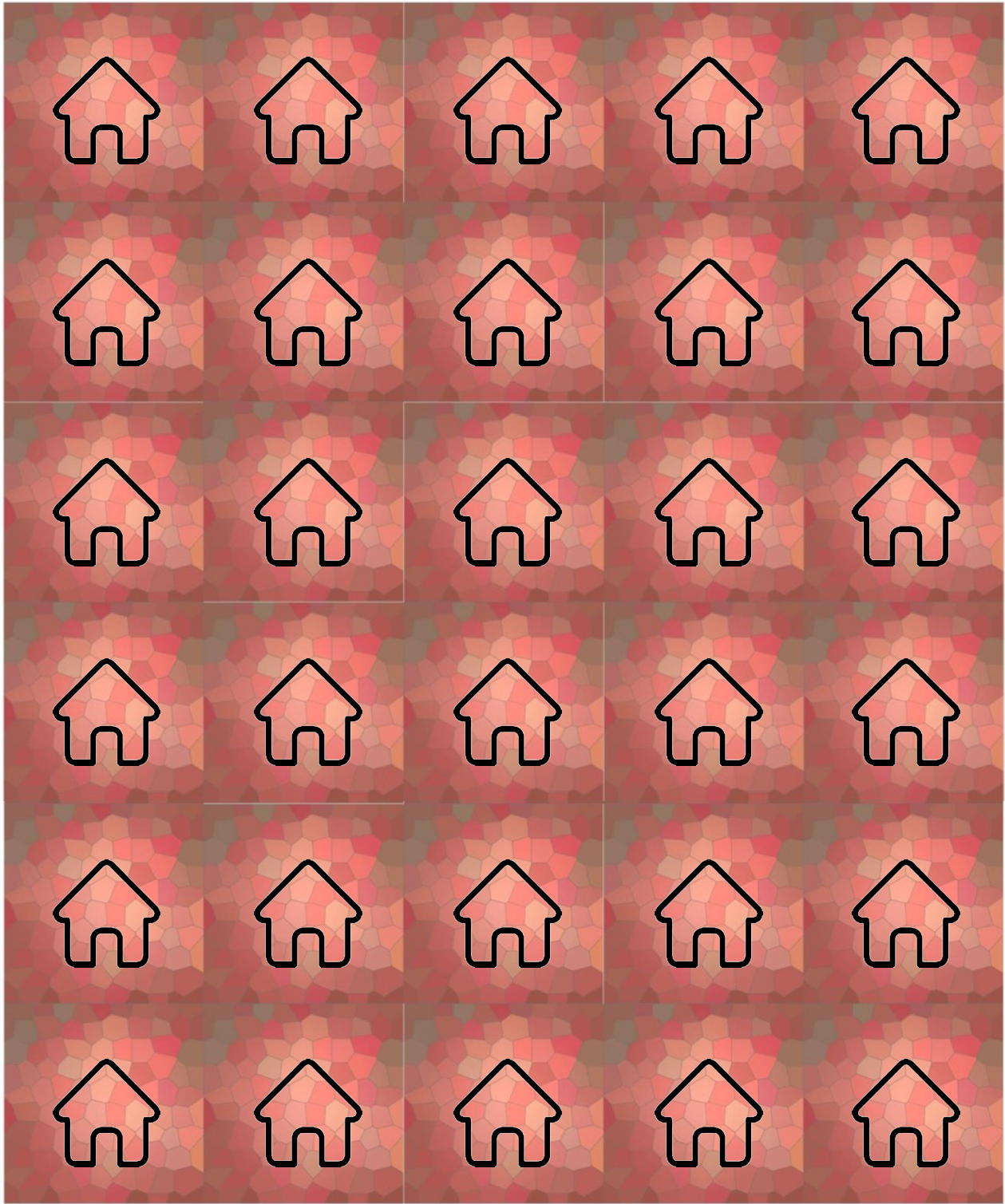


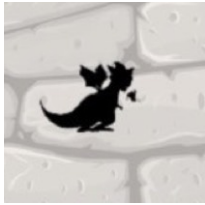
Place all building tiles in a single bag, or if using layout boards, place them in a single pile on the middle row.

When playing a split building tile, one half of the split tile must match the terrain type of the square where you place the building.

Warning - be careful of orientation when placing split building tiles, wrong placement can break up a large terrain into two smaller terrains. But it can also be used to extend a cut off terrain to continue expanding it. Creative use of split tiles can be very rewarding.







Place all dragon tiles in a single bag, or if using layout boards, place them in a single pile on the bottom row.

Dragons (and some of their epic friends) represent great magical power. Allying with these mystical creatures can truly enhance the power of your kingdom.

Recruiting dragons can greatly enhance some of your character leaders. Watch for matching symbols!

