

Kingdomino & QueenendominoTM XXL



RULES

Welcome to this piece of the **Kingdomino** universe. This booklet will guide you in the discovery and use of this game that has reinvented the use of dominoes.

Kingdomino & Queendomino XXL is played using a box of the game **Kingdomino** and a box of the game **Queendomino** (sold separately). To these, it will be necessary to add the expansion **Kingdomino – Age of Giants** (also sold separately), the fan expansion **Queendomino – Fantastic Era** (to download and make on your own). Finally, you can add up to two copies of the PnP expansion **Kingdomino – La Cour** (to download and make on your own), for a full gaming experience!

Thus prepared you will be able to play from 3 to 5 players (or up to 10 in teams), to build 7x7, 8x8 or 9x9 grid kingdoms!

Enrichissez votre royaume avec des ressources, évitez des géants, build buildings, recruit characters from The Court, go through confusing events, etc.

Play long games full of pitfalls !

Do you dare to take up the ultimate challenge
of the **Kingdomino** universe?

In this manual, you will find, compiled for the first time, all the rules of the different games and extensions mentioned above while adding the necessary spice to an XXL game.

Enjoy reading... And above all, have fun!

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Contents:

Use the contents from the following games and expansions:

- **Kingdomino:**

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

- **Queendomino:**

- 4 starting tiles
- 4 3D Castles (1 orange, 1 purple, 1 white, 1 red)
- 48 dominoes (1 landscape side, 1 numbered side)
- 32 Building tiles
- 8 wooden kings in 4 colors (2 orange, 2 purple, 2 white, 2 red)
- 22 Knights (black meeples)
- 15 Towers (grey meeples)
- 42 coins (12 worth 1, 18 worth 3, 12 worth 9)
- 1 Queen meeple
- 1 Dragon meeple

- expansion **Kingdomino – Age of Giants:**

- 1 starting tile
- 1 3D Castle (brown)
- 29 dominoes (12 “Giant” dominoes, 24 “Quest” tiles)
- 2 brown wooden kings
- 6 “Giant” meeples
- 1 dispenser tower (distribution tower)

- fan expansion **Queendomino – Fantastic Era:**

- 1 starting tile
- 1 3D Castle (dark grey or black)
- 36 dominoes (12 “Fantastic Era” dominoes, 24 Fantastic Event tiles)
- 24 Building tiles
- 2 dark grey or black wooden kings
- 15 Knights (black meeples)
- 13 Towers (grey meeples)
- 73 coins (3 worth 1, 4 worth 3, 66 worth 9)
- 1 Dragonett meeple
- 1 dispenser tower (distribution tower)
- 1 velvet purse

- PnP expansion **Kingdomino – The Court:** *to download and print in two copies*

- 2x 59 small Ressource tokens
- 2x25 “Characters & Building” tiles

- following **XXL** contents (to build):

- Illustrated rules
- 1 XXL playmat
- 10 2x2 starting tiles (in 10 different colors)
- 5 Mini player aid XXL
- 1 Bank account pad XXL
- 1 score pad XXL

To download and print: customizable XXL kingdom playmats:

- 5 7x7 grid XXL kingdom playmat;
- 4 8x8 grid XXL kingdom playmat;
- 3 9x9 grid XXL kingdom playmat;
- 2 11x11 grid XXL kingdom playmat.

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. Using the resources generated by your kingdom, construct new Buildings and recruit the most influential Characters in the Court and fill the Kingdom coffers by collecting tax!

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?

Watch out! The Giants are charging down the mountains! They are loud and boisterous!!! They too want their share of the Kingdoms under construction... and it's going to cost you!

Win the many quests and find all the possibilities to earn a lot of points! Are you ready to begin?

Object of the game

All the while scoring the most victory points with your territories and your wealth, cleverly connect your dominoes in order to build your kingdom:

- in a 7x7 grid for 5-player game (up to 10, by 2-player teams);
- in a 8x8 grid for 4-player game (up to 8, by 2-player teams);
- in a 9x9 grid for 3-player game (up to 6, by 2-player teams).

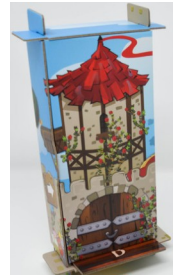
Each player/team (using the 2 King meeples of his color)

Set up (Step 1)

A- Place the XXL playmat in the center of the table. Be sure to leave enough space around to lay out each player/team's XXL Kingdom playmat (from 7x7 to 9x9). Plan to bring several tables together if necessary.

NOTE: "Builders" board and "The Court" small board are not necessary. Locations already exist on the XXL playmat.

B- Shuffle the 48 Dominoes from the game Queendomino with the 12 new Dominoes from the expansion, 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 on the spot reserved for it on the left of the XXL Playmat.



B'- Then, shuffle the 48 Dominoes from the game Kingdomino with the 12 Dominoes from the "Age of Giants" expansion, making sure the side with numbers/letters is facing up. Place all the Dominoes inside the "Age of Giants" Tower. **Once again, all the dominoes will be used regardless of the number of players.** The "Age of Giants" dispenser tower will be placed on the spot reserved for it on the right of the XXL Playmat.



INFO: The box will be used to the withdrawn tiles of the game.

C- Shuffle the "Fantastic Event" tiles (from Fantastic Era expansion) thoroughly, making sure to keep them face down. Then, one pile is made with the tiles randomly taken. The number of necessary tiles depends on the number of players, as follows:

- in a 5-player game, 12 tiles are needed;
- in a 4-player game, 15 tiles are needed;
- in a 3-player game, 20 tiles are needed.

The formed pile is placed on the spot reserved for it on the left of the XXL Playmat (on the top). The remaining tiles will not be used for this game, they will be stored in the box **without being seen by the players**.

INFO: 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** (by revealing it on the intended spot on the XXL game board underneath the tile stack).

C'- Shuffle the "Challenge" tiles (from Age of Giants expansion) with the Challenge side hidden. 4 of the 17 Challenge tiles are randomly drawn and uncovered for all to see. Place them on the spots reserved for them on the right of the XXL Playmat. The remaining tiles are placed back in the box, they will not be used for this game.

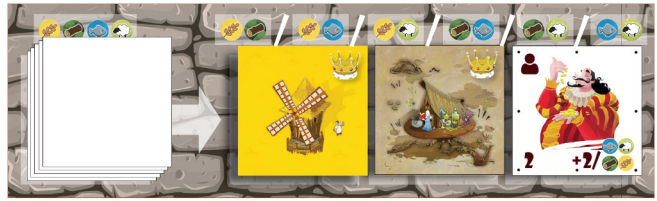
INFO: Each tile shows a specific way to score bonus point at the end of a game. This makes all of your games unique!

D- The "Buildings" tiles from the Queendomino base game and those from the "Fantastic Era" expansion are thoroughly shuffled together. Two equivalent piles are made, grey side up. They are placed on the two spots reserved for them on the XXL playmat (red dots).

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

E- Turn the first 6 Building tiles over from each stack and place them, grey side up, on the allocated spots on the XXL playmat. The construction cost is indicated above or below each building.

E'- If applicable, (depending on whether you use one or two set of the expansion “The Court”): The Character tiles and the Building tiles from the expansions “The Court” are thoroughly shuffled together. Two equivalent piles (or only one if you use only one set) are made, picture side down.



They are placed on the two spots reserved for them on each side of the “Builders” tiles on the XXL playmat (2 small boards represented). The first 3 tiles in each stacks are revealed.

F- Place the Queen at the bottom of the XXL playmat (on the Queen's Tower next to the “Builders” area) and the two Dragons on on their cave square.



G- Place the Towers and Knights on the spot reserved on the left of the XXL playmat. The player in charge of the bank places the coins on the allocated spot on the XXL playmat and takes the XXL Bank account pad.

G'- If applicable, place the Resources from the expansion pack “The Court” on their reserved spots on the XXL playmat.



H- Each player (or team) takes an XXL kingdom playmat, as follows:

- in a 5-player game, take five 7x7 grid XXL kingdom playmats;
- in a 4-player game, take four 8x8 grid XXL kingdom playmats;
- in a 3-player game, take three 9x9 grid XXL kingdom playmats.

H- Each player (or team) takes a starting tile (a square) and the castle of their color. He places a tile, face up, on his XXL kingdom playmat in front of him and then places the castle on it.

NOTE: For a 4-player game, use the 2x2 starting tiles (see p. 10).

I- Each player takes two kings of their color. The remaining King meeples will not be used for this game, they will be stored in the box. Then place the chosen Kings in the velvet purse while waiting for the game to begin.

J- Each player also draws one Knight and gets a total of 7 in coins. He places them on the allocated spot on his XXL Kingdom playmat in front of him and then places the starting tile and the 3D Castle on it.

Set up (Step 2)

Dominoes and dispenser towers

Whatever the number of players, at each round, pull as many Dominoes as there are players/teams. **ALWAYS** begin with the Dominoes from the “Fantastic Era” dispenser tower. Display the Dominoes in a line, numbered side up on the reserved spots on the XXL playmat in front of their dispenser tower (use the left spots first).

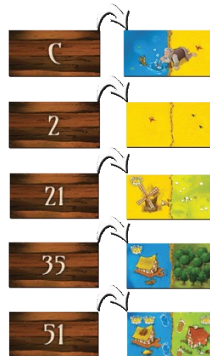
Remember to line them up in numerical order, with the lowest number near the tower and highest number at the bottom of the line. Once the 5 Dominoes are organized correctly, flip them over.

Then, do the same with the “Age of Giants” tower. Once more, pull as many Dominoes as there are players and display them in a line, numbered side up on the reserved spots on the XXL playmat, in front of their dispenser tower (once again, use the left spots first).

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

INFO: Some Dominoes of the “Age of Giants” tower have letters instead of numbers. In that case, organize them in alphabetical order and place them **ABOVE** the Dominoes with numbers. Once the Dominoes are organized correctly, flip them over.

Example for a 5-player game:



NOTE: Playing with one or two set of the expansion “The Court”, 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 / Mines : NOTHING !

Do not forget to place Resources on Dominoes that make a giant appear.

Player order

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 from the “Fantastic Era” tower (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.

When your second King appears, place it on an empty Domino in the line from the “Age of Giants” tower, in the same way.

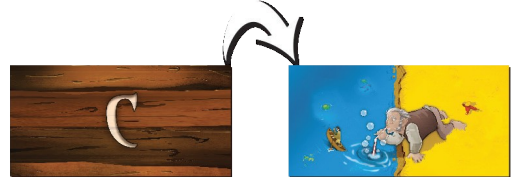
NOTE: If you play by team, each player can play one of the King meeples. But always start with the Dominoes from the “Fantastic Era” dispenser tower and then in a second time, play with the Dominoes from the “Age of Giants” dispenser tower.

The Giants

♦ Arrival of the Giants :

Important reminder : you cannot discard a Domino if there is at least one way to connect it to your Kingdom following the game’s Connection Rules (see details on following pages).

Dominoes with letters make a Giant appear, which can be easily spotted on the illustrated side of the Domino. 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 the Domino is picked, then the effect is simply dismissed. 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.

♦ To get rid of the Giants :

Dominoes with the Kingdom’s colors and numbered 49 to 54 have footprints on their illustrated side.



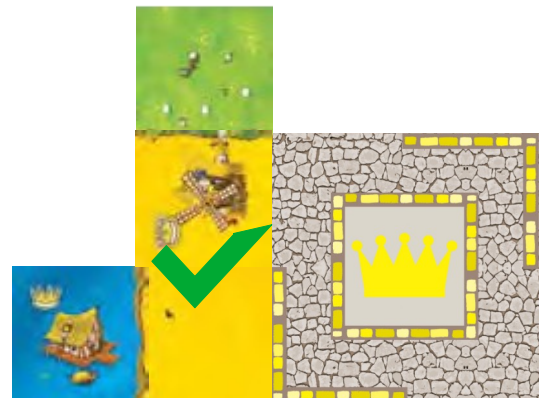
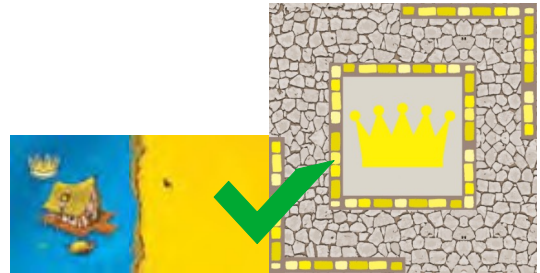
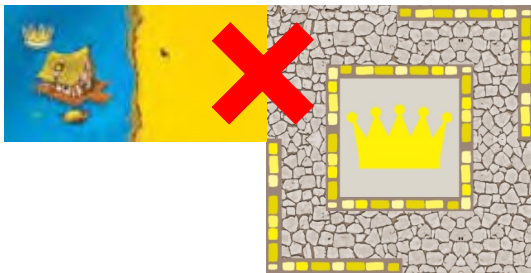
When you add one of these Dominoes to your Kingdom, it allows you to remove one Giant from your Kingdom and give it to any other player. That player must place the Giant on any crown in their Kingdom (their choice). If there are no Giant meeples in your Kingdom at the time such a Domino is picked, then the effect is simply dismissed.

NOTE: There are fantastic events who impact giants. See the dedicated section on page below.

The 2x2 starting tiles

In a 4-player game, use the 2x2 starting tiles. With that, you will be able to fulfill the 8x8 grid XXL kingdom playmats. The colored corners represent your wild spaces while the gray 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.

Quests

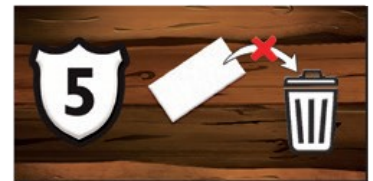
At the beginning of each game, you draw and flip over 4 of the 17 Challenge Tiles from the expansion “Age of Giants”. Place them at the left of the “Age of Giants” dispenser tower, on their dedicated spots on the XXL playmat. Here are the different Challenges:

Local business : You get 5 extra points for each square located around your Castle (along each side and diagonally) that matches the type of land required.

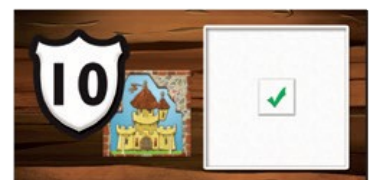


The four corners of the Kingdom : You get 5 extra points for each square located at one or more of the 4 corners of your kingdom that matches the type of land required.

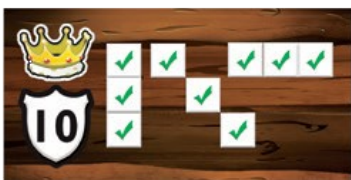
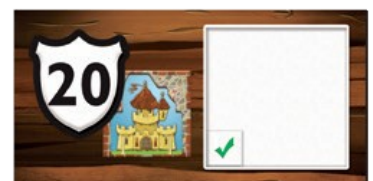
Harmony : You get 5 extra points if your kingdom forms a complete grid and has no gaps. This means you have not discarded any Dominoes during the game.



The Middle Kingdom : You get 10 extra points if your Castle is in the middle of your Kingdom (your Kingdom may have gaps in the grid).



The lost corner : You get 20 extra points if your Castle is located on one of the 4 corners of your Kingdom.



Tic-Tac-Toe :

You get 10 extra points whenever at least 3 squares with a crown are aligned, vertically, horizontally or diagonally. Crowns can be on different types of lands. Two separate rows cannot share more than one crown (for example, a row of 5 crowns scores 2x10 points).

Bleak king : You get 10 extra points for each 5-square territory that doesn't have a crown (applies only to territories made up of wheat fields, forests, lakes, grasslands or towns).



Playing the game

The game round always begins by the Kings placed on the Dominoes from the “**Fantastic Era**” dispenser tower. The playing order is determined by the positions of the Kings on the Dominoes line: if your king is placed on the first Domino of the line (the one nearest to the dispenser towers), you start.

You must take the following actions, in the outlined order (Note that only actions A and F are mandatory. The others are optional):

A - Add the chosen domino to your territory according to connection rules

B - Send 1 or 2 knights to collect tax

C - Construct a building

D - Bribe a Dragon into burning down a main building

E - Spend Resources to recruit Character or construct a Building (expansion pack “The Court”)

F - Choose a new domino in the new line by placing your king on it

Then, it is the turn of the player whose king is on the second domino to take these actions, and so on until the player posted on the last domino has played.

When every player has taken these actions, play the same way with the Dominoes from the “**Age of Giants**” dispenser tower by using the same playing order.

Again, each player must take the A-F actions in the indicated order. Once again, only actions A and F are mandatory, others are optional.

Following are the details of every action...

A - (Mandatory) Add the chosen Domino to your territory according to connection rules:

In order to place down your Domino, you must follow 2 rules:

♦ *The connection rule:* the domino must be connected to another domino matching at least 1 of its landscapes (horizontally or vertically only). The starting domino can be considered as a wild domino, any landscape can be connected to this domino.



♦ *The surface rule:* All your dominoes must fit in a 7x7 grid.

Important: Any time you cannot add a domino to your territory according to those rules, it will be discarded and you will not get points for it (and, if applicable, it's resources from "The Court" expansion pack who get back on the XXL playmat on their spots). **You are not allowed to discard a domino if it could have been of use according to those same rules).**

Anticipation skills are crucial if you want your Kingdom to be complete at the end of the game.

NOTE: In the case of a Domino showing a **Giant** (with a letter on the back), it **comes into play whether the Domino can be added to the kingdom or not.**

B ~ (Optional) Send 1 or 2 Knights to collect tax:

If you still have Knights (one given to you at the start the game plus those you may have claimed when constructing buildings) you may choose to collect tax right after connecting your Domino to your Kingdom:

- ♦ take a Knight from your Guard and place it on the Domino you just put down,
- ♦ immediately collect a coin value equal to the number of squares in the territory your Knight was just placed on,
- ♦ the Knight will stay on this square until the end of the game (unless a "Fantastic Event" tile moves it, read the dedicated section for more details).

You may place up to 2 Knights during a round of game (one on each square of the Domino).

You may place a Knight on a territory where other Knights have been placed in the course of previous rounds.

C ~ (Optional) Construct a Building:

You need to have at least 1 "Town" square still in construction in order to construct a building, whether this is a square that was added to your territory during a previous round or the current one.

- ♦ Choose a building still available on the "Builders" section on the XXL Playmat (you cannot take one in the draw).
- ♦ Pay the bank the price listed for the chosen Building.
- ♦ Add this Building to the construction site of your choice, red side up.

When a Building is constructed, it leaves an empty spot on the "Builders" section on the XXL Playmat for the duration of the round.

Buildings

Upper left corner: Immediate effects

On the grey side of some of the Building tiles, a picture on the upper left corner indicates which immediate effect the construction of this Building will bring:



Take the number of Knights indicated on the tile and add them to your personal guard. You may use them to collect tax as soon as your next turn.



Place the number of Towers indicated on the tile on the Building you are constructing. As soon as your Kingdom has acquired the most Towers (even in the case of a tie with another player), the Queen rejoins it.

The Queen: When the Queen joins your Kingdom, it lowers your building cost by 1 coin. At the end of a game, if you are the one to host her in your kingdom, you will place her on your most expansive territory (the largest set of same-type connecting squares: prairies, fields, forest, lake, marsh, mountain and town). She then counts as one extra crown. Some “Fantastic Events” tiles also effect the Queen. Don't forget it!



Lower left corner: Effects active during a game

On the Lower left corner of some of the Building tiles, an additional effect indicated in a box applies during the whole game, once the building is constructed. This box is visible on both sides of the tile.



Each time you collect tax, you immediately collect an ADDITIONAL coin value equal to the number of Knights in your possession (Kingdom and Guard). And that are not in the cemetery section of your kingdom playmat. You also collect an ADDITIONAL coin value equal to the number of Knights in your possession from the expansion pack “The Court” pictured face up (with the icon  at the top right).



Each time you collect tax, you immediately collect an ADDITIONAL coin value equal to the number of Towers you have in your Kingdom. If you are hosting the Queen, you collect an ADDITIONAL coin.

Upper right corner: Crowns

A picture of a crown is on the upper right corner of some of the Building tiles. In that case, it appears on both sides of the tile.



At the end of the game, each of your Town territories will be worth as much as the number of squares times the number of crowns in this territory.



Side showing a building under construction



Side showing a building completed



Another example of a completed building

Lower right corner: Value of a building at the end of a game

On some of the Building tiles, a picture indicates the number of Victory points they bring at the end of a game. In that case, it appears on both sides of the tile.



At the end of the game, write down the number of points it indicates.



Separate Territory points: You score 2 points for each separate territory in your kingdom at the end of the game, whatever the number of squares and crowns you own.



Tower points: you score 1 point for each tower in your kingdom at the end of the game.



Knight points: You score 1 point for each knight in your kingdom at the end of the game (Kingdom and Guard). And you score 1 additional point for each Knight from the expansion pack "The Court" (with the icon  at the top right).

C' ~ (Optional) Rebuild a construction:

If a "Fantastic Event" tile causes a collapse of one (or more) Tower or "Building" (see the "Fantastic Event" tiles section below), at the time of your round, you may carry out a reconstruction of a destroyed Tower or "Building" (only one per round). Do as follows:

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

Then, 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.

D ~ (Optional) Bribe a Dragon into burning down a main Building:

You can ONLY take this action when the Dragon or the Dragonett is still hiding in its cave AND the Queen is not in your Kingdom.

- ♦ Choose any building still available on the "builders" board.

- ♦ Pay the bank one coin.

- ♦ Burn down the building: the tile is then withdrawn from the game and this building will never rise.

- ♦ Put the Dragon Meeple in place of the burnt building.

Only **one** player per round can use the Dragon or the Dragonett. You should play first to profit from their powers!



€ - (Optional) Spend your rezssources to recruit Character or construct a Building (from the expansion pack "The Court"):

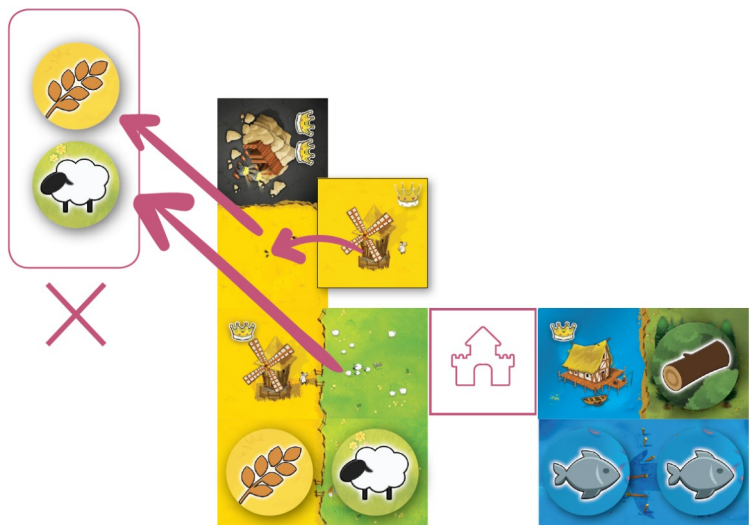
Each player, at the end of their turn, can:

- ◆ EITHER spend 2 different resources from their kingdom to recruit a character or construct a building from those that can be seen (the pieces selected in this way are only replaced when the following row of dominos is formed)
- ◆ OR spend 4 different resources from your kingdom to recruit a character or construct a building to be chosen from the pile of tiles that is face-down. The pile of tiles is shuffled and placed face-down afterwards.

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 can be placed on any type of land (as long as there is no crown or resource).



Buildings 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.

F ~ (Mandatory) Choose a new domino in the new line by placing your King on it:

Take your king meeple and place it on the domino of your choice, ready for the next round.

NOTE: Both Kings of each players has to be placed on one Domino of each line. **Your two King s can not be placed on the same line of Dominoes**, whatever it is. One of your Kings can **not** be placed on the other line during the round. **Always play Doninoes from the “Fantastic Era” dispenser tower first, then those from the “Age of Giants” dispenser tower.**

Futhermore, do not reveal new Dominoes from the “Age of Giants” dispenser tower before the last King is placed on the new Dominoes line from the “Fantastic Era” dispenser tower.

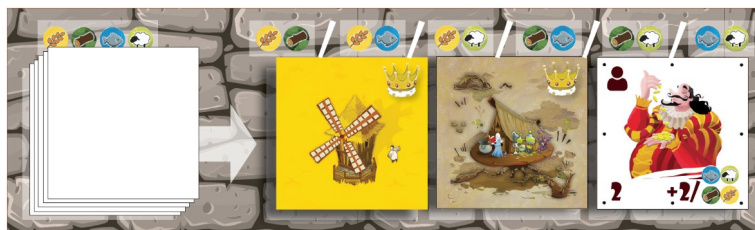


End of the game turn

Once ALL the players have taken their actions from A to F, for the Dominoes from the “Fantastic Era” dispenser tower and **then** those from the “Age of Giants” dispenser tower, **get the XXL playmat ready for the next round:**

1) On the small board sections from the expansion pack “The Court” (up to 2x):

If Buildings or Characters from the expansion pack “The Court” have been built/recruited, fill up the emptied spots with the first tiles from the draws.



2) On the “Builders” sections:

♦ Send the Dragons back to their cave.



◆ Then slide the buildings remaining on the “builders” board towards the cheapest spots, and fill up the emptied spots with the first buildings from the draw.

a)



b)



3) Renew Dominoes on the two lines:

Form a new line of Dominoes pulled from the “Fantastic Era” dispenser tower and reveal them.

If applicable: don't forget to discard **Domino(es)** as explained in the beginning of the game.

Form a new line of Dominoes pulled from the “Age of Giants” dispenser tower too, but **do not reveal them now.**

4) Reveal the “Fantastic Event” tile for the next round:

To end each round, pull one “Fantastic Event” from the draw and discard the previous one (in the first round of the game, there is no event, the first “Fantastic Event” tile will be revealed at the end of the first round and it will impact the next round).

A new round can then start. First action to do is to apply the effects caused by the “Fantastic Era” tile that as just been revealed.



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).

NOTE: 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.

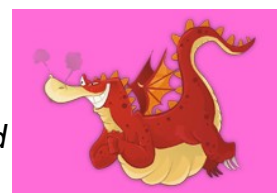
NOTE: If a player has neither the required amount nor a Building, he will have to part from 2 Resources in his kingdom (not necessarily different ones).

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.

NOTE: 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.

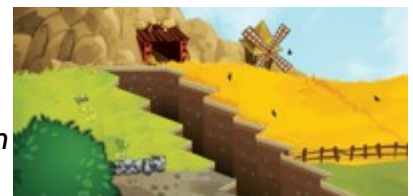
NOTE: If a player has not recruited a “Court” Character, he must then remove from his Kingdom one of the Knights who have collected the tax on his domains. The Knight is then placed in the “Cemetery Area” outside of his Kingdom playmat.

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

NOTE: 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.

NOTE: 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.

NOTE: 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 take the C’ action in its time (see the playing game section above).

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.

NOTE: 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.

NOTE: If you host Giants, you can remove one of those meeples (and only one) 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). You can not give a giant back to the sender.

SIDE EFFECT: If there are more Giants in your Kingdom, you can move them **on another crown of your Kingdom**.

NOTE: If there are no Giants in the Kingdom at the time the “Fantastic Event” tile is revealed, then, the effect is simply dismissed.

NOTE: 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 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 square s without crowns are filled again with their respective resources. There can be only one Resource per square.

NOTE: 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).

NOTE: 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”.



Bank accounts

When you collect tax or when a “Fantastic Event” tile is revealed (for exemple “the gold Rush”), an important amount of coins may be owned by players. In order to have a less important number of coins in his purse (on his Kingdom playmat) and to be sure that the Bank will have some money for the rest of the game, the Bank may offer to the concerned players to open a XXL Bank Account.

To do so, the player in charge of the Bank will fill out a XXL Bank Account form. He will have to fill out as many as necessary.

On the top, he will write the color of the concerned Kingdom and wil fill out the first box with the amount preceded by a “+”.

Each time it will be necessary, he will write the amount of the new transaction in the next box of the XXL Bank Account.

At the end of the last round, you calculate the total number of coins you have and you write it in the “Total” box of your XXL Bank Account form. This amount is taken into account in the calculation of end-game points.

NOTE: If you have an XXL Bank Account and you need to spend more coins than you have in your purse on your Kingdom playmat, you make a withdrawal from the bank. In that case, you give your XXL Bank Account form to the player in charge of the Bank. He will write on the first square available on the XXL Bank Account form the amount withdrawn from the Bank wich will this time be preceded by a “-”.



End of the game

When the last Dominoes are lined up, the penultimate “Fantastic Event” tile is revealed and its effects applied throughout the Kingdoms. Then, the players will take a last turn but they will only take actions A to E for Dominoes from the “Fantastic Era” dispenser tower, then from the “Age of Giants” dispenser tower. Then, the last “Fantastic Event” tile is revealed and you apply its effects on the Kingdoms.

Each player should have in front of them a 7x7 grid (or more for games with less than 5 players/teams).

Some kingdoms may not be complete if a player was forced to discard any Domino (see above).

If you are the player hosting the Queen, you should not forget to place her on your most expansive territory (towns included), where she will count as an extra crown.

Then it is time to take the XXL Score Pad. And each player will calculate their Victory points for their Kingdom in the following way:

♦ Characters (“The Court”):

A) Each Character gives points according to a specific scale. The number shown at the bottom left indicates the amount of basic points for each Character (some do not have one). Write all the points in the corresponding box on the XXL Score Pad.

B) At the bottom right of your Character, you may earn additional points depending on your way of building your Kingdom and what you will have placed on the 8 squares surrounding it (resources, crowns, other Characters or Knights), if applicable. Write all the points in the corresponding box on the XXL Score Pad.

♦ Wealth:

1 victory point for 3 coins. Do not forget the total amount of your XXL Bank Account form. Write all the points in the corresponding box on the XXL Score Pad.

♦ Resources:

1 victory point for 2 Resources still present on your Kingdom, whatever the Resource type. Write all the points in the corresponding box on the XXL Score Pad.

♦ Basic territories (Wheat, Forest, Lake, Meadow, Swamp, Mines, Town):

A kingdom is composed of different TERRITORIES (groups of connected squares of the same type of landscape).

Each territory will give you as many victory points as the NUMBER OF SQUARES multiplied by THE NUMBER OF CROWNS appearing on this territory. Do not forget Buildings you have built from the expansion pack “The Court”.

You can have multiple territories with the same type of landscape in the same kingdom.

A territory without a crown will give you no points.

Write your points in the corresponding box on the XXL Score Pad for each type of territory.

♦ **Special territories, Towns:**

It is easier to use a method to avoid errors when counting points related to towns:

Pull your buildings from your kingdom one by one, adding victory points as you go along.

Write all the points in the corresponding box on the XXL Score Pad.

♦ **Quests:**

At the beginning of the game, you have pulled 4 “Quest” tiles. Write all the points of each of the 4 quests in the corresponding boxes on the XXL 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

The Dragons players:

To add spice to your games, add two dice of different colors (or play with one die twice). Assign one color (or the first die) to the Dragon and the second color (or die) to the Dragonett. At the beginning of each game round (starting with the 2nd round), roll the dice. The number on the dice gives you the square on which the Dragon and the Dragonett will be positioned on the double “Builder” board on the XXL game board. Place the dragon figurine on it and undo the relevant “Building” tile according to the following rule (getting a 6 means positioning the figure on square O).

In case you draw the Fantastic Event tile “The Wrath of the Dragonett”, discard the Building tile designated by the die and choose one of the two next to it in its line (without touching the tile stack).

Kingdomino & Queendomino, the “Royal Wedding” XXL 2-player game version:

You can play a 2-player game by using two different colors of meeples (each player will play with four Kings). In the set-up, prepare 15 “Fantastic Event” tiles. For each round, draw only 4 Dominoes from each dispenser tower (as in a 4-player game).

Download and print 2 kingdom plots XXL 11x11 and assemble them.

Play order: each player chooses a color for each dispenser tower (only one starting tile and 3D Castle will be used). Take the meeples for the “Fantastic Era” tower, one King is drawn randomly. The player whose color it is can place it on a chosen Domino from that dispenser tower. Then it is the second player’s turn to place his 2 Kings, before the first player can place his last King on the remaining Domino.

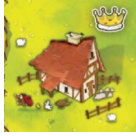
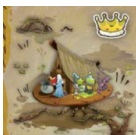
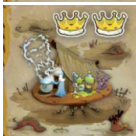
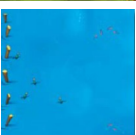
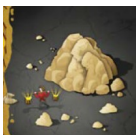
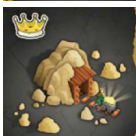
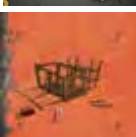
Then, take the King meeples with the other colors and do the same with the 4 Dominoes from the “Age of Giants” tower without discarding any of them. There will be 15 rounds for each game.

Thus, you can build an enormous 11x11 grid Kingdom.

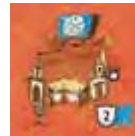
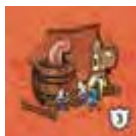
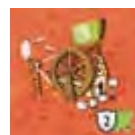
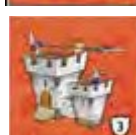
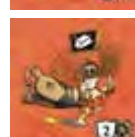
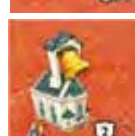
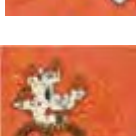
Have an enormous and long fun... !

Game tiles :

Game tiles:

	x 38		x 21
	x 11		x 6
	x 1		x 6
	x 29		x 11
	x 14		x 7
	x 1		x 6
	x 22		x 3
	x 13		x 4
	x 1		x 8
			x 3
			x 35

Buildings tiles:

	The Bakery x 3		x 2 The Safe
	The Sawmill x 3		x 3
	The Fishmonger's x 3		The Small Tavern x 4
	The Weaving shop x 3		The Big Tavern x 2
	The Magic school x 3		The Guardtower x 4
	The Foundry x 3		The Fortified Castle x 2
	The Church x 3		The Travelling Castle x 4
			The Training camp x 4
			The Statues x 5
			The Queen's Tower x 5

“Fantastic Events” tiles



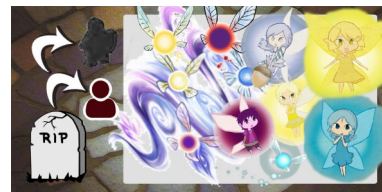
The Queen's
Abduction
x 2



The gold Rush
x 3



The wrath of
the Dragonett
x 3



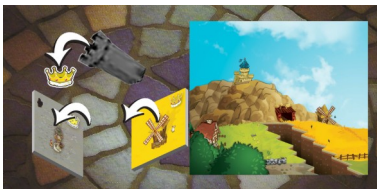
The Migration of
the good Fairies
x 3



Night of
the Werewolves
x 2



Builder's
celebration Day
x 3



The Earthquake
x 2



The harvest of
the century
x 3



Sales
x 3