Quick Tips (use along with the original instructions)

Kingdomino (2-4 players)

Setup:

- Each player should have two king meeples, a single square starting tile, and a castle that are all the same colour.
- If you are 3 or 4 players, shuffle the 48 territory dominoes and line them up in the tray with the numbers facing forward. If you are two players, use only 24 dominoes.

How to Play:

- Take the first 4 dominoes from the box and place them in a line from top to bottom with the numbers going from **lowest (top) to highest (bottom)** as shown in the picture with 2-21-35-37.
- Flip over the numbers to see the territories. For the first turn, decide on an order to start, and one by one, have each player pick 1 domino and **place their king beside that card**. No other player can take that card. When all the dominoes have been chosen, everyone can take their domino, **but leave the king meeples in the top to bottom line as they are! This order of king meeples will determine the player who will choose first on the next round (top meeple) to last (bottom meeple).**

- Dominoes can be placed beside your castle and/or touching another domino. If touching another domino, they **must have 1 territory side that matches**. You can aim for extra poins by trying to make an exact **5 x 5 kingdom** with your castle in the **centre**.
- If you are only 3 players, discard the remaining domino and start the next turn.
- On the next turn, **draw 4 new cards** and place them in the same lowest (top) to highest (bottom) number position **beside the lowest to highest order of the king meeples from the last round.** The king at the top (previous lowest card position) will now be the **first** to choose a territory card, and then players go in order to the bottom king.
- As players choose, move their king to the **opposite side** of the domino chosen. This new order of king meeples created will be the order of play on the next round.

Game End and Scoring:

- Continue turns until there are no more dominoes remaining.
- A territory of one or more connected matching dominoes **must have at least 1 crown** to be scored. With 1 crown, each 1 territory square counts as 1 point. If there are multiple crowns, then multiply the number of squares by the number of crowns (e.g., 2 crowns x 4 ocean squares = 8 points).
- You get an extra **5 points** for 5 x 5 kingdom, and **10 points** if your castle is in middle.