

Players' leaflets for KingDomino

Don't print this - the leaflet starts on next page

It's not that the publishers' rules are ambiguous or complicated.

But it isn't always convenient to pass rules to and fro, and some of us can't instantly remember what we're allowed to do - or what we can do.



Players often want to consult the rules, and to see ahead what their choices may be, or what restrictions apply ~ and waiting for Phillip to finish can be a fag!

From the leaflet, each player gets ...

- a rules resumé
- a guide to the elements

Printing

They're created at A5 size, which is half of A4.

The easiest way to print, using A4 paper, may be to slice it in half first, then use it as A5 sheets.

A4 is longer than **letter** size, but not so wide. I have not tried the leaflets out on letter sized paper.



Fun, popular games available from FunGames4CasualPlayers.com



[Palm Island](#)

A very small solo game, based on but seventeen cards - an island game that truly does fit into your palm.

[Jekyll vs Hyde](#)

For two players who enjoy the cut and thrust of a trick taking game, this is of incomparable value

[Merchants of Dunhuang](#)

A (*perhaps the best*) four player game set in a medieval market - inexpensive, but very rich in challenge and versatility.

[Maquis](#)

A solo game in which one must achieve two daring missions as a member of the French Resistance - the Maquis.

[Black Sonata](#) - and the Fair Youth

A solo searcher sets out to track down and unmask Shakespeare's "Dark Lady" as she traverses the streets of London. Much deductive thinking!



[Mr. Jack](#)

For two players, this game brings head scratching aplenty, and even the occasional fluttering heart - truly!

How many dominos are there?

There are 48 dominos, which make up 96 terrain squares, since there are two terrains per domino.

Crowns are distributed across all types of terrain, but some types of terrain have proportionately more.

Compare prairies and oceans for example.

A third of the ocean terrains have crowns, but only a fifth of prairies do.

Kingdomino™		Oceans		Forests		Mines	
	x 21		x 12		x 16		x 1
	x 5		x 6		x 1		x 1
	x 10		x 6		x 3		x 1
	x 2		x 2		x 1		
	x 2		x 2				



KingDomino

Leaflet from ..

FunGames4CasualPlayers.com



Creating crowned kingdoms

The game's played with forty eight dominos that are made up of two joined squares, like ordinary dominos.



But in KingDomino each domino displays two terrains, rather than numbers.

Some dominos display two different terrains, whilst others are made up of two terrains of the same type.

A crown



Crowns make kingdoms !

Some terrains (squares) have one, two, or even three crowns ... you could call them "crown territories".



Terrains contribute to your final score if they are crowned or if they link to terrains of the same type on other dominos that are crowned.

A large territory may be a long line of linked terrains: it may even go round bends.

It may be just one terrain, or a corridor of them.

They don't all have to be crowned, but if none are, there is no score.

If one terrain is crowned, it will score.

The more crowns that appear in a territory with linked terrains, the more the score increases.

Joining up with other dominos

Dominos and squares can not link at their corners: only at their sides or ends.

The size of the finished Kingdom must be 5 by 5 terrains.



Thinking about it

You may make your choices of next domino based solely on your own kingdom's growth.

Or you may act having looked closely at what others are up to.

You might choose to keep your options open, so far as expanding territories are concerned, or go for a 'quick build'

Remember that dominoes can be rotated.

Dominoes have two squares ... consider how you might maximise the benefits of each end.

Playing with three.

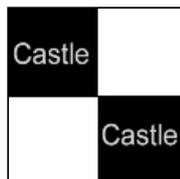
One way to do it

One forum discussant suggested that we create three new castle tiles (using the same dimensions as the game's dominoes), which will be equivalent to four domino-squares.

Mark two squares (creating four outer edges) to show that they are the castle. It's only from these that the kingdom may expand, though terrains will lie alongside the others of course.

You can now play a three-player game with the same number of dominoes as usual.

The perfect total kingdom will be 6 squares by 6.



More fun from Bruno.

KingDomino can be played by just **two people**, following the 'Mighty Duel' note on page 7.

As well as this game, Bruno Cathala has devised a plethora of well known and much played favourites, across the years.

Multi player games include 7 Wonders, Kanagawa, and Abyss, which are all well rated.

Bruno's "Mr Jack" is specifically for two players

It's quite unlike KingDomino in every way.

6 An exciting, absorbing, and challenging game, well within the reach of 'casual' players.

Then the fun starts

Starting from the top domino (blue chose it), players lay their domino down within their kingdom. Here, blue has removed their domino and laid it down.

Then blue took **first choice** of the next column of dominoes and having just played a double-forest, blue chooses the third one.

It has a crowned forest square ~ "that's better", thinks blue. 😊

Yellow will play next, and can now choose any of the remaining three.

Green, going next, will only have a choice of two. Pink will have no choice at all.

Whoever chooses the top domino will lay down **first** next time, also giving them the next first choice.

Blue will be third to play next time, and third to choose.

Once all four have taken their turn and laid their dominoes, the 'new' dominoes and meeple are slid to the left.

Four new ones are then laid out in number order, and turned over.

So players will again see both the column they're going to be playing in a few seconds, and the one that's coming next.

And that's how it goes - every turn it's simply **lay**, then **choose**.

Once placed, dominoes can never be moved.

Decisions decisions

Dominoes at the top may sometimes be less "powerful", with less crowns.

But choosing a more powerful one that's closer to the bottom of the stack means that you'll play that domino after other players.

So others will have an earlier choice of the **next** domino that's to come.

It's a delicate choice - go for the "best one now", or for one that gives the chance of being early to play next time?



The dominoes.

Some have two different terrains: some are doubles.

Some squares have one, two, or even three crowns: most have none.

This double forest has no crowns.

As it stands, it doesn't score. But it would score as 2 terrains if it became linked to forests with crowns.

The ocean square has one crown. That's worth 1 point on its own,

even before it joins others.

If others join to it, they also would benefit from the crown.



The kingdom.



The kingdom may **not** exceed a five by five square shape.

That's five squares maximum on any outer edge.

There are five on each side here.

The castle doesn't have to end up in the middle, but that may be the most effective layout to gain points.

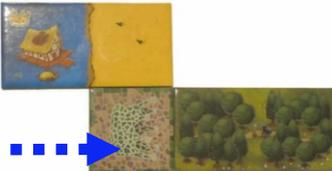
If you are playing the **Middle Kingdom** option, then extra points **are** gained by its being at the centre.

The starting point.

Everyone has a castle square. It's the same colour as their meeples.

Their kingdom begins there.

Any type of terrain can be joined to it. It may even have four different terrains on each of its four sides.



Dominoes may join it at their sides or at their ends: it makes no difference.

Castles are not terrains

It does not act as if it was one of the types of territory or terrain.

They join to it but they do not continue or 'flow' through it: it's not a 'wildcard', then.

Placing the dominoes.

Any terrain may join up with any edge of the castle.

Away from the castle though, the edge of at least one terrain on the domino must lay beside the same terrain on a domino that's already there.

Here, the prairies may join together.

The swamp and forest do not join, but they may be laid beside each other, because the prairies do join.



This is not permitted.

The forest cannot join to the prairie as it's shown here.

The domino could either be rotated 180° to allow it to join prairie to prairie, or it could be placed to join the lower side of the prairie with the windmill.

Or, either terrain may be joined to the castle.



The swamp joining the castle is OK. Anything can join the castle.

Placing and rotating.

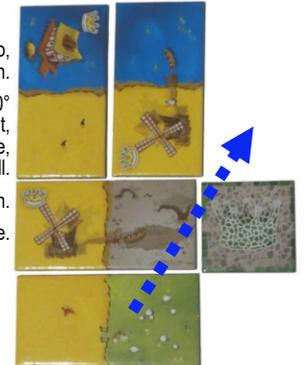
Before you place your domino, you can rotate it to fit in.

The bottom prairie & grassland domino could turn 90° anticlockwise and be placed up at the top right, with the prairie-square touching the other one, with the windmill.

The grassland would rest against the ocean.

Or it could be placed horizontally up there.

So many choices !



Play ~ how does it proceed?



Each player has a meeple, which are randomly sorted into starting order before the game begins.

Here, yellow goes first - then green, pink, and blue.

First - starting out

Four dominoes are dealt from the shuffled pack, and placed face down in number order with the smallest at the top.

Then another column is set out beside them, also in number order.



Next - play starts



The first column is turned over - keeping the original order, and players choose the domino they want.

Yellow went first, and chose the second domino. It's got a crowned prairie on it.

Green chose the third, with a crowned grasslands. Pink chose the bottom one, with a 3-crowned mines terrain.

Blue had to take the top - no choice and no crowns!

From the outset, players may look out for crowns and for chances to create bigger territories with later dominoes.

... and then ...

This is the order of playing meeples as they now appear.

It's changed from the original player order.

Being at the top, blue will lay down their domino first, then yellow, then green, then pink.

The next dominoes appear

The second column is now turned over.

This is done **after** all have made their choices, but **before** laying down begins.



Scoring ~ how is it done?

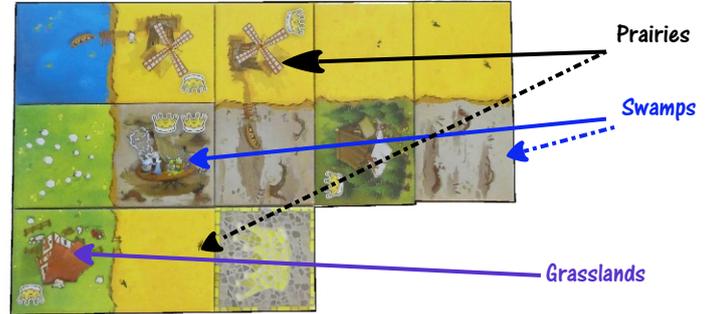
When does the game end?

When the last domino has been placed, the game ends, and scoring begins.

Every square that links to crowned lands (terrains) gets a score, even if the larger territory goes round bends.

The formula is terrains (squares) **multiplied** by crowns.

The **castle** has no effect at all on scoring, and doesn't act as a link between terrains.



Here, four linked prairies have two crowns: 2 crowns x 4 squares = 8 points.

Two swamps have two crowns: 2 crowns x 2 squares = 4 points.

Two grasslands have one crown: 1 crown x 2 squares = 2 points.

The sole forest terrain also has one crown, so scores 1 point.

One plain, one ocean, and one swamp are not linked to crown terrains ~ **no points**.

Optional variations - ensure that everybody knows in advance !

- **Middle Kingdom** - if the castle ends up in the centre, gain 10 additional points.
- **Harmony** - if no dominoes have been discarded by a player, they gain 5 extra points.
- **Dynasty** - over three games in a row, the winner's the one with most accumulated points.
- **Might Duel**

A two-player game. Use all dominoes and the usual 4-domino "deal", with a 7 by 7 grid. Each player has **two** castles & meeples.

Only one castle becomes part of the board - the other sits aside, unused.

All meeples are used, giving players a doubled choice of the four dominoes on display. With fairness, assign the players first & second, then third & fourth starting positions.