Queendomino™

Rules



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blue orange™
Hot Games Cool Planet



Contents:

- Illustrated rules
- 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 king meeples 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 "Builders" board
- 1 Queen meeple
- 1 Dragon Meeple
- 1 score pad

Introduction

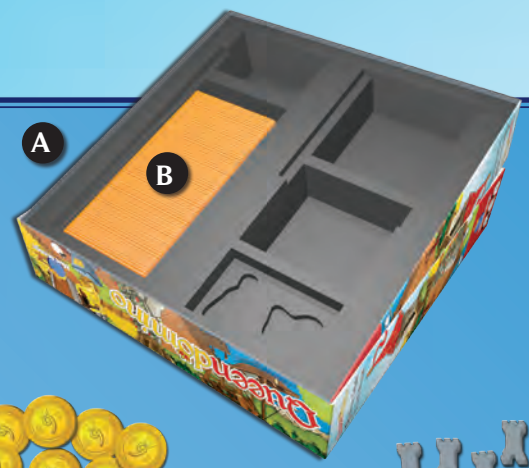
You are a Lord seeking new lands to expand your Kingdom. You must explore all the wheat fields, lakes, mountains and towns in order to spot the best territories. But be careful, as some other Lords are also coveting these lands...

Object of the game

Cleverly connect your dominoes in order to build your kingdom in a 5x5 grid (3 to 4 players) or a 7x7 grid (2 players) all the while scoring the most victory points with your territories and your wealth.

Set up

STEP 1















A Position the box as pictured.

B All dominoes are thoroughly shuffled, numbered side up, before being randomly placed in the box insert to form the draw pile of the game. **All the dominoes will be used regardless of the number of players in the game**.

C Place the "Builders" board in the center at the table.

D The 32 Building tiles are thoroughly shuffled and placed , grey face up, in a pile, on the spot reserved for it on the "Builders" board (red dots).

E Turn the first 6 Building tiles over and place them, grey face up, on the allocated spots on the "Builders" board. The construction cost is indicated below each building.

F Place the Queen on the side of the board and the Dragon on the Cave Square.

G Place the Towers, Coins and Knights on the side of the board.

H Each player takes a starting tile (a square) and the castle of their color. They place a tile, face up, in front of them and then place the castle on it.

I Each player takes:

- 2-player games: two kings of their color,
- 3- and 4-player games: one king of their color.

J Each player also draws one Knight and get a total of 7 in coins and places them in front of them.

STEP 2

❶ Take the first four dominoes in the draw pile and display them in a line next to the "Builders" board, numbered side up. These dominoes must be displayed in the ascending order (the lowest number is always placed next to the board). Finally, turn them on the landscape side.

❷ One player takes all the kings in one hand, shuffles them and pulls them out one by one. When your king appears, place it on an empty domino in the line (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.

(In a 2-player game, one king is drawn randomly. The player whose color it is can place it on a chosen domino. Then it is the second player's turn to place 2 kings, before the first player can place his last king on the remaining domino).



In this example, the white king is drawn first, and placed by choice on the fourth domino in the line; the orange king, second drawn, is placed on the first domino. Then the purple king, drawn third, takes place on the third domino. As only the second domino is left free, the player with the red king is forced to take that place.

❸ Once all the kings have found their place, form a new line, as you previously did, by drawing the next 4 dominoes from the pile in the box.

Playing the game

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 "builders""board), you start. You must take the following actions, in the outlined order (Note that only actions A and E are mandatory. The rest 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 - 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.

(In a 2-player game, each player will take actions A and E twice, once for each of their kings).

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 5x5 grid (3- and 4-player) or a 7x7 grid (2 player).



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 **(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.

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.

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" board (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" board 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.



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).



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

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 in 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).

D - (Optional) Bribe a Dragon into burning down a main building:

You can ONLY take this action when the Dragon 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. You should play first to profit from its powers!

E - (Mandatory) Choose a new domino in the new line by placing your king on it:

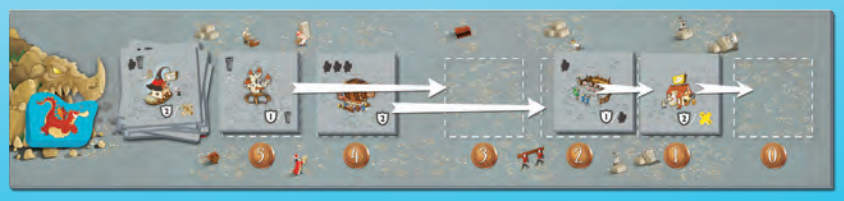
Take your king meeple and place it on the domino of your choice, ready for the next round.

Once all the players have taken their actions from A to E, get ready for the next round:

- ♦ Send the dragon back to its cave.



- ♦ 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.





- ♦ Form a new dominoes line (after permanently setting aside the domino left in case of a 3-player game) : take the first four dominoes in the draw and display them in a line next to the "Builders" board, numbered side up - these dominoes must always be displayed in the ascending order (the lowest number placed next to the board). Finally, turn them on the landscape side.

A new round can then start.



A game will therefore take 12 rounds, whatever the number of players, and go through all the dominoes in the box.

End of the game

When the last dominoes are lined up, the players will take a last turn but they will only take actions A to D.

Each player should have in front of them a 5x5 grid (for 3 to 4-player game) or a 7x7 grid (for 2-player game).

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 each player will calculate their Victory points for their kingdom in the following way:

- ♦ **Wealth**: 1 victory point for 3 coins. Check all points in the corresponding box on the score pad.
- ♦ **Basic territories** (Wheat - Forest - Lake - Marsh - Mountain): 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.

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.

Check your points in the corresponding box on the 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.

Check your points total in the corresponding box on the 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.

(An example of score counting is displayed next page.)

In case of a tie, 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.

Variations and playing versions

❖ **The "Royal Wedding" versions**:

If you own both a Kingdomino and a Queendomino game, it is possible for you to play 3 more versions of the game:

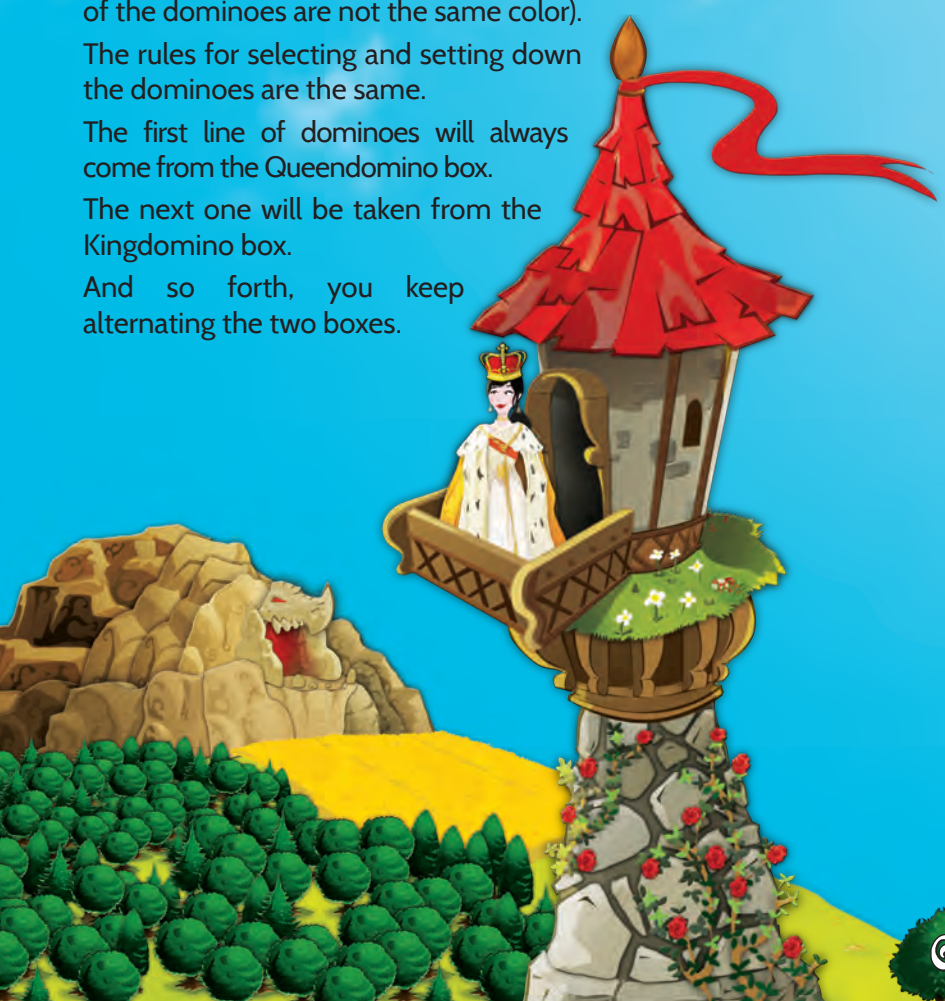
Whichever version you choose to play, prepare the dominoes from both boxes as usual, each box keeping its own dominoes (the back of the dominoes are not the same color).

The rules for selecting and setting down the dominoes are the same.

The first line of dominoes will always come from the Queendomino box.

The next one will be taken from the Kingdomino box.

And so forth, you keep alternating the two boxes.



❖ **Individually**:

♦ In a 3 to 4-player game, build 7x7 grids ! With 3 players, discard the remaining domino at the end of each round, and then form a new line.

♦ In a 5 to 6-player game, build 5x5 grids! At the beginning of each round, form a line of 8 dominoes. At the end of each round, discard the remaining dominoes and form a new line of 8 dominoes.

❖ **As a team**:

6 to 8 players can play in 2-player teams

Before each game, players decide on 2-player teams according to affinities, or by tossing. Team members should sit side by side.

Each player has a king of their own color but there is only one castle per team. Also each team has only one knight and gets a total of 7 in coins.

Within each team, players can consult each other on their choices. However, in case of a disagreement, each player is free:

- in their choice of domino and its placement in the shared kingdom,
- to use or not the knights and coins in reserve for the kingdom.

The game then plays normally except for the following changes:

♦ The dominoes in first line formed will always come from the Queendomino box. The next one from the Kingdomino box and so on alternating boxes.

♦ Each round, the lines are made of 8 dominoes (in a 6-player game, the dominoes left unplayed at the end of each round with be discarded before a new line is formed).

♦ The 2 players in each team build a 7x7 grid Kingdom together.

Example of Points counting

In this example,

❶ Coins counting:

The player has 11 coins and therefore scores 3 points.

❷ The Crowns:

- *Fields bring 3 points (3 squares x 1 crown)*
- *Forests 3 points (2 squares x 1 crown + 1 square x 1 crown)*
- *Lakes 6 points (3 squares x 2 crowns)*
- *Prairies bring 16 points (4 squares x 3 crowns, and, as the player with the most towers has the Queen which is positionned on the largest territory, the Queen therefore counts as an extra crown)*
- *Marshes bring 1 point (1 square x 1 crown)*
- *Mountains bring 12 points (3 squares x 4 crowns)*
- *Towns do not count as territories, as the Queen's tower is not built.*

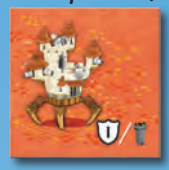
❸ Buildings:



- *the Sawmill: the player wins 2 points per separate forest territory : 6 points (3x2),*



- *the Church brings 2 points per separate town territory, so 8 points (4x2),*



- *the Travelling Castle brings 1 point per tower, thus 3 points,*
- *finally, the Big Tavern brings 2 points, the Statue 5, and the Guardtower 3, for a total of 10 points.*



The point total is therefore 71.



	Joueur blanc	Joueur orange
1 / 3	3	
	3	
	3	
	6	
	16	
	1	
	12	
	0	
? / ?	6 8	
? /	3	
? /	0	
?	10	
Total	71	

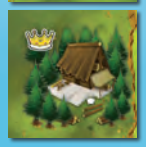


Queendomino™

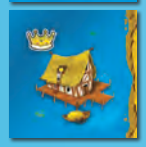
 x 14

 x 5

 x 11

 x 6

 x 8

 x 6

 x 8

 x 2

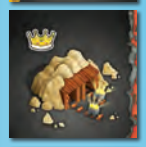
 x 2

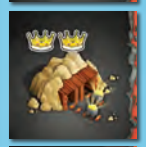
 x 4

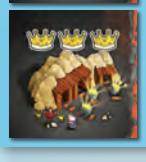
 x 2

 x 2

 x 1

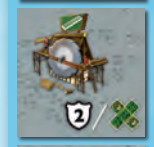
 x 1

 x 3

 x 1

 x 20

 The Bakery x 2

 The Sawmill x 2

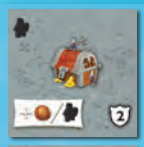
 The Fishmonger's x 2

 The Weaving shop x 2

 The Magic school x 2

 The Foundry x 2

 The Church x 2

 x 1

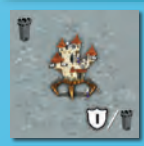
 The Safe x 1

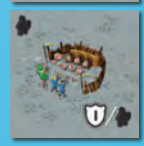
 The Small Tavern x 2

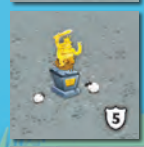
 The Big Tavern x 1

 The Guardtower x 2

 The Fortified Castle x 1

 The Travelling Castle x 2

 The Training camp x 2

 The Statues x 3

 The Queen's Tower x 3



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