DRAGOMINO™

5+ | 2 - 4 | 15 min

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Introduction

Your big moment is here. You have been named a Dragon Rider and you have the chance to go and seek out these creatures on a mysterious island. But you're not the only Dragon Rider round these parts. Who amongst you will discover the most baby dragons?



Aim of the game

Leave to explore Dragon Island and, while you cross the different landscapes, try to find as many baby dragons as possible in the different landscapes you cross!



Contents



- 4 starting dominos
- 1 Mummy dragon piece
- 28 exploration dominos
- 69 Egg tokens :
  - 14 Eggs, found in the desert
  - 13 Eggs, found in the snow
  - 12 Eggs, found in prairies
  - 11 Eggs, found in forests
  - 10 Eggs, found in the mountains
  - 9 Eggs, found in volcanoes



Set up

1. Place the bottom of the game box in the corner of the table with all the contents inside.
2. Each player takes a starting domino and places this in front of them on the table. This domino will be the start of your exploration zone. Unused dominos are set aside, and will not be used for the game.
3. Mix the exploration dominoes together but leave them in the box as shown in the image.
4. Take 4 exploration dominoes from the box and place these randomly on the table, face up.
5. Take out the Egg tokens and spread them flat on the table next to the game box, Egg-side up. Make sure they are grouped together by egg type.
6. Give the Mummy Dragon to the youngest player.

You are ready to start exploring.



How to play

Starting each time with the player who has the Mummy Dragon and moving in a clockwise direction, carry out the following two steps in order:

On your turn, you must do the following in order:
1 - Visit places
2 - Show your discoveries

1 – Visit places

Choose one of the available dominoes on the table.

2 – Show your discoveries

Place this new domino next to your starting domino so that they touch on at least one side. Your exploration zone now includes the new domino.

Once the domino has been put down, new connections are created. For every domino square touching another square (of another domino):

- If the landscapes are different, nothing happens.



- If the landscapes are the same type, take a corresponding Egg token for that landscape and see what is hiding on the other side:





An adorable baby dragon!
You win 1 point.



Drat, an eggshell! You win nothing but you take the Mummy Dragon. She will allow you to start the next turn, unless another player gets a hold of her.



Place your token Dragon or Shell-side up between your two dominoes.







Note: In each family of eggs, there are 7 baby dragons on the backs of eggs. The rest have eggshells.
The bigger the family of eggs, the less chance there is of finding a baby dragon. For example, there is a 7 in 14 chance of finding a baby dragon in the desert.

Note: once you put a domino down, it is possible that it will touch several squares of your exploration zone.
Check each connection with a new domino.
It is possible to collect several eggs in one turn.



Prepare a new expedition

Once all the players have carried out these 2 steps, turn over the remaining dominoes (they won't be used until the end of the game), take 4 new dominoes from the box and place these in the centre of the table, face-up.

End of the game



The game ends once all the dominoes from the game have been played.
Players win 1 point per baby dragon they have discovered.
The player with the Mummy Dragon wins 1 bonus point.
The winner is the player with the most points. In the event of a tie, the winner is the player amongst them with the most eggshells. If a tie persists, players share the victory.

Variation: The Dragon's Thirst





Certain dominoes have watering holes. Dragons come here quietly to quench their thirst and give you a little help.
When you are connecting 2 landscapes of the same type, if a water hole is present on at least one of these 2 landscapes you will be more likely to find dragons!
For each of the connections made with a water hole, take 2 Egg tokens instead of just 1. Note what image is on the back without showing it to your opponents. Choose the Egg you want to keep and place it so it sits across both of the 2 Dragon dominoes or Shell side-up. Place the other back on the table, in the location of your choice, Egg side up.
If several connections are possible with a water hole, this rule applies for each of these connections.