Kingdomino Origins™

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8+ | 2 - 4 | 25 min

Rules

blue orange™ Hot Games Cool Planet

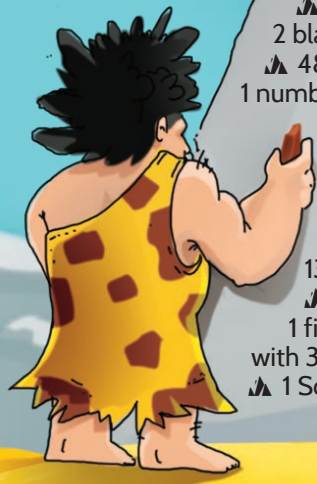
In Kingdomino Origins, help expand your tribe by bringing fire to your different regions using erupted lava! Gather together your natural resources: mammoths, fish, flint and mushrooms... to recruit fearless cavemen to grow your tribe and hunting territory!

There are 3 gameplay modes for Kingdomino Origins. To get the best gaming experience, we recommend playing them in the following order:

1. Discovery Mode
2. Totem Mode
3. Tribe Mode

Object of the game

Strategically connect your dominoes into your 5x5 hunting territory. Win comfort points and make your territory as welcoming as possible for your tribe.



Contents

- 4 starting tiles
- 4 3D huts (1 pink, 1 black, 1 green, 1 blue)
- 8 wooden Tribe Chiefs (2 pink, 2 black, 2 green, 2 blue)
- 48 dominoes (1 terrain side, 1 numbered side)
- 1 Cave board
- 22 Caveman tiles
- 4 Totem tiles: 1 mammoth, 1 fish, 1 mushroom, 1 flint.
- 49 wooden Resources: 16 mammoths, 13 fish, 11 mushrooms, 9 flints.
- 10 Fire tokens - 5 tokens with 1 fire, 4 tokens with 2 fires and 1 token with 3 fires.
- 1 Scorecard notebook

1. Discovery Mode

Setup

These rules are for a 3-4 player game. You should familiarize yourself with the ***Discovery Mode*** first.
2 player game rules specifications can be found at the end of this booklet.

- Each player chooses their color and then takes the following from the box:
  - One starting tile (one square) and one hut in their color. Place this tile face up in front of you and put the hut on top of it.
  - One tribe chief in their color.
- Shuffle the dominoes. Place the dominoes in the box to form the draw pile with the numbers facing up.

A. Take the first 4 dominoes from the draw pile and place them next to the box, number side up: make a line in numerical order with the smallest number closest to the box and then flip them over.

B. Place the 10 Fire tokens next to the box and separate them by the number of fires shown (1, 2 or 3 fires).

C. One player takes all the tribe chiefs in their hand, shuffles them together and draws them one by one. When your tribe chief is drawn, take him and place him on any free domino of the 4 dominoes in the line. In a 3 player game, discard the unused domino. For a 4 player game, the last player has no choice and must place their tribe chief on the remaining domino.

D. When all your tribe chiefs have been positioned, make a new line in the same way as before by drawing 4 new dominoes (step A).



Turns

The playing order is determined by the position of the tribe chiefs on the first line of dominoes.
The player whose tribe chief is positioned on the 1st domino closest to the box starts.
They must complete these 2 actions, in order:

Place your domino:

Take the domino you have chosen when you placed your tribe chief on it, and place it in your territory following the ***Connection Rules***.



Connection Rules:

Each player must build their own hunting territory of 25 squares (one domino is made up of 2 squares). To position your domino, you must:

- Connect it to your starting tile. Be aware that the starting tile is a wild tile, meaning any terrain can be connected to it.
- **OR** connect it to another domino by matching it with at least 1 other terrain (horizontally or vertically).
- Make sure that the whole territory of dominoes is a 5x5 square, including the starting tile. It should have a total surface of 25 squares.

If it is impossible to place a domino in your territory following these rules then discard the domino. You will not earn point with that domino.
If a domino can be placed according to the rules then it MUST be played, regardless of whether or not it helps the player.



Choose a new domino:

Place your tribe chief on a free domino in the new line of dominoes.
It is now the turn of the next player in the first line of dominoes to carry out these two actions. After that, the remaining players take their turn in order of the line, until the last domino in the line is played.
Make a new line of dominoes and start a new turn.
There are 12 turns in a game of 3-4 players.

Volcanoes

The volcano is a special kind of terrain. It erupts with lava and sends flames flying, causing fire outbreaks that the tribes use to make campfires. These lava flames will be referred to as fires in the game. However, volcanoes are not an exploitable terrain so a region of volcanoes will not earn you any points at the end of the game.
There are 3 kinds of volcanoes:



- A volcano with 1 crater: launches 1 fire up to 3 squares away.



- A volcano with 2 craters: launches 2 fires up to 2 squares away.



- A volcano with 3 craters: launches 3 fires 1 square away.

As soon as you have placed a domino with a volcano in your territory, take the corresponding Fire token:



- 1 volcanic crater: Fire token with 1 fire,
- 2 volcanic craters: Fire token with 2 fires,
- 3 volcanic craters: Fire token with 3 fires.

How far the fire is launched is shown on the back of each Fire token.
Determine which squares of your territory you can place this Fire token on and place it on the valid square of your choice by following the ***Fire rules***.

Fire Rules

- A fire is launched from the Volcano square and must land on an empty square **without a Fire token or a Fire symbol**.
- A fire cannot land on a Volcano square.
- A fire can go in any direction or combination of directions. A fire may move diagonally.

If you cannot place your Fire token down on a square because of the Fire Rules then it should be discarded in the box. It will not be used in this game.



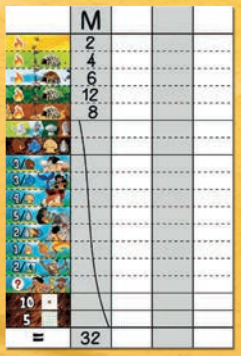
Fire token placement example.

End of the Game

When the last of the dominoes are placed in a line, each player takes one last turn, only carrying out the ***Place your domino*** action.
Each player should have a 5x5 square hunting territory in front of them. Some players may have incomplete territories if they had to discard one or more dominoes.
Territories are made up of different regions. A region is a group of squares of matching terrains connected horizontally or vertically.

Each player takes a scorecard and a pencil to calculate how many comfort points their territory earns them:

- Each region is worth as many points as the number of squares it is made up of, multiplied by the number of Fire symbols (printed on the dominoes and Fire tokens) located within this region.
There can be several regions with the same terrain in your territory.
A region without fire is worth nothing.
- Add together the comfort points earned for each of your regions to get your final score.





The player with the highest score wins the game.
In the event of a tie, the player who has the biggest region, whether it contains fires or not, wins.
If there is still a tie, the player with the most Fire symbols wins.
If there is still a tie after this, the players who are tied share the victory.

2. Totem Mode

This mode is played in the same way as the ***Discovery Mode*** with resources as a bonus!
Play with the following rules for this new gameplay mode.

Setup

- Start setting up as in the previous mode.
- Once the dominoes have been flipped over, place a wooden Resource on each square as indicated by its terrain and resource symbol. There is no resource to place on a square with a Fire symbol.
  - Place a mammoth on each grassland.
  - Place a fish on each lake.
  - Place a mushroom on each jungle.
  - Place a flint on each quarry.
  - Place nothing on deserts and volcanoes.

Repeat the wooden Resources set-up each time you line up 4 new dominoes.

The resources stay on these dominoes until the end of the game, unless they get destroyed by fire.



- Take the 4 Totem tiles from the box and position them near the 2 lines of dominoes so they can be seen by all players.

Turns

After placing a domino in your territory, if you have the majority (the highest amount only) of a resource compared to the other players, then take the Totem tile that corresponds to that resource. If another player has this tile, take it from them.

Watch out for fires! If a fire lands on a square that contains a resource then the resource will be destroyed. Discard this resource by placing it in the box as it will not be used for the rest of the game.

Important:
If you lose the majority (due to another player collecting new resources or as the result of a volcano launching fire), pass the totem to the new player with the majority. If there is a tie for the majority then you can choose which of the players to give the totem to.

End of the Game



Calculate your total comfort points as in the Discovery Mode then add the following bonus points:

- You will earn 1 point for every wooden Resource left on your dominoes at the end of the game (The symbols on the squares are there to indicate where to place resources but do not count as resources).
- Each Totem tile you own at the end of the game (because you have the majority of the corresponding resource) will earn you the bonus points shown on the tile.

3. Tribe Mode

This mode is played in the same way as the ***Discovery Mode*** with resources and cavemen as a bonus!
Play with the following rules for this new gameplay mode.

Setup

Set up in the same way as for the ***Discovery Mode***.
Place the resources indicated on the dominoes as in the ***Totem Mode*** (except for the 4 Totem tiles which are left in the box).
Then:

- Position the Cave board above the lines of dominoes.
- Shuffle together the Cavemen tiles and place them on the square to the far left of the board in a pile, face down. Turn over the first 4 tiles in the pile and place them on the 4 empty spaces of the board.



Turns

On your turn, after completing the actions ***Place your domino*** and ***Choose a new domino***, you now have the option to complete a 3rd action : ***Recruit a caveman***.

Recruit a caveman

After you ***Choose a new domino*** you may:

- spend any **2 different resources** that you have in your territory on recruiting one of the cavemen shown on a tile face up on the board. At the beginning of each round (when a new line of dominoes is made) fill in the Cave board so that it shows 4 tiles again.

OR,

- spend **4 different resources** that you have in your territory to recruit a caveman from any of the tiles in the pile that is face down. Once you have picked the caveman you want, shuffle the tiles and place them back in a pile on the board, face down.

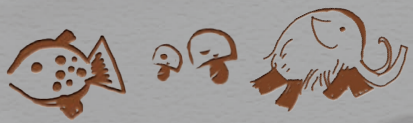
Discard the resources used to recruit cavemen.
Place the Caveman you have chosen on a square of your choice that **DOES NOT CONTAIN A FIRE SYMBOL, FIRE TOKEN OR WOODEN RESOURCE**. You do not have to place the caveman on a square from which you just removed a wooden Resource.

Watch out for fires! If a fire lands on a square that contains a caveman then this tile is destroyed. Discard it by placing it in the box as it will not be used for the rest of the game.

Cavemen

Cavemen added to your territory can earn you bonus comfort points.
There is a total of 22 cavemen:

- 14 hunter-gatherers,
- 8 warriors.



The Hunter-gatherers

There are 2 of each of the 7 kinds of hunter-gatherers (14 in total).
Hunter-gatherers can earn you points depending on the different resources surrounding them (vertically, horizontally and diagonally).

Be careful as only wooden Resources count as surrounding resources to earn points for your hunter-gatherers at the end of the game. The resource symbols on the dominoes are only there to indicate where to place the wooden Resources at the beginning of the game.



The hunter earns you 3 points per mammoth found on any of the 8 squares surrounding him.

Example: The hunter above is surrounded by 4 mammoths. He earns you 12 points. The hunter below him is surrounded by 2 mammoths which earns you 6 points.





The Fishing Child earns you 3 points per fish found on any of the 8 squares surrounding her.



The Gatherer earns you 4 points per mushroom found on any of the 8 squares surrounding her.



The Sculptor earns you 5 points per flint found on any of the 8 squares surrounding her.



The Painter earns you 2 points for **any** resource token found on any of the 8 squares surrounding him.



The Fire Lady earns you 1 point per Fire symbol found on any of the 8 squares surrounding her.

Example: the Fire Lady earns you 5 points as there are 5 Fire symbols around her.





The Shaman earns you 2 points per Caveman tile found on any of the 8 squares surrounding him.







The warriors

There are 3 kinds of warriors:

- 4 Small warriors each with one small spear with a power of 1,
- 3 Amazon warriors each with one medium spear with a power of 2,
- 1 Oafish warrior with one big spear with a power of 3.

The warriors earn you points as a group.
A group of warriors is made of warrior tiles connected perpendicularly. A group earns you as many comfort points as the number of warriors in the group multiplied by the total power of the group. The power is the addition of the numbers indicated on the warriors tiles.



NOTE: A lone warrior earns you as many comfort points as their power value.

Example: There is a group of 3 warriors AND a lone warrior. The group earns you 12 points (Power of 4 x 3 warriors). The lone warrior earns you 1 point (Power of 1 x 1 warrior).



End of the Game

To get your final score, calculate your total comfort points as explained in the ***Discovery Mode*** then add together all the bonus points earned from Cavemen. Note that wooden Resources placed in your territory during set-up do not earn you any points in this gameplay mode.

Remember, Totem tiles are not used in this gameplay mode.

Additional and optional rules for the 3 gameplay modes



- **Empire of fire:** get 10 bonus points if your hut is located in the center of your territory. If your territory is not complete at the end of the game (you were forced to discard one or more domino during the game) but the hut is still in the center of the 5x5 unfinished territory, you earn 10 bonus points.
- **Homo Habilis:** get 5 bonus points if your 5x5 territory is complete and you did not discard any dominoes.
- **Special two player rules - Neolithic:**

In a 2 player game, the tribe chiefs evolve and start developing larger territories. Play a game using all 48 dominoes to create 7x7 territories! The rules for this option are the same as before with a few exceptions:

For the Setup

Each player takes two tribe chiefs of the same color instead of one.



During Turns

- For a 2 player game, the player whose chief was drawn first chooses to take **dominos 1 and 4 OR 2 and 3 (in the column, from the top)**. The other player takes the 2 remaining dominoes.
- Each player carries out the actions ***Place your domino*** and ***Choose a new domino***, twice, once for each of their tribe chiefs.

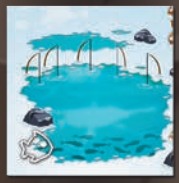

x20

x2

x5 x4 x1

x16

x3



x13

x4

x9

x2

x2

x11

x3

x1

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