

# Queendomino

## Set-Up:

- Shuffle all the domino tiles together and place them in easy reach (box tray perhaps)
- Shuffle the 32 building tiles (grey side up), and place the stack on the red square of the Builder's board. Keeping the grey side up, move 1 tile from the top of the stack onto each of the 6 spaces of the track. Place the dragon on the Cave space and the Queen nearby.
- Each player takes a single-square starting tile and puts their color castle standee on top of it.
- In a 2-player game, both players take 2 pawns, otherwise, everyone takes 1 pawn of their color.
- Each player collects 7 coins and 1 Knight figure (small black piece).
- One player should now take 4 domino tiles (number side up) and arrange them from least to greatest in a vertical column. Now flip over all 4 dominoes to reveal their terrain.
- Collect all player's colored pawns in 1 player's hand and drop 1 at a time. The player owning the pawn places this pawn on 1 of the 4 domino tiles to claim it. Repeat for all pawns. In a 2p game, after the first pawn is dropped and placed, the 2<sup>nd</sup> player places 2 pawns in a row, and then the 1<sup>st</sup> player takes what is left by placing last.
- In 3 player games, there will be 1 tile left over each round. Discard this tile.
- After all the pawns are placed, draw 4 new tiles, as before, arrange numerically and flip them over.

## Game Flow:

- The game is played over a number of rounds until all the dominoes are placed into player kingdoms.
- The play order of each round is determined by the arrangement of the pawns. The pawn at the top of the column (on lowest number domino) will go first, followed by the next in order until all players have a turn.
- A "territory" is considered to be an enclosed area of the same terrain type. You can have several territories of the same terrain type scattered all over your kingdom.
- A turn consists of the following steps: **Placement (mandatory), Collect Tax (optional), Building (optional), Bribe the Dragon (optional) and lastly Pick a new Domino (mandatory).**

### **Placement (Mandatory)**

- First thing on your turn is to take your pawn and the tile it is on and place the tile into your kingdom.
- Kingdoms can't be greater than a 5x5 grid (or 7x7 grid for 2 players.) The "starting castle" tile does **not** have to be the center of the kingdom!
- When placing a tile, at least 1 of the 2 terrains on the new domino must join together with another tile in your kingdom, and those terrains must match! The other terrain can be a mismatch, as long as 1 terrain matches!
- The starting castle tile is considered "Wild" for terrain matching purposes and any domino tile may connect to it.
- Once a tile is placed, you cannot move it around again! If a tile can't be placed, must discard it.
- You can't discard a domino if it can be legally placed. It's possible that your 5x5 grid can't be finished properly.

### **Collecting Tax with 1 or 2 Knights (optional)**

- If you have knights pieces available, you may use them now. Choose 1 or 2 knights and place them on the domino you just placed. If placing 2 knights, put 1 on each half of the tile, but if only placing 1 knight, choose which side of the newly placed domino you want the knight to go on.
- After placing the knights, earn coins equal to the number of squares in the territory your knight was just placed into (earn for both knights if doing 2). Knights stay put for the rest of the game. Yes, you can add another knight to a territory where you already have a knight, just ignore the other knight for now.

### **Building a Building (optional)**

- In order to build a building, you must have a red construction square present IN your kingdom, and it does NOT have to be the domino that was just added. The construction site can be on any previous placed tile.
- To build a building, choose 1 from the building row, pay the bank the shown cost on the board, and add the building to one of your red construction squares (red side up.)
- Turn this sheet over to see what the symbols on the building tiles mean.

- Upper Left Corner (Immediate Effects)
  - **Knight Symbol** – take the number of Knights indicated
  - **Tower Symbol** – place the number of towers indicated on the tile. As soon as you have the most (or tied with the most) towers, take the Queen pawn.
    - ❖ **The Queen** – she will lower your building cost by 1 coin, and she will add 1 extra crown to your largest territory at the end of the game. However, you can't use the Dragon if you have her.
- Lower Left Corner (Ongoing Effects)
  - **+ coin/Knight** – Each time you collect tax with a knight, collect an additional amount of coins totaling ALL the Knights in your possession (including the ones in your kingdom.) Do this twice if adding a 2<sup>nd</sup> Knight on your turn! (Yes, the designer confirmed this on BGG!)
  - **+ coin/Tower** – Each time you collect tax with a knight, collect an additional amount of coins totaling ALL the Towers in your kingdom. Do this twice if adding a 2<sup>nd</sup> Knight on your turn!
- Upper Right Corner (Crowns for End Game Scoring)
  - See “End Game” for how these crowns score points in each territory.
- Lower Right Corner (Building Points at End Game)
  - **Number** – The number represents the points this building is worth
  - **2 with an X** – Earn 2 points for every territory of this type in your kingdom. See above for “Territory”
  - **1/Tower** – Earn 1 Point for every Tower in your kingdom
  - **1/Knight** – Earn 1 point for every Knight you have (used and unused).

### **Bribe the Dragon (optional)**

- In order to bribe the dragon, the dragon MUST be still in his cave and you CAN NOT have the Queen.
- Pay 1 coin to the bank, move the dragon onto a building tile in the building row and discard the tile to the box.

### **Pick a New Domino (Mandatory)**

- Lastly on your turn, you will place your colored pawn on 1 of dominoes from the next laid out row. Remember, this will determine your order of play next round and what domino you will be adding during Placement.

### **Round Clean-Up:**

- After all players take turns, do clean-up before the next round starts. When all tiles are gone, the game ends.
- Take the dragon and move it back to the cave.
- Slide the building tiles to the right to fill in the gaps, then refill back up to 6 buildings.
- Form a new line of Domino tiles like during set up, arrange from low to high numerically then flip them over.

### **End Game:**

- Each player should now have a 5x5 grid (7x7 grid for 2 players) or close to it due to poor planning!
- If you have the Queen, place her in your largest connected territory. She counts as an extra Crown icon!
- Every 3 coins = 1 point
- Multiply a territory (closed group of same terrain) by the number of Crowns in the enclosure to earn points equal to this calculated value. Do this for each territory (even if some of them are the same terrain type.)
- Add points from all buildings you bought. Look in the lower right corner for their value.
- Most points is the Winner! Ties broken by largest territory.

### **Combining with Kingdomino (yes, you can do this!)**

- If you notice, the Kingdomino and Queendomino tiles have different backs to differentiate them.
- The 4 tile line at set-up will always come from Queendomino, arranging them like normal. For the 2<sup>nd</sup> line, use the Kingdomino tiles. Alternate the 2 game sets when placing a new set of 4 tiles until they run out like normal.
- For 3-4 players, play normally and build a 7x7 grid. For 5-6 players, build a 5x5 grid, but lay out 8 domino tiles at a time! In the 3, 5, and 6 player game, you will discard any domino tiles not taken.
- It is possible to play 7-8 players as individuals, making a 5x5 grid, but the rules recommend playing in a “team variant” with this many people that sounds iffy! Read the bottom of page 6 if you want to try that...