

Kingdomino



Game Type

- Family

Category

- City Building
- Medieval
- Territory Building

Mechanisms

- Card Drafting
- Pattern Building
- Tile Placement
- Variable Phase Order

Board Game Description

Players: 2-4 // Time: 15-20 Min

Age: 8+ // Weight: 1.19

Dominoes with a kingdom building twist. Each turn, connect a new domino to your existing kingdom, making sure at least one of its sides connects to a matching terrain type already in play. The game mechanics for obtaining the tiles is clever: the order of who picks first depends on which tile was previously chosen. Make sure to secure tiles with crowns- these royal treasures help to multiply the worth of your kingdom at the end of the game! The game ends when each player has completed a 5x5 grid, and then points are counted based on number of connecting tiles and crowns.

You are a lord seeking new lands to expand your kingdom. It appears other lords covet these lands as well...

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Inventory

- Rulebook
- 4 starting tiles (single squares)
- 4 3D castles
- 48 dominoes
- 8 wooden meeples