

Kingdomino Duel

Introduction: Players draft pairs of dice (“Dominos”) and then add the coats of arms on the dice to their kingdom. By building territories, adding dignitaries and using their Wizard Powers they hope to gain the most points and become King!

Game End and Goal: The game ends when: (a) At least one player fills in the final coat of arms on their map, or, (b) neither player can place a Domino during Phase 3. Players conduct final scoring, and the player with the most points wins!

Setup:

1. Give each player **1 Notepad Sheet** (which they place in front of themselves, **Map side up**), and **1 Pencil**. *The map represents your kingdom.*
2. In the centre of the table, place a third Notepad Sheet, **Spell-Book side up**. *Add the players’ names, one to each side of the Spell Book to denote which half belongs to each player).*
3. Place the **4 Dice** in the middle of the table.
4. The oldest player is appointed the **Starting Player** (Player A), and their opponent, Player B.

Course of Play: The game is played in a series of Rounds, consisting of the following 4 Phases:

1. Roll the Dice
2. Make Dominoes from the Dice
3. Fill in your Map
4. Fill in the Spell book
5. End of Turn

Phase 1: Roll the Dice: Player A collects and rolls all 4 dice.

Phase 2: Draft 2 Dice to make a Domino: Players take turns to draft dice in a horseshoe fashion, (i.e. A:B:B:A) until they have 2 dice each. Each player places their two dice next to each other to form a domino. This domino will be transcribed to their map using a pencil in Phase 3.

There are 7 different symbols on the dice: 6 different coats of arms, representing different ‘families’ that control regions. Some coats of arms will have 1 or 2 “x” symbols on them, to indicate dignitaries in these places. There is also a “?”, a joker, which allows any of the 6 coats of arms to be chosen during Phase 3.







Phase 3: Fill in your Map: Simultaneously, both players add their “domino” to their Map by drawing the two depicted coats of arms, obeying the following rules:

- For any “?” (Joker) die results, identify which coat(s) of arms you wish them to be.
- Each coat of arms must be added to an empty space on your Map.
- **Connection Rules:** The first coat of arms from your domino must be added to a space either:
 - Orthogonally adjacent to your castle (central space), or,
 - Orthogonally adjacent to a matching coat of arms already in your kingdom.
 - If you cannot legally place your domino according to these rules, you add nothing to your kingdom this round.
- The second coat of arms from your domino must be added to space orthogonally adjacent to the first (i.e. so it is as if the domino as a whole is added to your kingdom).
 - You cannot place half a domino. So if you could place the first coat but not the second, you place nothing.
- If there are any dignitaries (“X”s) on any coats of arm you add, add the crosses to the circular boxes next to the corresponding coat of arms you filled in.
- Shade the line between the two coats of arms you drew so you can easily see the boundaries between Domains.
- **Special Castle Bonus:** *Once per Game, you may add one additional cross to one of the 2 dice you drafted this round (even if you drafted a “?”). Shade the central castle’s roof to indicate you have done this. If you do this, the die to which you added the cross cannot be used to add to your Spell-Book.*

Phase 4: Fill In the Spell-Book: Each time you add a coat of arms without a cross to your kingdom, fill in a Spell-Book space corresponding to that coat of arms (on your half of the Spell-Book sheet). **NB – Using a “?” die result does not entitle you to add a cross to your Spell-Book.**

Over the course of successive turns, players will potentially continue to complete the Spell-Book in this way until one or other of them fills in all the spaces on their side of the book for that Spell / “Wizard’s Power”. At this point they ‘capture’ Wizard’s Power (the opposing player strikes through the boxes for that spell on their side of the Spell-Book). If both players complete a Wizard’s Power on the same turn, Player A wins the spell, and Player B does not.

The effects of each Wizard's Power are as follows:

Icon	Effect
Once Per Game Powers (use once, on a turn of your choice, <i>strike-through</i> when used to remind yourself)	
	Ignore Connection Rules when placing your domino (i.e. you may place your domino next to a non-matching terrain type). <i>You may not split your domino.</i>
	Separate your Domino Halves for placement (but still obey the Connection Rules for the placement of each die (not just the first one)). If you are able to legally place one half but not the other, you may do so.
	During a turn where you are Player A, draft the dice A:A:B:B
	After drafting, set one die from your domino to a face of your choice before filling in your map.
Immediate Powers (must be used immediately on capturing)	
	Select one of the six coats of arms. Each separate Domain with that coat of arms will score 3 Points at the end of the game. <i>i.e. you want to make lots of small Domains to score the most points for this.</i>
	Add one cross to a coat of arms of your choice.

Phase 5: End of Turn: Player A becomes player B, and Player B becomes Player A.

Game End: The game ends when: (a) At least one player fills in the final coat of arms on their map, or (b) neither player can place a domino this turn.

Final Scoring: Score points for your Kingdom as follows:

1. Domain Scorings

- A Domain is a contiguous area of orthogonally connected coats of arms of the same type.
- For each Domain, calculate the number of squares in the Domain, and multiply that figure by the number of dignitaries in that domain. This is the score for that Domain.
 - A Domain with no dignitaries scores 0.
- If you have several Domains of the same coat of arms, calculate each one individually (as above), and then sum the totals for each Domain type.
- Tabulate your totals using the scoring column on your map-sheet

- Wizard Power Scoring:** If you have the 5th Wizard Power (3 Points per Domain of the selected coat of arms), remember to also score this.

Players total their scores. The player with the most Points wins. In case of a tie, the player with the Domain with the largest total area wins. If the tie persists, the game ends in a draw.

