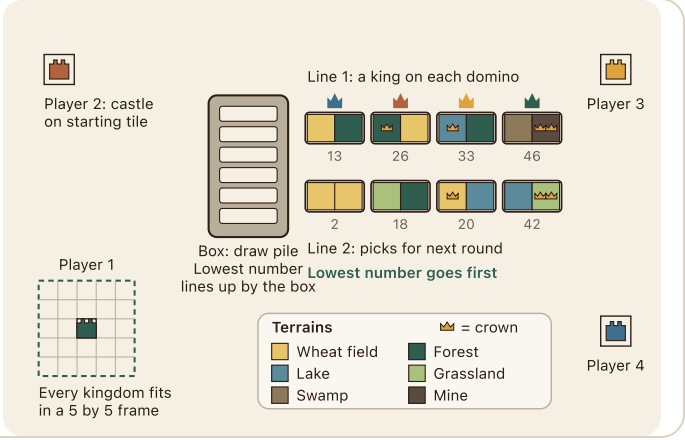
THE LUDARIUM · TEACH SHEET

Teach Kingdomino in ten minutes

2 to 4 players · About 15 to 20 minutes · Ages 8 and up

The goal: Have the most prestige points after building a 5 by 5 kingdom of connected dominoes.



On your turn

1. The king on the lowest-numbered domino goes first, then the next, down the line.
2. Place your domino in your kingdom, then move your king to a free domino in the new line.
3. Each new domino must touch your castle tile, or match a terrain on one side.
4. Everything must fit in a 5 by 5 grid, castle included.
5. Cannot place it legally? Discard it. Can place it? You must.
6. When every king has moved, lay out a new line and play the next round.

Three tips for your first game

1. One big territory with several crowns beats many small ones.
2. The lowest-numbered domino buys you the first pick next round.
3. Mines and swamps are rare, but they carry the most crowns per square.

Setup

1. Each player takes a castle, a starting tile, and kings in their color.
2. Two players: two kings each. Three or four players: one king each.
3. Shuffle the dominoes number side up. Two players use 24, three use 36, four use all 48.
4. Lay out one domino per king, lowest number nearest the box, then flip them face up.
5. Draw kings at random; each king's owner places it on a free domino.
6. Lay out the next line the same way beside the first.

Scoring

- A territory is connected squares of one terrain, side to side.
- Each territory scores its squares times its crowns.
- A territory with no crowns scores 0.
- Add up all your territories.
- Optional: Middle Kingdom, 10 points for a centered castle.
- Optional: Harmony, 5 points for a full 5 by 5 with no discards.

Game end: When the last line is laid out, players pick from it as usual, then place those dominoes in a final turn and score. Most points wins. Ties go to the biggest territory, then the most crowns, then a shared win.

Free course: theludarium.com/academy/kingdomino/

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