KingDomino *(v1)*

Object:

Place domino tiles to form a 5x5 grid. You cannot extend past 5 squares in any direction.

Preparations:

1. Each player takes a castle, staring square and meeples of the same color, placing the castle on the starting square on the table in front of them.
2. Shuffle the domino tiles. Randomly select 4. Arrange them in order: lowest number at the top through the highest at the bottom. Flip them over to reveal images.
3. Hide all player meeples in a hand and randomly pull a meeple out. That player places it on one of the available starting domino tiles. Continue pulling out meeples till all players have selected their starting domino tile.
4. 3 player game: discard the unselected domino tile.
5. Randomly select 4 domino tiles. Arrange them in order with the lowest number at the top through the highest number at the bottom, aligning them next to the domino tiles that are already on the table in the selection pool.
6. Flip them over to reveal images.

Gameplay:

1. The player with the topmost meeple in the column of the selected pool of dominos takes two actions:
   a. Take the meeple and the domino under it in hand.
   b. Place the domino in your kingdom grid. One of the two sides must be adjacent to a square in the grid of the same type. The beginning castle square is wild and any type can be placed adjacent to it. If you cannot place the domino tile, it is discarded from the game. If it is possible to place a domino in your grid you must do so.
   c. Place the meeple on one of the available domino tiles in the next pool of domino tiles.
2. Repeat until all meeples in the original selection pool have been used by the players. 3 player game: discard the unselected domino tile.
3. Randomly select 4 domino tiles. Arrange them in order with the lowest number at the top through the highest number at the bottom, setting them next to the domino tiles already on the table as the new selection pool.
4. Flip them over to reveal images.
5. Repeat from step 1 until grids are completed.

Scoring:

- Crowns on an image are point multipliers.
- Territories are connected squares of the same type.
- Calculate the points for each territory by multiplying the number of crowns by the number of squares in that territory. Multiple territories of the same type are possible
- Total the points for all territories.
- Option: gain 5 points if the grid has no gaps. (**Harmony**)
- Option: gain 10 points if the starting castle square is in the center of the grid. (**Middle Kingdom**)

- In case of a tie, the player with the largest territory wins.

2 Player Game:

- Each player receives two meeples of their color.
- Remove half of the domino tiles. Play with the remaining 24 dominos.
- Option: During step 3 of Preparations, randomly choose one meeple. Then both of the OTHER player meeples are chosen. Finally the first player's final meeple is chosen

3 Player Game:

- Each round, one of the dominos in the selection pool will not be selected and is removed from the game.

Variations:

- **2 Player Mighty Duel**: Play with all the dominos and each player constructs a 7x7 grid.
- **Dynasty**: Best score of three consecutive games.

Notes:

- Domino tiles may be rotated in any direction.
- Only one square of a domino must match the side of an adjacent square (or the starting castle square which is wild). The other side need not match. Corners don't count for this matching requirement.
- The starting castle square does NOT have to be in the center of your 5x5 grid.