

# LANDOMY

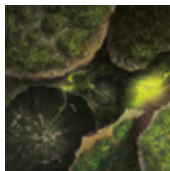


RULEBOOK

# LANDOMY

*The Crystal allowed life, but now forces us into war. The flying islands are the last stronghold for humanity, while the earth beneath us is but a memory devastated by nuclear war. Human beings adapted to live high, near the Sun, but their lust for conquest has not appeased. Two tribes fight with Airships powered by the same Crystal that allowed them to live, to gain dominion over the islands.*

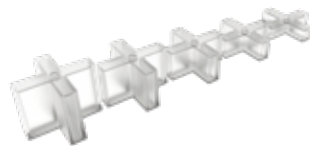
## COMPONENTS



1 Destroyed World board



9 magnetic Island tiles



9 plastic inserts



13 Map cards



1 Monitoring board



1 Crystal



2 Radioactive Storms



2 "X" tokens



This rulebook



16 cubes in 2 colours



24 Airships  
(12 octopus-shaped,  
12 bee-shaped)

# GAME OBJECTIVE

Throughout the game, you will need to gain control of the Islands of the floating archipelago: to win you must start your turn controlling 2 Islands more than your opponent or control more Islands than your opponent at the end of the game.

# CREDITS

I would like to thank Giulia who supports and tolerates me every day; my parents Tiziana and Marco and my whole family; Lorenzo Coj, essential throughout the game journey; Riccardo Ielo; Luca Cavallari, Alex Mari, Cristiano Ortolani, Marcello Pancaldi, Riccardo Rescazzi; the Dev group: Carlo Bressan, Federico Crivellin, Giampaolo La Rosa, Ivano Labroca; Pierpaolo Paoletti; IDEAG, Francesco Binetti, Paolo Mori; the "via Livello" group; Mario Cortese, Christian Giove and the whole of GateOnGames for believing in me and this game.

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# SETUP

**Landomy** provides two different setups: the standard one, recommended for your first few games to ensure a completely balanced start, and the advanced one (see p. 12) to be used after becoming more familiar with the game.

## STANDARD SETUP

- 1 Each player chooses which tribe to play: **Cephalians** or **Imenorids**, then takes the Airships and cubes of the respective colour. These will form your personal reserve.
- 2 The player who has been on an island most recently will be the active player on the first turn of the game.
- 3 Place the Destroyed World board between the players and interlock the 9 plastic inserts with the 'X's on the board (*the different heights are for aesthetic purposes only*).
- 4 Arrange the 9 magnetic Islands as shown.
- 5 Each player places 9 Airships on the Islands, as shown below.



- 6 Place the 2 Radioactive Storms on the Islands as shown in the image on the next page, and the Crystal on the center Island.
- 7 Shuffle the Map deck face down and place it next to the board. Put the first 2 cards back in the box without looking at them. Draw 2 Maps and place them face up next to the deck.
- 8 Leave space so you can add Map cards around the board.
- 9 Place the Monitoring board next to the main board. Each player places 4 cubes of their colour on it as shown.
- 10 Keep the 2 "X" tokens in reach.



## DESCRIPTION

- A** Sector where to perform Actions
- B** Island Action of the active player (black)
- C** Island Action of the second player (white)
- D** Active player "Place an Airship" Action
- E** Map Orientation marker



Map card back and front



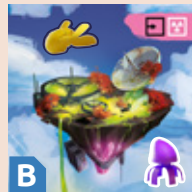
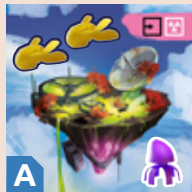
Island tile  
There are 5 Island types (see p. 15) and to each correspond 2 specific actions.

# GAMEPLAY

Players take turns as the active player for up to 10 turns of play, aiming to control the highest number of Islands.

## CONTROLLING AN ISLAND:

To control an Island, you must have at least one more Airship than your opponent on it **(A)**; an empty Island or one with the same number of Airships as your opponent is considered **not controlled (B)**.



Each turn is split into phases, carried out in order:

1. Placing the Map;
2. Perform actions;
3. Verify the situation.

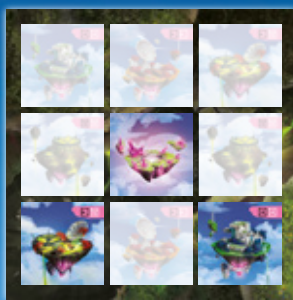
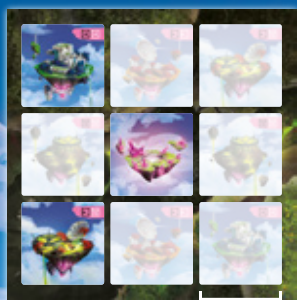
## 1. PLACING THE MAP

The active player chooses one of the two available Maps and places it next to an empty side of an Island which will become the **Active Island** for this turn.

The following placement rules must be observed:

- Each empty side of an Island can be adjacent to only one Map; therefore, Islands placed at the corners of the board can have 2 Maps adjacent to them, while the remaining Islands can only have one.
- There must be **at least one of your own Airships** on the Island to be activated. It's not necessary to control the Island.
- The Map must be placed so that the Orientation Marker is pointing towards the Island that will be activate.
- It's always **mandatory** to place a Map, if possible, even when all possible placements go against the active player.





Empty side

**Important:** Each white square on the Map is called sector and identifies an Island. Rotating the Map will change the Islands where actions will be performed that round. Keep this in mind!



**Example:** *Tamara* would like to place the Map next to the Contaminated Island but cannot because there are none of her Airships on that Island (A). Instead, she decides to place the Map next to the Contaminated Radar Island. She can place it on both sides, she therefore chooses the one that allows her to perform actions on the most useful Islands (B). The Contaminated Radar Island next to the Map becomes the Active Island of this turn.

During the game it may not be possible to place the Map correctly due to a lack of Islands with empty spaces and with one's own Airship. In this case you must place the Map **face down** in any empty space: the Island next to the Map does not become Active. The active player places an Airship on any Island and proceeds directly to the third phase of the turn: "Verify the situation" (see p. 11).



**Example:** *Claudia* does not have a valid space to place the Map since all the Islands occupied by at least one of her Airships are already occupied by another Map. She therefore places the Map face down in any empty space **(A)**, then places an Airship wherever she prefers **(B)**.

## 2. PERFORM ACTIONS

Players take turns by first performing the 2 actions depicted on the Active Island (see “Placing a Map”, p. 6) and then the action **+** “Place an Airship” (see p. 10). The 3 actions must be performed on the 3 Islands depicted on the chosen Map. All actions must be performed, if possible, even if this goes against the player (*a good play is precisely one that forces the other player to harm himself*). You are never allowed to perform an action on a sector where an “X” token is present. Proceed as follows:

**□** The active player performs the black coloured action on the Active Island, applying the effect to one of the 3 Islands shown on the placed Map. The sector of the Map where the action was performed is then covered with an “X” token. In the rare case that you cannot perform the action, a sector of choice is still covered with an “X” token.



**Remember:** the depicted Islands will change based on the Map orientation.

**□** The other player performs the white coloured action on the Active Island, applying the effects to one of the 2 remaining Islands available shown on the Map (in other words the ones without an “X” token). This player too will cover the sector in which the action was performed with an “X” token. In case the action cannot be performed, a sector of choice is still covered with an “X” token.



**+** Finally, the active player performs the action “Place an Airship” (see p. 10) on the last remaining Island, shown on the Map.



Below you will find a description of the 3 possible actions:

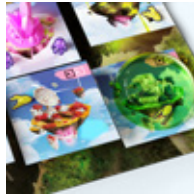


## RADIOACTIVE STORM

Move the Radioactive Storm from any Island to an Island of your choice. Then, push one of the Airships on the chosen Island to an orthogonally adjacent one. **The player who performs the action decides which Airship is pushed and where.** If a Radioactive Storm is already present on one of the Islands indicated by the Map, another Island must be chosen, among the available sectors, on which to move the Radioactive Storm. If all Islands identified by the available sectors have a Radioactive Storm, this action cannot be performed and the round proceeds normally.

**RADIOACTIVE STORM:** Islands with a Radioactive Storm are inaccessible; **Airships cannot be placed, pushed or moved onto them** and it is not possible to move another Radioactive Storm on them. It is, however, possible to leave the Island with one of your own Airships.

**Suggestion:** *The Radioactive Storm is very versatile as it can be used for both pushing out an opponent's Airship from the Island, as well as pushing away one of your own without generating conflicts or to simply protect an Island from potential raids.*



**Example:** *Claudia* wants to gain control of the Radar Island. She uses the Radioactive Storm action and decides to move the Storm on the Settlement Island in the bottom right corner. She proceeds by pushing one of her Airships present onto the Radar Island next to it. By doing this, she keeps control of the Settlement Island, and she also completes her objective.



## MOVEMENT AND CONFLICT

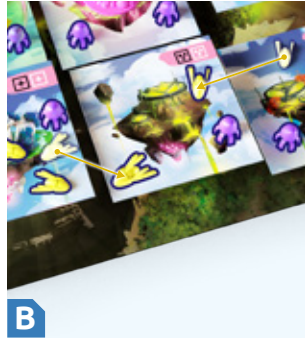
**Move one or more Airships** of your colour to the chosen Island; Airships can come from one or more orthogonally adjacent Islands, but it's not necessary to move all Airships from an Island. However, it is mandatory to move **an Airship from at least one Island.**

Remember that it is never possible to move an Airship to an Island with a Radioactive Storm, but it's possible to do the opposite. If you don't have any Airships adjacent to the chosen Island, or there is a Radioactive Storm on that Island, you cannot perform this action. If after moving there are Airships of both players on that Island, a **conflict occurs.**

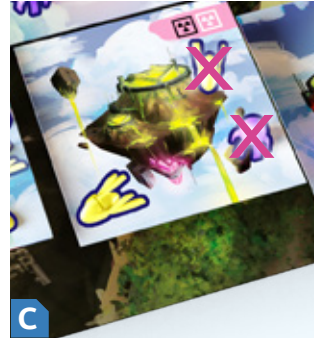
**CONFLICT:** A conflict only happens **when the Movement and Conflict is performed on that Island**. Airships are destroyed in pairs of different colours, a yellow and a purple one together, until only one colour remains or all Airships are destroyed (for example, with 3 yellow Airships and 2 purple ones, after the conflict, only a yellow one will remain). Destroyed Airships return to the respective players' reserve.



**A**



**B**

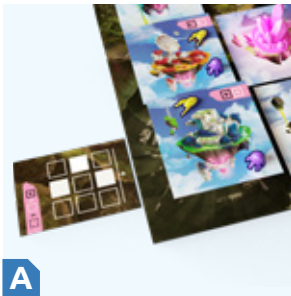


**C**

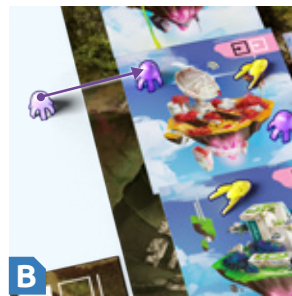
**Example:** *Claudia* places the Map next to the Contaminated Radar Island, activating it (**A**). She uses the Movement action to move 2 Airships to the Contaminated Island (**B**). A conflict occurs! *Claudia* and *Tamara* lose an Aircraft each. The only remaining Aircraft belongs to *Claudia*, who gains control of the Island (**C**).

## **+** PLACE AN AIRSHIP

**Place an Airship** of your colour from the reserve to the chosen Island. It's never possible to place an Airship on an Island with a Radioactive Storm.



**A**



**B**

**Example:** *Tamara* places the Map card next to the Settlement Island (**A**) and uses the Place an Airship action on the Radar Island: she therefore gains control of the Island (**B**).

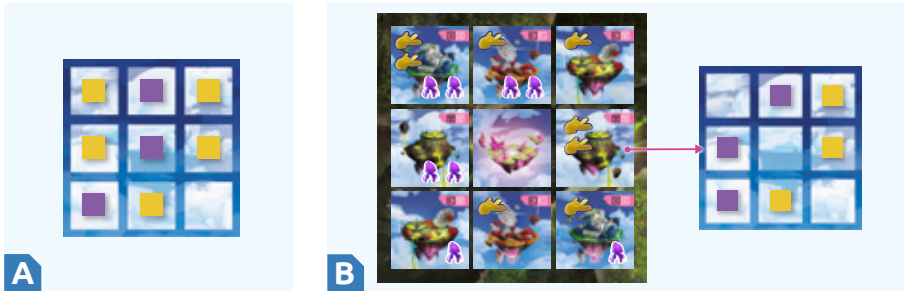
**Important:** If you need to place an Airship but you don't have any left in your reserve, you cannot perform the action (no Airship is placed).

## REMEMBER:

- The Active Island is the Island next to the Map placed at the start of the turn. During the "Perform Actions" phase, the actions indicated on the Active Island will be performed.
- Actions, whenever possible, are always mandatory.
- If you need to place an Airship but you don't have any in your reserve, you cannot perform the action (no Airship is placed).
- If during the Movement and Conflict action you do not have Airships adjacent to the Island identified by the chosen sector, or there is a Radioactive Storm on the Island, you cannot perform the action.
- You cannot move a Radioactive Storm to an Island with another Radioactive Storm present.
- The "Movement and Conflict" action is the only way in which a Conflict can occur.
- If it is not possible to perform any action, you still need to choose a sector of the Map on which to place the "X" token.

## 3. VERIFY THE SITUATION

Update the Monitoring board by moving, adding or removing cubes based on the Islands currently controlled. The 9 sectors of the Monitoring board represent the 9 Islands in their current positions in the playing area.



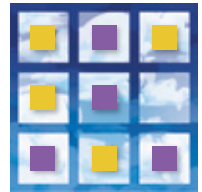
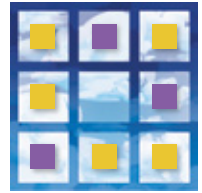
**Example:** At the start of her turn, **Tamara** controls 3 Islands, while **Claudia** controls 5 (A). After performing the new turn, the Monitoring board is updated: **Tamara** now controls 3 Islands, just like **Claudia**. She did a good turn! (B).

Draw a new Map and place it face-up next to the Map deck.  
If a winning condition did not trigger (see the next page), start a new turn.  
The role of active player passes to the other player.

# END OF THE GAME

There are two end game conditions:

- If a player **controls at least 2 more Islands** than their opponent at the start of their turn, the game ends and that player is declared the winner! This condition doesn't happen very often since the other player has a whole turn to try and turn the tide.
- If before the end of the tenth turn (when exactly 2 spaces around the board are left without Maps and is not possible to draw a new Map) the previous winning condition has not been triggered, then the player who **controls the most Islands** wins. In case of a tie, whoever controls the center Island wins. If nobody controls it, whoever has the most Airships throughout the Islands wins. If there is still a tie, whoever was the first player wins.



## Tie-breaker variant – Isolating Storms

In case of a tie at the end of the game, do not count the Airships present on Islands with a Radioactive Storm. This strategic variant increases the importance of moving the Radioactive Storms during the second part of the game.


# ADVANCED MODE – SETUP

After becoming familiar with the game, you can decide to use this Advanced setup. **Do not use it if it's one of the player's first game.** Follow the standard Setup but apply the following changes:


- **During step 4**, place the Island with the Crystal at the center of the board, then shuffle the other 8 Islands and arrange them randomly around the center one.
- **During step 5**, starting from the first player, take turns in placing an Airship each on any of the 8 outer Islands. Proceed until you have both placed 9 Airships.
- **During step 9**, each player places a cube of their colour on each sector corresponding to the Island controlled on the Monitoring board (see “Verify the situation” on p. 11)

**Note:** it is possible to place Airships on Islands occupied by the opponent's Airships, and some Islands could end up without any Airships. Placement is an important part of the game: pay attention to this as a good placement could be key in gaining a significant advantage.

# EXAMPLE OF A COMPLETE TURN

- At the start of the turn, **Tamara** and **Claudia** have, respectively, control of 3 and 4 Islands.
- Tamara** is the active player, she chooses a Map and places it next to the Contaminated Radar Island, activating it.
- She performs the "Movement and Conflict"  action targeting the Radar Island in the top center, on which she moves 2 Airships from adjacent Islands.
- A conflict occurs! **Tamara** and **Claudia** both lose 2 Airships: **Claudia** has none left, while **Tamara** still has one. She therefore gains control of the Island.
- Tamara** places an "X" token on the sector of the Map on which the action was performed.



- Claudia** performs the action shown on the second icon of the Active Island: "Radioactive Storm" . She moves the Storm on the Settlement Island, on the bottom right and pushes away one of **Tamara**'s Airships, therefore gaining control of the Island.
- Claudia** places another "X" token on the Map sector from which she performed the action.
- Tamara** cannot perform the last action because there is a Radioactive Storm on the remaining Island. Therefore, she does not place any Airships.
- The situation is verified: both control 4 Island and therefore update the Monitoring board. **Claudia** becomes the new active player, and a new turn begins.



# THE TRIBES

Human history has left behind a thick veil of mystery, transforming into myth over the centuries. In the floating archipelago, legends are told of ancient sea explorers, figures who still inspire the two tribes to travel through the skies today. These ancient adventurers sailed the oceans with the cry of "Land of mine," which originally meant "Land o' my ". This cry evolved into the motto of the two warring tribes, becoming "Landomy."

## CEPHALIANS

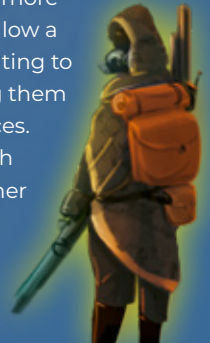
Cephalians are a tribe that developed a complex technological and maritime culture. They have always lived in symbiosis with the sea, and, after the nuclear catastrophe, they brought this connection to the flying Islands. Their octopus-shaped Airships are an engineering marvel, able to move with impressive grace and flexibility.

Governed by a council of Elders, the Cephalians value scientific and technological knowledge, seeing heliorite as a divine crystal, to be used wisely. Their society is highly organized and hierarchical, with strong communitarian ethics that believe in sharing resources and the common good. The radiation from the devastated land has made their physiology more resilient and adaptable, allowing them to harness radiation to enhance their technologies.



## IMENORIDS

Imenorids, descendants of rural communities, developed a culture that celebrates cooperation and discipline, getting inspiration from bees' social structure, now extinct. Their bee-shaped Airships aren't flexible like the Cephalians' ones but their extreme rapidity, thanks to complex aerodynamic engineering, more than makes up for the lack. Organized in colonies, Imenorids follow a rigid but efficient social structure, with each individual contributing to the common good. Their devotion to the colony is total, making them formidable on the battlefield and efficient in managing resources. Heliorite, for them, is a crystal to be protected and exploited with care, and it's definitely not something to be shared with any other tribe. Just like Cephalians, Imenorids were also able to harness radiation to enhance their bodies and power the crystal, evolving and prospering in the flying Islands.



# THE ISLANDS

## CRYSTAL ISLAND

The most important of all Islands as it's an endless source of heliorite: the famous crystal that allows airships and islands to float in the sky. It's no coincidence that it's the main reason for conflict.

## SETTLEMENTS

These Islands host the majority of the habited settlements of the area and provide the required labor to produce new airships. The local population has specialized, through the decades, in cutting and harnessing the crystal.

## CONTAMINATED ISLANDS

These facilities are vestiges of the old civilizations that brought our planet to ruin. Dragged upwards by the presence of the crystal in their soils, they are the source of the solar storms that rage throughout the archipelago, but the two tribes were able to harness its radiations to develop advanced technologies and adapt their bodies to live on the Islands.

## RADAR ISLANDS

All that is left of these structures is the only long-range telecommunication system. Because of this, they are fundamental for organizing movements and coordinating attacks.

## CONTAMINATED RADAR ISLANDS

These islands are still used for the presence of small radio stations, even though their soil is heavily polluted by the factories nearby .



# GAME FLOW

Each turn is divided into the following phases, to be performed in order:

- 1. Placing the Map:** choose a Map and place it next to the empty side of an Island that has at least one of your own Airships on it. The Island next to the Map will be the Active Island.
- 2. Perform Actions:** starting from the active player, players take turns to perform the 2 actions indicated on the Active Island and then the “Place an Airship” action **+**. All 3 actions must be performed on the Islands indicated on the chosen Map. These are the possible actions:
  - **Radioactive Storm:** move the Radioactive Storm from any Island to an Island of your choice, then push one of the Airships from the chosen Island to an orthogonally adjacent one. Islands with a Radioactive Storm are inaccessible, and Airships cannot be placed, pushed or moved onto them, but they are allowed to leave.
  - **Movement and Conflict:** move one or more Airships of your colour to the chosen Island, taking them from an adjacent Island. If, after a movement there are Airships of both players on the chosen Island, a conflict occurs: Airships are destroyed in pairs of different colours, until only one colour remains or all Airships are destroyed.
  - **Place an Airship:** place an Airship of your colour on the chosen Island. The chosen Island must not have a Radioactive Storm on it. Placing an Airship does not cause conflicts.
- 3. Verify the Situation:** update the Monitoring board according to the Islands currently controlled (which means the Islands where you have at least one more Airship than your opponent).

The game ends:

- If a player controls at least **2 more Islands** than their opponent at the start of their turn. That player is the winner.
- If before the end of the tenth turn the previous winning condition has not been triggered. In this case the player who controls the most Islands wins.

## ANALYTICAL INDEX

Active Island	6	Perform Actions	8
Advanced Mode – Setup	12	Placing a Map	6, 7
Components	2	Placing an Airship	10
Conflict	10	Pushing an Airship	9
Controlling an Island	6	Radioactive Storm	9
Description	5	Remember	11
End of the Game	12	Sector	7
Game Objective	3	Standard Setup	4
Gameplay	6	Tie-breakers	12
Movement and Conflict	9	Verify the Situation	11

