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Illustrated by EVGENIY SHVENK

CHAMPIONS OF WIND & FIRE



RULEBOOK




AGES 14+



45-60 MIN



1-4 PLAYERS



*In the ancient realm of Walterra, the fates of dragons and humans are intertwined with unbreakable bonds.
Here takes place the grandest spectacle of all: the Tournament of Wind and Fire.*

As a skillful dragon trainer, you are destined to shape the future champions of this legendary event.

*Guide your dragon through a journey of mastery, teaching it awe-inspiring magic and enhancing
its strength and agility. But be cautious, for the allure of black magic can spell disaster, frustrating all
your efforts when it matters most.*

*Strive to lead your dragon to triumph in the fierce trials that await, earning glory in each victory.
Let your name be etched in the annals of history as the one who has forged
the ultimate Champion of Wind and Fire!*



OBJECT OF THE GAME

In the Champions of Wind and Fire, players aim to boost their dragon's power by upgrading its body parts and collecting magic elements — all to prepare for and compete in a series of tournaments at the end of the game.

First is the Dragon Training phase. Each round, players select dice to place magic elements on their board and use them to build certain patterns. As soon as you collect enough magic tiles to make a pattern, you can upgrade your dragon increasing the strength of its head, wings, or tail.

After any player has collected 3 different upgraded dragon tiles, the Dragon Training phase is over. It is followed by a short Final Preparation phase, and then the Tournament of Wind and Fire begins.

In each tournament match, players' dragons compete in strength by combining the power of a certain body part with the magic elements needed for that tournament.

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The game includes Base and Advanced modes. Base offers simpler gameplay, while Advanced adds strategic depth with hidden bets and special action cards. Differences between these modes are explained throughout the rulebook in relevant sections.

1. COMPONENTS

GENERAL COMPONENTS

1 GAME BOARD



9 SIMPLE DRAGON TILES:

3 simple heads, 3 simple wings, 3 simple tails (marked ① on the back)



9 ADVANCED DRAGON TILES:

3 advanced heads, 3 advanced wings, 3 advanced tails (marked ② on the back)



6 TRAINER CARDS



27 TRAINING ACTION CARDS



36 TOURNAMENT ACTION CARDS (Advanced mode)



18 TOURNAMENT CARDS



6X FIRE BREATH



6X FLIGHT



6X TAIL WIELDING



7 ELEMENTAL DICE



1 ACTIVE PLAYER MARKER



64 COMPLETION MARKERS



51 GOLD



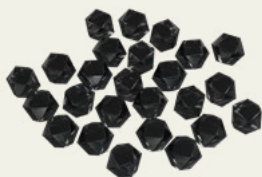
1 DICE AREA OVERLAY FOR 2-3 PLAYERS



84 MAGIC TILES OF 6 TYPES:
4 white, 8 yellow, 12 red, 16 purple,
20 green, 24 blue



15 SIGIL TOKENS
(Sigil mode)



25 BLACK CRYSTALS



10 TROPHIES WORTH 4 VICTORY POINTS



10 TROPHIES WORTH 2 VICTORY POINTS



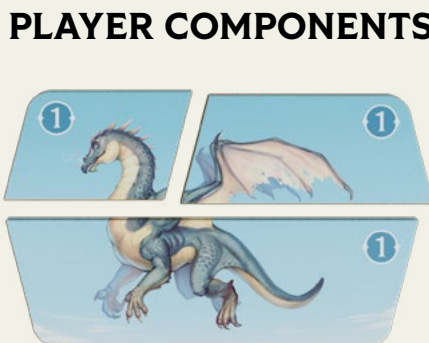
1 TOURNAMENT PATTERN TOKEN
(Advanced mode)



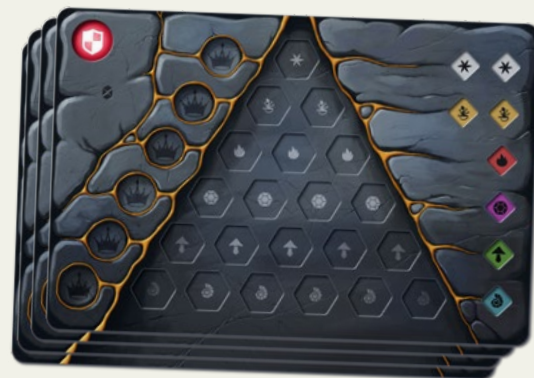
12 DOUBLE-SIDED POWER/TROPHY TOKENS WORTH 1 VICTORY POINT
(Advanced mode)



4 DRAGON BOARDS
1 per player



12 STARTING DRAGON TILES
3 per player: head, wings, tail
(marked (S) on the back)



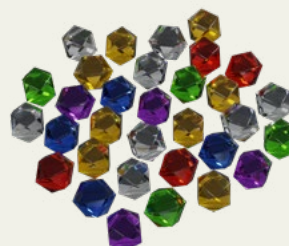
4 ELEMENTAL BOARDS
1 per player



12 TOURNAMENT DICE
3 per player



4 TOURNAMENT DIALS
1 per player (Advanced mode)



32 MAGIC CRYSTALS
8 per player: 2 white, 2 yellow,
1 red, 1 purple, 1 green, 1 blue

The components for the solo mode are listed on p. 27

2. SETUP

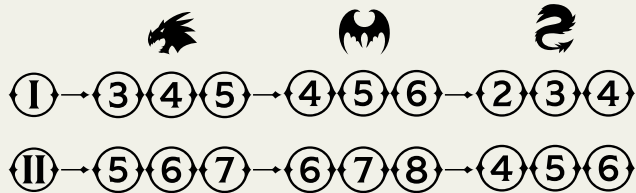
GENERAL SETUP



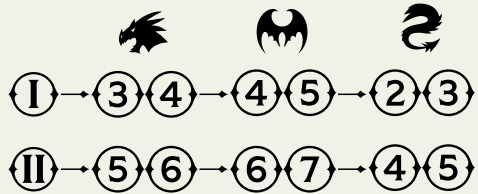
1. Place the game board in the center of the table. If there are fewer than 4 players, also use the dice area overlay: Place it with side face up if there are 3 players or with side face up if there are 2 players.
2. Shuffle the 3 tournament card decks separately per type (Fire Breath, Flight, Tail Wielding) and reveal 1 card from each deck, placing it face up at the bottom of the game board. These are public tournaments: Only 1 or 2 of them will be played during the Tournament phase, the rest of the tournaments will be chosen by the players from among their personal ones.
3. Make supplies of black crystals, gold, trophies, and completion markers.
4. Make a supply of magic tiles, sorting them by types.
5. Sort the dragon tiles into 6 stacks according to their type and place them on the game board: 3 stacks of advanced wings, heads, and tails and 3 stacks of simple wings, heads, and tails. Simple tiles have ① on the back, while advanced ones have ②. Stack the tiles in order from the highest power value on top to the lowest power value on the bottom. Depending on the number of players, a different predefined set of dragon tiles is used (see the diagram on the next page).
6. Shuffle the training action cards into a deck and place it face down on the game board in the designated space on the right.

Advanced mode: Shuffle the tournament action cards into a deck and place it face down in the spot next to the training action cards on the game board.

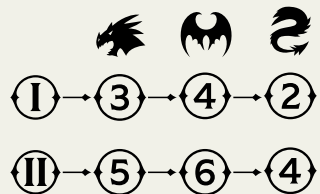
4 PLAYERS (ALL DRAGON TILES)



3 PLAYERS



2 PLAYERS



PLAYER SETUP

EACH PLAYER RECEIVES THE FOLLOWING COMPONENTS:

1. 1 elemental board with their chosen emblem
2. 1 dragon board
3. 3 tournament dice in their emblem's color
4. 6 gold (placed in the slots on the left of your elemental board)
5. 8 magic crystals, placed in the designated slots on your dragon board:

×2 white →  , ×2 yellow →  ,
 ×1 red →  , ×1 purple →  ,
 ×1 green →  , ×1 blue →  

Note: If you can't tell the difference between the crystal colors, don't worry! Place any crystals in the slots – the "color" will be assigned to each crystal depending on the slot it occupies.

6. 3 starting (S) dragon tiles with 1 power: head, wings, and tail (placed in the slots at the top of your dragon board)
7. 1 random trainer card. All players decide together which side of the card everyone will use in the current game:

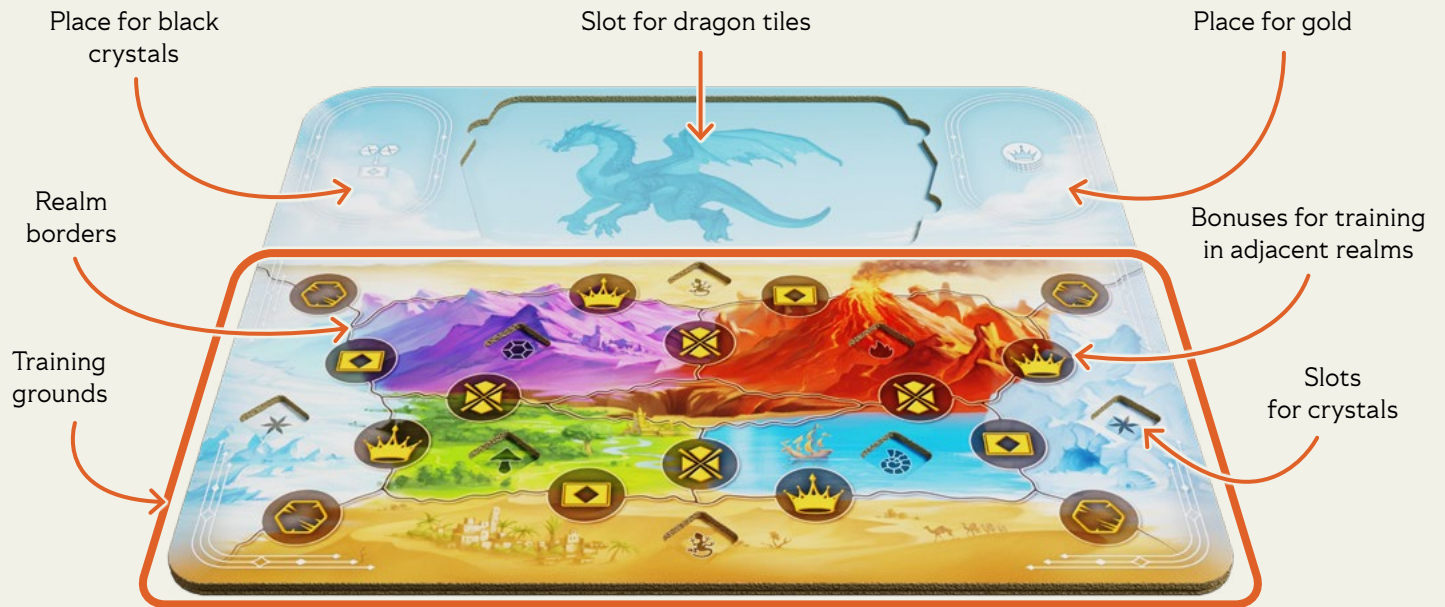
- The side with 3 elements (crystals) is easier, while the side with the scheme of the pyramid is more challenging.
8. 1 random tournament card of each type (placed face down): Fire Breath, Flight, and Tail Wielding. Players can look at their 3 personal tournament cards at any time. If you do not like your starting set of personal tournaments, you can discard them all at any point during this step, shuffle them back into the piles, and then draw 1 card of each type again. This replacement can be performed only once.
 9. The player who last saw a dragon receives the active player marker and 7 elemental dice.

Advanced mode: Each player additionally receives 1 tournament dial.

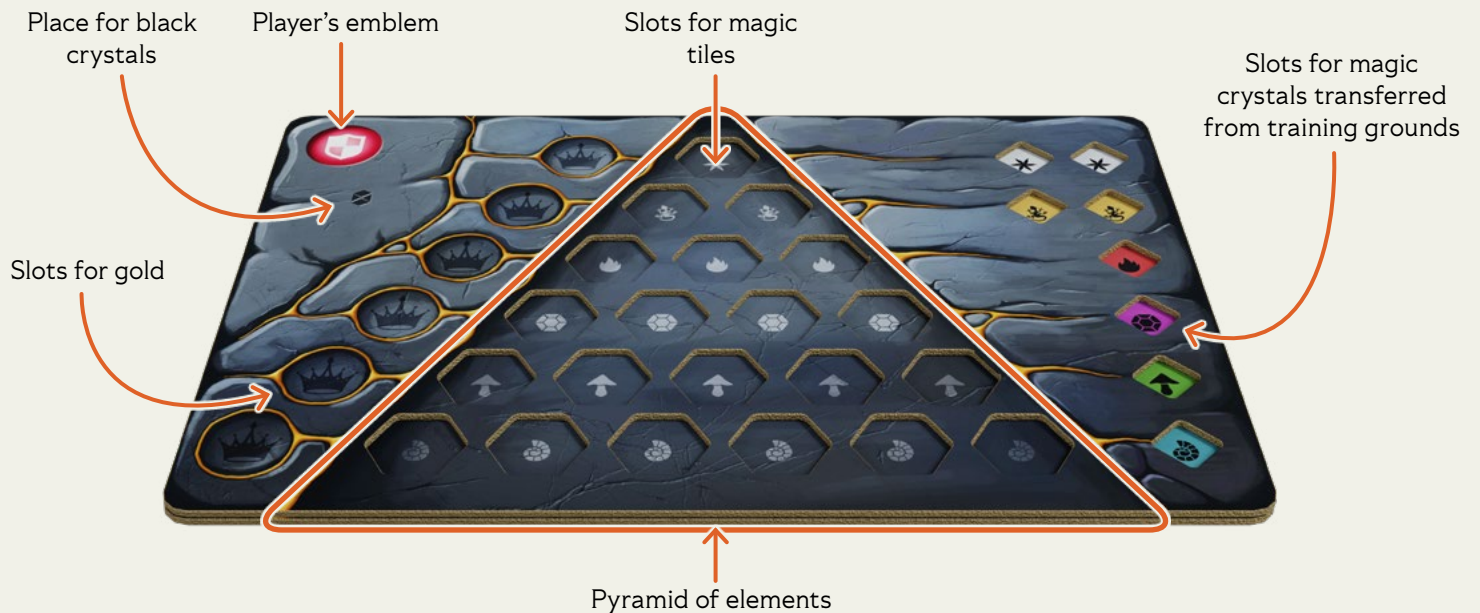
Note: Sigil tokens are used in Sigil mode (see p. 25). You can use sigils and the challenging side of trainer cards in both Base and Advanced modes.



DRAGON BOARD ANATOMY



ELEMENTAL BOARD ANATOMY



3. GAME OVERVIEW

The game consists of 3 consecutive phases:

- I. DRAGON TRAINING**
- II. FINAL PREPARATION**
- III. TOURNAMENT**

The Dragon Training phase is played over a series of rounds, during which players take turns gaining magic elements and upgrading their dragons. After any player has completed their upgrade of all dragon body parts (in other words, having replaced their 3 starting dragon tiles with 3 simple or advanced dragon tiles), the round is played until the end. Then, the next phase begins.

During the quick Final Preparation phase, you have one last opportunity to upgrade your dragon tiles, then you should distribute your remaining black crystals and set your dragon's power on the tournament dice.

During the Tournament phase, players take turns choosing tournament cards to be played, one at a time. Players all compete in each tournament match, trying to get the highest score.

Note: Only part of the public and personal tournament cards will be played, depending on the number of players.

I. DRAGON TRAINING

This phase lasts over a series of rounds until at least 1 player has fully upgraded their dragon, having replaced their 3 starting dragon tiles for 3 simple or advanced ones. When this happens, the current round is played until the end to ensure everyone has taken their turn. Then, the Final Preparation phase begins.

Each round of the Dragon Training phase has 2 steps:

- 1.** rolling and distributing the dice (done by the active player only)
- 2.** player turn (taken by all players, starting with the player to the left of the active player and going clockwise)

After everyone has finished their turn, the active player passes the active player marker to the player on their left, and a new round begins.

ROLLING AND DISTRIBUTING THE DICE

The active player rolls the 7 elemental dice and distributes all of them among the dice areas in any combination.

For **3–4 players**, place 1–2 dice in each area.

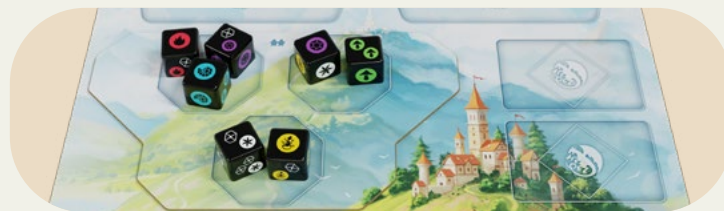
For **2 players**, place 2–3 dice in each area.



4 players



3 players



2 players

PLAYER TURN

At the beginning of your turn, select a dice area with remaining elemental dice on it and take all dice from that area without changing their face values. In this way, the next player will have fewer areas to select from, and the last player (the active player who rolled the dice) will choose from only 2 dice areas.

After you have chosen your dice, perform the following actions in any order:

- **Gain magic elements**
- Optional: **Use training action cards**
- Optional (once per turn): **Upgrade your dragon**
- Optional (once per game): **Complete your trainer task**

GAINING MAGIC ELEMENTS

Your dragon trains across vast territories to harness the power of different elements. Magic elements are represented by **magic tiles** and **magic crystals**. Whenever you gain or spend a magic element, you can choose a tile or a crystal of the corresponding element.

To gain elements, assign each die you received to 1 of the 2 playing areas — pyramid of elements or training grounds — and gain the corresponding magic elements:

- When you assign a die to the **pyramid of elements**, place the magic tiles from the supply onto your elemental board.
- When you assign a die to the **training grounds**, transfer the magic crystals from your dragon board to the slots on the right side of your elemental board.

You must gain all elements from 1 die before assigning the next die or doing other actions.

You may:

- assign different dice to different areas
- perform other actions before assigning each die

You may not:

- use 1 die to gain magic tiles and magic crystals at the same time
- start other actions before you finish gaining all elements from 1 die
- refuse to gain magic elements from the dice
- rotate the dice after use

Example: In a 2-player game, you've chosen an area with 3 dice. You decide to assign 2 dice to the pyramid of elements, and 1 die to the training grounds. All elements from the first 2 dice (in the form of magic tiles) are taken from the supply and placed on the pyramid of elements, while the elements from the third die (magic crystals) are gained in the training grounds.



ASSIGNING DICE TO THE PYRAMID OF ELEMENTS

If you assign a die to the pyramid of elements, take the shown type of magic tiles and place them face up in any empty slots with the corresponding icon on the pyramid.

Note: You can fill the pyramid starting from any place on the board. You do not need to place tiles next to each other.

Important: If you have no empty slots on your pyramid for the magic tiles that you have to place, you must gain 1 black crystal for each magic tile that you cannot place.

Black crystals

When you have to gain a black crystal from the dice you assigned to the pyramid of elements — either due to a black crystal icon on the die or because you cannot place a magic tile — place it in the storage area at the top of your **elemental board**.

Base mode: As soon as there are at least 2 black crystals on the elemental board on your turn, immediately transfer 2 black crystals to any of your dragon tiles (same or different) to decrease their power by 1 for each black crystal. The black crystals will remain attached to the body part until the end of the game.



You cannot place a black crystal on body parts with 0 power, **unless all your body parts have 0 power**. In that case, you can continue placing black crystals, making the power lower than 0. In the Final Preparation phase, the power resets to 0 from negative values.

Advanced mode: Black crystals stored on the elemental board remain there until the Final Preparation phase.

Gold


Once you have filled an entire horizontal row with magic tiles, leaving no empty slots, immediately gain 1 gold coin from the left of the corresponding row.




Whenever you obtain a gold coin, place it in the storage area at the top right of your dragon board.

Base mode: As soon as there are at least 2 gold coins in the storage on your turn, immediately transfer 2 gold coins to any of your dragon tiles (same or different) to increase their power by 1 for each gold coin. It will remain there until the end of the game. If any of your dragon tiles has a power below 0 due to black crystals, you must place a gold coin on a tile with the lowest power.



The gold  remaining on the elemental board by the end of the game is not used.

Advanced mode: Keep all  in the storage until the Tournament phase.

Note: Gold can be obtained in different ways, such as receiving a bonus in the training grounds (see pp. 13–14) or completing a trainer task (see p. 17). When you gain gold by any means other than filling a row in the pyramid, take it from the general supply.



ASSIGNING DICE TO THE TRAINING GROUNDS

When you assign a die to the training grounds, transfer a magic crystal of the necessary element from the dragon board to the corresponding slot on the right side of your elemental board. If more than one option is possible (which can happen with white and yellow crystals), choose any slots.

The training grounds are divided into 8 realms, with a border line between adjacent realms and a bonus on each border. When you transfer a crystal, it leaves a realm empty. If 2 or more adjacent realms become empty, get a bonus from each border that connects the newly cleared realm with previously cleared realms. Immediately apply the effect of the bonus (if possible) and cover it with a completion marker. If it is not possible to use the bonus immediately, you cannot save it for later.

You can gain more than 1 bonus at a time if you clear a realm that borders with multiple already cleared realms. In this case, apply the effects of the bonuses in any order.


Advanced mode: The first magic crystal you gain in the training grounds can be placed in any realm. Each next crystal must be gained in a realm adjacent to a cleared one. In other words, you can transfer a crystal only if it grants you a bonus from an adjacent realm.

Example: Previously, you already cleared the left snow realm and the upper desert realm (1). Now you gain a purple crystal (2), so you reveal 2 bonuses (3): 1 from the border between the mountain and the snow realms (purple and white) and 1 from the border between the mountain and the desert realms (purple and yellow). You immediately apply their effects and gain an action card  and 1 gold , then cover these bonuses with completion markers (4).



Types of bonuses



Remove 1 black crystal  from any of your dragon tiles or from the storage area on your elemental or **dragon board**.




Draw an action card from the deck.







Place 1 magic tile of any type on the pyramid of elements.




Receive 1 gold  from the supply and place it in the storage on your dragon board.



Black crystals

When assigning dice to the training grounds, the  you receive should be stored in the designated space at the top of your dragon board.

If you have at least 2  in the storage on the dragon board at any point of your turn, immediately move each pair of  and gain an action card  (see below).




Important: If there are no available crystals of the element that you have to transfer from the training grounds to the elemental board, you must take 1  for each magic crystal that you cannot gain, then place it in the designated space on the **dragon board**.

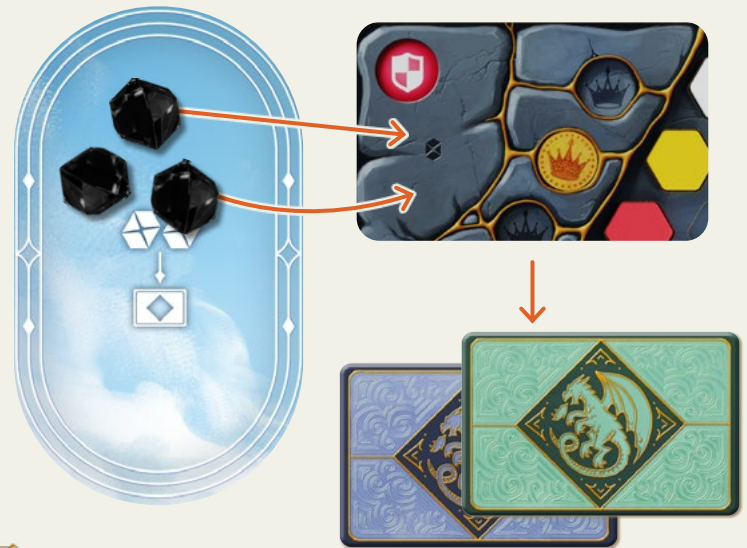
Base mode:

Move 2  to the dragon tiles (same or different) and draw 1 training action card  for each transferred pair.



Advanced mode:

Move 2  to the to the storage on your elemental board. For each transferred pair, draw 1 training action card  and 1 tournament action card , keeping 1 of your choice.



UPGRADING YOUR DRAGON



Once per turn, you can upgrade 1 of your starting dragon tiles with 1 tile of the same type from the general game board.

To get an upgraded body part, do the following:

1. Flip over the magic tiles laid out in the pattern shown on the chosen dragon tile. The pattern can be rotated and mirrored.
2. Take the top tile from the chosen stack and place it on your dragon board, replacing the corresponding starting (S) dragon tile. Remove the starting tile; it is no longer used in the game.


Magic tiles that have already been flipped cannot be used to get new dragon tiles.

Upgraded head, wings, and tail tiles are split into simple (I) and advanced (II) stacks. Advanced body parts have more complicated patterns, but they give your dragon more power. You cannot upgrade a simple dragon tile to an advanced one. Each body part can be upgraded only once, meaning you can upgrade up to 3 times in total during the game.

If the starting dragon tile you upgrade has  and/or  on it, all components go to the upgraded dragon tile.

When 1 player upgrades their third dragon tile, the Dragon Training phase ends. The current round is played until all players have taken their turns, and then the Final Preparation phase begins.




Note: Other players will have an opportunity to upgrade their dragons using the remaining magic tiles during the Final Preparation phase, but they will have to pay  to the player who triggered the phase end for each upgrade.




TRAINING ACTION CARDS

Action cards can be obtained in the following ways:

1. Receiving a bonus in your training grounds.
2. Transferring 2  from the storage on your dragon board to your dragon tiles.
3. Completing the trainer task on the pyramid side of your trainer card.

Advanced mode: Whenever you gain an action card, draw 1 card from each of the decks: a training action card and a tournament action card. Keep 1 of them and discard the other one face up. The discard piles should be separate for training and tournament action cards. The tournament action cards are used only in the Tournament phase.

All training action cards can be used on your turn during the Dragon Training phase. Every time you use an action card  discard it to a face-up discard pile. If you have to draw an action card but the deck has run out, reshuffle the discard pile to form a new deck.

You can use an action card  on the same turn you get it, if you can apply its effect.

Advice: Try to use training action cards as soon as you receive them — they can help upgrade your dragon faster. Unused cards cannot be played after the Dragon Training phase ends.

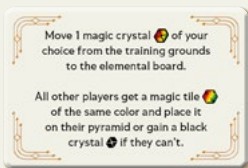
Here are clarifications on the effects of the training action cards:



Remove the black crystal from any of your dragon tiles. If none, remove it from the black crystal area on your elemental or dragon board.



Change your die to any value without rerolling it. You cannot change a die of another player or a die from an unchosen area.



If you transfer a crystal from a realm adjacent to already cleared realms, gain the border bonuses.



Reroll the dice separately for each area, leaving the rerolled dice in the same areas they were in.





The chosen card must follow its rules and be played immediately. Players can look through the discard pile anytime, as it is kept face up.



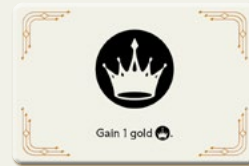
Play this card after selecting dice but before using them. Gain elements from another player's dice, even if they have a different number of dice than you. Their selected dice area and dice do not become yours from this effect.



If this action causes another player to have 2 , they will be able to exchange them for  only on their turn.



Immediately place any magic tile on your pyramid of elements.



Take the from the general supply and place it in the storage on your dragon board.

TRAINER TASK

You have a trainer card that allows you to get a bonus if you collect a certain combination of elements.

Depending on the side you chose at the beginning of the game, the task can be related either to collecting magic crystals or building a certain pattern on the elemental board.



To complete this task, collect 3 **magic crystals** of the shown elements on your elemental board. After collecting the required 3 crystals, gain 2 gold and discard the trainer card. The crystals are not removed — you only need to have them on your board.



To complete this task, you must have magic tiles and magic crystals in the shown slots on your elemental board. In addition, the slots marked with an **X** must be empty. It does not matter if the magic tiles are flipped face down, as long as they occupy the slot.



After building the required pattern, gain all shown bonuses: Remove 2 black crystals from any of your dragon tiles (if none, remove them from the black crystal area on your elemental or dragon board), gain 2 gold , and draw an action card . After that, discard the trainer card. You can now feel free to fill the slots marked with an **X**.



II. FINAL PREPARATION

This phase begins after the round in which at least 1 player has placed the third dragon tile on their dragon board.

It is played in 3 quick steps:





1. Upgrade remaining starting dragon tiles.
2. Transfer leftover  and/or .
3. Set the power on the tournament dice.

You may skip steps if there is nothing to do.


STEP 1

This step is played in turn order, starting with the player to the left of the active player and skipping all players who have 3 upgraded dragon tiles. The active player remains the same as in the final round of the Dragon Training phase — do not pass the marker.


On your turn, you can upgrade 1 starting dragon body part using your face-up magic tiles on the pyramid. If any player can upgrade multiple body parts, the round repeats as many times as needed.

For each upgrade you make, pay 1  to the player who triggered the end of the Dragon Training phase by transferring  from your storage or from any of your dragon tiles to that player's storage. You can remove  from your dragon tiles regardless of their total power. If you do not have any , you cannot upgrade a dragon tile.

STEP 2


All players simultaneously distribute  remaining on their elemental and dragon boards among their dragon tiles.

Hide them with your palm during the distribution and try not to peek at other players' dragons — your decisions should be based on your dragon's achievements and failures, not others.


Base mode: Additionally, distribute  remaining in the storage on your dragon board among your dragon tiles.

STEP 3

Set the power of each of your dragon body parts on your 3 tournament dice and place them in the designated spaces on the game board, matching the emblem on your elemental board and the body part icon. If the power of your dragon tile is 0 or lower due to black crystals, do not place the die on the board: The power of this body part will be considered 0.

Example: The red player's dragon tail shows 4 power. There is 1  on it that decreases the power by 1.



So the red player sets 3 on their tournament die and puts it next to the Tail Wielding symbol  on the game board.



III. TOURNAMENT

During this phase, players compete in a series of tournaments. Your dragon's performance in each tournament depends on the power of a specific body part and the number of required elements you have (face up or flipped).

You will play a total of 5 tournaments, 1 at a time: some public tournaments from the game board and some personal tournaments from players' hands.

- **2 players:** 4 personal tournaments (2 from each player) and 1 public tournament.
- **3 players:** 1 public tournament, 3 personal tournaments (1 from each player), and then 1 more public tournament.
- **4 players:** 4 personal tournaments (1 from each player) and 1 public tournament.

The public and the personal tournaments are played following the same rules. All players compete in each tournament on equal terms.

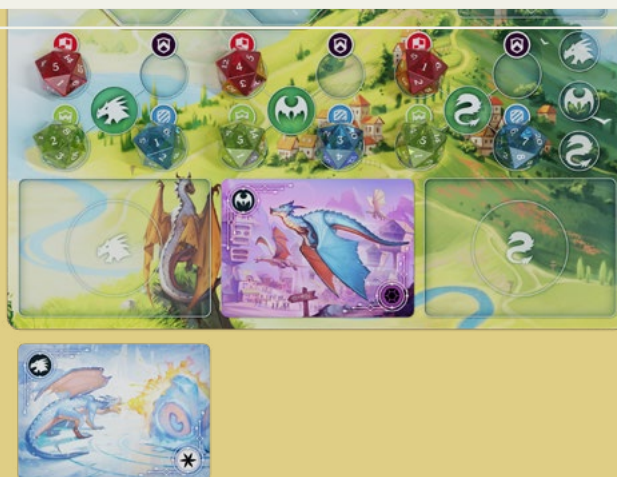
Before the beginning of all tournaments, take the following steps:

1. The player with lowest total power (sum of their tournament dice) gets the active player marker and chooses the public tournament(s) and the first tournament to be played.

Note: *If several players tie for the lowest power, the player who has upgraded the fewest dragon body parts receives the active player marker. If still tied, the player in the tie who is closest to the left of the last owner of the active player marker receives the active player marker (the last active player is considered the closest to themselves).*

2. The active player sets aside 1 public tournament — it will be played last in the series. Then, this player selects 1 tournament to be played immediately: In a **3-player game**, this will be 1 of the public tournaments still on the board; in a **2- or 4-player game**, this will be 1 of the active player's personal tournaments. Any unchosen public tournaments are discarded, and the current tournament is placed face up in the corresponding place on the board.

Example: *The red player received the active player marker because the sum on their tournament dice is 10, which is lower than the green player's 12 and the blue player's 11. As there are 3 players in the game, the red player selects 2 public tournaments, setting aside the white Fire Breath tournament and keeping the purple Flight on the board. The remaining Tail Wielding public tournament is discarded.*



Base mode: Each player calculates their own tournament score. Add the power of the required body part (your tournament die value) to the number of required magic elements on your elemental board (tiles and crystals together). The result is your total score. Do not discard any magic elements.

Advanced mode: The changes to how Tournament is resolved are described on the following pages (see pp. 21–24)

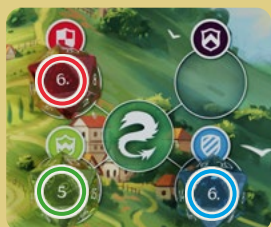
The player with the highest total score wins the current tournament and receives a trophy worth 4 victory points. If there is a tie, all players in the tie receive a 4 trophy.

The player with the second highest score receives a trophy worth 2 victory points (even if multiple players tied for a trophy worth 4). If there is a tie, all players in the tie receive a 2 trophy.

After the trophies have been awarded, discard the played tournament card and pass the active player marker to the player on the left. That player chooses 1 of their personal tournaments and places it on the game board; now all players compete in this tournament.

When it is time to play the final tournament, the active player announces the public tournament that was set aside at the beginning of the phase. The game ends after 5 tournaments have been played.

Example: In the green Tail Wielding tournament, the green player showed the best result: They have collected 4 green elements: 3 tiles and 1 crystal. The power of their dragon's tail is 5. This makes their total score 9 in the tournament. The green player receives a trophy worth 4 victory points, while the red and blue players, who have no green elements but each have a tail with 6 power, both receive a trophy worth 2 victory points.



4. GAME END

After all 5 tournaments have been played, count the victory points from the trophies earned. The player who gained the most victory points wins the game and their dragon is declared the Champion of Wind and Fire.

In case of a tie, the player in the tie who has upgraded the most body parts wins. If still tied, the winner is the player in the tie who has the highest total power of dragon body parts (the sum of values on the tournament dice). If still tied, all players in the tie are granted the title of Champion.

5. TOURNAMENTS IN ADVANCED MODE

Instead of adding up the total number of magic elements you have, you will now have to discard the elements in tournaments, using the tournament dials to secretly set the number of elements you want to spend. The gold in your supply can be used to add power in any tournament.

Each tournament is played in 3 stages:

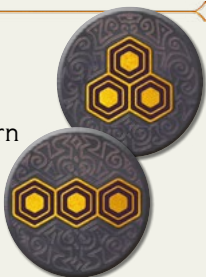
1. power selection
2. revealing power
3. awarding trophies

In every stage of the tournament, each player is given an option to play any number of tournament action cards, starting from the active player and going clockwise. If a player has played all cards they wanted to or has refused to play any, they pass the turn to the next player. If you have passed, but then another player plays at least 1 card, you have another chance again to play cards on your turn. Proceed until everyone passes.

The clarification on tournament action cards is provided on p. 23.

Pattern token

At the beginning of the Tournament phase, the active player tosses the tournament pattern token. The side that ends up face up will be active pattern for the rest of the game.



Place each received token with the power side face up on any dragon tile to increase its power by 1 for the rest of the game.



The pattern shows 3 tiles of any element that you can optionally discard as many times as you'd like before the beginning or after the end of each tournament in order to receive a double-sided power/trophy token.

At the end of the game flip the power/trophy tokens — each is worth 1 victory point for you.



1. Power selection

Before the beginning of this stage, you can play “Before power selection” tournament action cards.



The values you set on the dials cannot be higher than the number of physical components you actually have (unless you can gain them by using “Upon revealing power” action cards). You can bet fewer components than you have, even 0.

On their tournament dials, players simultaneously and secretly set the number of corresponding magic elements (crystals and tiles) and the number of gold they want to spend in the current tournament. The left part of the dial is for magic elements and the right part is for gold.



Each magic element and each gold spent adds 1 to the dragon's score in the tournament. You can spend magic elements shown on the current tournament card only (unless otherwise stated on a played action card).

Advice: It is better to bet less than you have when you are absolutely sure that you will not take first or second place in the tournament. This will help you save elements for future use.

Example: Now it is the red Flight tournament. You have 3 red magic tiles on your board, 1 red crystal and 3 gold. You can set your left dial to any value from 0 to 4 and the right dial to any value from 0 to 3



2. Revealing power

Reveal your dials simultaneously. Add the value on your dial to the value on your tournament die to determine your total power.

At this point, you can play "Upon revealing power" action cards.



Check that everyone can actually spend the amount of physical components that they bet on the tournament dials or gain/replace them by using action cards. If you mistakenly set a higher number than you can actually spend, you must use the maximum amount possible of the corresponding components. You cannot have more than 20 power.

Advice: You can agree to reflect all changes in total score directly on the tournament dice. It is especially helpful with many players or when many action cards are used in a round.



$$6\text{👑} + 4\text{🔥} + 3\text{👑} = 13$$

3. Awarding trophies

After trophies have been awarded, discard the components that you bet from your boards — magic tiles, magic crystals and gold — as set on your tournament dial and the action cards you played. You can freely choose the number of magic crystals and magic tiles you want to discard within the total number of magic elements you bet. The discarded components cannot be used in the following tournaments.

Keep all discarded elements and gold next to your dragon board.

At this point, you can play “After awarding trophies” action cards.



Before revealing the next tournament, make sure your tournament dice match the current power of your dragon's body parts if any changes were made.

TOURNAMENT ACTIONS CARDS

Here you can find clarifications for the effects of tournament action cards.

● **Before power selection**

These cards can be played after a tournament card has been selected and before everyone starts setting values on their tournament dials.



Change the values on the dice accordingly. You cannot transfer black crystals to a dragon tile whose power would become lower than 1.



Change the value on their dice, but reset it after the tournament.



This card does not change the type of the tournament (the requirement “if the current tournament is...” on other action cards remains tied to the actual element on the tournament card).


Upon revealing power

These cards can be played after everyone has revealed the values on their tournament dials but before the results of the tournament are confirmed.





You can spend elements different from the current tournament and use up to 2 more elements than you set on the dials.







You can use 2  or 1 of each. This card allows you to spend more elements than you set on the dial.



If you spend an odd number of , the remaining 1  is still worth only 1 power.



In most cases, this means adding up to 2 power for the  on the body part used in the current tournament. However, if the body part has so many  that its original power is -1, ignoring 1  will have no effect, and ignoring 2  will raise the power to 1.



This card can be combined with cards that allow you to spend certain elements.

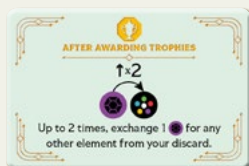
However, this card does not change the type of the tournament (the requirement "if the current tournament is..." remains tied to the actual element on the card).



Change the value on your tournament die, but reset it after the tournament.

After awarding trophies

These cards can be played after the results of the tournament have been confirmed and trophies have been dealt but before a new tournament card is played.



You can freely exchange magic tiles and magic crystals in any combination by discarding the purple elements. For example, you can exchange 1 purple crystal for a red tile and 1 purple tile for a white tile.



This card allows you to return only exactly 3 different tiles, but it does not matter if you used these tiles in the last tournament.



This card allows you to return only exactly 2 tiles of the same type (even if they do not match the element of the tournament played) if you discarded additional tiles by using another action card.

6. SIGIL MODE

Add sigils after a few games for more strategic variety!
This mode is compatible with both the Base and Advanced modes.

SETUP

1. Sort the sigil tokens into three stacks by body part (5 tokens each).



2. Shuffle each stack separately and place them face down on the matching icons on the game board.



3. Flip the top token in each stack face up.



GAME OVERVIEW

Sigils enhance your dragon by adding 1 power to a specific body part.

You can gain a sigil when upgrading your dragon during the Dragon Training phase. The magic tiles you used must match the elements shown on the sigil corresponding to the body part you are upgrading.



Example: You can gain this sigil if you upgrade your dragon's head using at least 1 purple and 1 green magic tile.

You may take only the face-up sigil and only one per body part. Place the sigil on the upgraded body part to increase its power by 1 until the end of the game. Then, reveal the next token in the stack.



MASTER'S CHALLENGE

(SOLO MODE)



30 MIN



1 PLAYER

Before participating in tournaments, each dragon must first pass a series of exams with the Grand Dragon Master. To meet the Master's high standards, your dragon should train hard in all disciplines.

After passing the exams, remember to train continuously to set new records and fly to new heights!

SPECIAL RULES FOR THE GAME WITH THE MASTER

Before playing, make sure to familiarize yourself with the base rules. The rules for the Tournament phase will not be used.

The Dragon Training phase follows the usual game rules of the Base mode, with the Master taking on the role of another player who uses Master cards to make decisions. The Master has limited actions and can only distribute the elemental dice, gain magic tiles, gold, and dragon tiles.

The Final Preparation phase includes a slight modification to the upgrading rules.

The Tournament phase is replaced by Exam phase, where your dragon will be tested in 18 disciplines, each combining the power of one of the 3 skills (Fire Breath, Flight, Tail Wielding) and one of the 6 elements.

The following components can be optionally used to make your game more challenging. They require specific rules, described later:

- Tournament cards
- Sigil tokens
- Complex side of the trainer card

The Advanced mode components (tournament action cards, tournament dials, tournament pattern token) are not used.

Combining the solo mode with expansions is not recommended unless otherwise is stated in their rules.

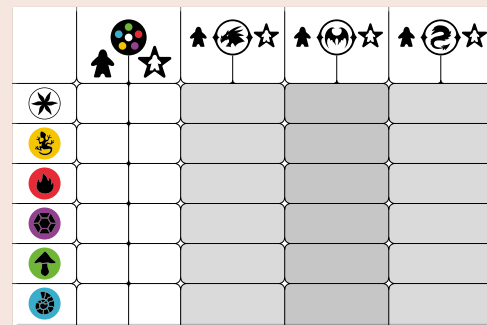
1. COMPONENTS



21 MASTER CARDS



1 MASTER BOARD



1 EXAM NOTEPAD

2. SETUP

Prepare for a 2-player game in base mode as usual, with the following changes:

1. Do not use tournament cards.
2. Get only 1 set of player components for yourself.
3. Place the Master board next to your player area.
4. Shuffle the Master cards into a deck and place it face down next to the Master board.

5. Remove all 3 copies of this card from the action card deck:



6. If you have chosen the complex side of the trainer card (the one with the pyramid), put 1 gold to the right of each row next to the Master board.
7. Set aside the exam notepad — you will need it at the game end.

3. GAME OVERVIEW

DRAGON TRAINING PHASE

While your dragon is training, the Master will monitor the student's progress and set the exam conditions.

Your turn in this phase proceeds as usual. On the Master's turn, reveal a Master card to determine how the Master will distribute and select the dice.

This phase ends after the round in which one of the following conditions is met:

- You have upgraded all your 3 dragon tiles.
- The Master has taken 3 dragon tiles from the game board.

Start as the active player in the first round, then alternate with the Master each round.

DISTRIBUTING THE DICE

If the Master is the active player, do the following:

- Roll all 7 dice.
- Reveal a Master card from the deck; it will remain active for the entire round.
- Refer to the left column of the Master card and place the dice in the 3 areas as shown without changing their face values. Icons represent the types of dice — each die corresponds to one element, while the wild multicolor die contains all 6 elements on different sides.



GAINING MAGIC ELEMENTS

When it is Master's turn to select the dice, do the following:

1. If no new Master card has been revealed this round, draw one now. Otherwise, skip this step.
2. Determine the dice area the Master selects by checking the top icon in the priority list — the column in the middle of the Master card:
 - If the top icon shows **an element**, the Master selects the area with the corresponding die. If this die is not available, proceed down the priority.
 - If the top icon shows **3**, the Master selects the area with 3 dice. If this area is not available, proceed down the priority.
 - If the top icon shows **2**, the Master selects the area with 2 dice. If there is only 1 available area with 2 dice, the Master selects it. If there are 2 of them, the Master chooses the one that contains the die of the element from the top of the priority. If this die is not available, proceed down the priority to find an available die in a dice area with 2 dice.

Note:

The elements in the priority show the type of dice. The wild die with 6 elements on different sides is chosen only through this icon.

Example:

The card tells the Master to choose an area with 2 dice.

Both areas with 2 dice do not have blue or green dice on them (the die with the green element on top is wild and therefore not relevant), so the Master chooses the area with the red die.



3. The Master takes all dice from the selected area and gains the magic tiles in the shown amount, ignoring all black crystals.
4. Place the tiles from each die in the first available space on the Master board, starting from the top left.
 - Tiles from each die should occupy their own space.
 - If 1 die provides 2 tiles, stack them in 1 space.


Example: The Master has gained 3 dice, each giving 1 blue tile, 1 white, and 2 blue. Place these tiles in 3 leftmost spaces in any order. The 2 blue tiles gained for the blue die are stacked in 1 space, but the 1 blue tile gained for the wild die is placed in a different space.



BONUS SPACES

When the Master places tiles, the bonus of the **last occupied space** is immediately activated. Bonuses on other spaces covered this turn have no effect, unless it is a **II** space (see next page).



The Master gains 1  from the supply and places it to the right of the row where it was gained.






The Master takes a **simple dragon tile** from the game board. The Master **does not gain** anything if there are no more available simple tiles.

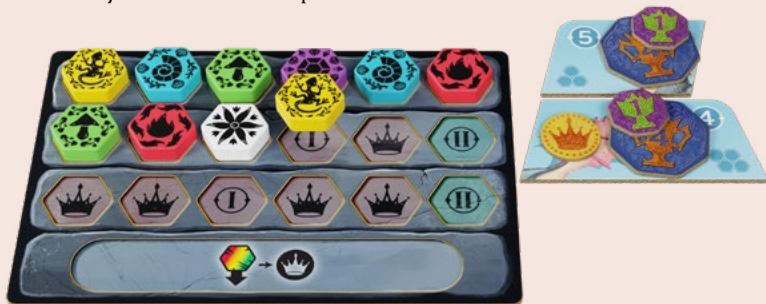
Check the priority on the right of the Master card to determine which tile the Master is going to get and place it to the right of the row where it was obtained. If there is no available simple tile of the shown body part or the Master already has the same body part in another row (simple or advanced), proceed down the priority.



1. Place trophy tokens on the Master's dragon tile to mark its starting power. Ignore the number printed on the tile.
 - In your first game, the starting power of each body part is 5.



- In future games, the starting power of each body part is equal to the total power of **your** corresponding body part in the previous game (including  and  – check it on your last exam sheet.
2. Each  in this row increases the power of the dragon tile by 1. Place it on top of the tile.



The Master takes an **advanced dragon tile** from the game board, following the same order as for the simple tile.

If the Master has a simple tile in this row, this bonus is skipped. Otherwise, it is activated if covered this turn, even if it is not the last occupied space.


Important:

The Master must have different body parts in each row and only 1 dragon tile per row.

The phase ends after the round in which you or the Master takes the third dragon tile from the game board.


If you have already gained 3 dragon tiles but the Master still has only 2 at the end of the round, place the remaining dragon tile to the right of the 3rd row. If the Master is missing more than 1 dragon tile, place all remaining dragon tiles in the order shown on the active Master card.




If all spaces on the Master's board already have a magic tile and you have to place a new one, place it in the space at the bottom of the board. For each tile you put there, place 1  on the dragon tile in the 3rd row of the Master board.

Note: Sometimes the Master may cause the supply of magic tiles to run out. If this happens, use a crystal of the corresponding element from the game box as a substitute.


4. FINAL PREPARATION

For each upgrade you perform in this phase, pay 1  by placing it on the dragon tile in the first row of the Master's board.

5. EXAM



Record the total power of each of your dragon's body parts and the Master's dragon tiles in the top part of the exam sheet. The power of the Master's dragon tile is the sum of its starting power and any  on it.

Record the total number of each of your magic elements (magic tiles and magic crystals combined) in the left column. Write the total number of the corresponding magic tiles on the Master board in the adjacent column.

Note: The Master can have more of each type of magic elements than you can physically fit on your elemental board. For example, you can have up to 4 , while the Master can go beyond this amount.

In each gray cell, mark how well you performed on each exam. Each exam combines an element (horizontal row) and one of the 3 dragon disciplines: Fire Breath, Flight, or Tail Wielding (vertical column).

First, calculate the exam's difficulty by adding the Master's body part power and the number of elements. Then, calculate your score by adding your body part power and elements. If your score exceeds the difficulty, mark a check. If it's equal or lower, mark a cross.

Example: The power of the Master's head is 5, and he has 2  on his board, so the difficulty of the exam "Fire Breath in the Ice" is $5 + 2 = 7$. You have 1 , and your head's power is 7. Your total score is 8, which means you have passed this exam.

										
	1	2	7	5						
										

Write your total number of passes in the top-left cell of the exam sheet. Then, check your dragon's performance:

0-7 FAIL

Your dragon isn't ready for the tournament yet. More training is needed.

8-12 SATISFACTORY

Your dragon shows great potential and with a bit more training, it will be ready to compete with renowned champions.

13-15 GOOD.

A great achievement! Your dragon is on the brink of greatness, just a few final trials away from achieving legendary heights!

16-17 EXCELLENT

Impressive! Your dragon is ready to face the strongest challengers!

18+ OUTSTANDING!

Your dragon is a true champion, destined to conquer every tournament with unmatched power!

Note:

The result higher than 18 is possible when playing with tournament cards.

6. ACHIEVEMENTS

After the game, check if you have earned any of the following achievements.

Select and mark up to one.

☐ HERALD OF FROST

Passed all ❄️ exams.

☐ GUARDIAN OF LIFE

Passed all 🐉 exams.

☐ TAMER OF VOLCANOES

Passed all 🌋 exams.

☐ ROCK WIELDER

Passed all 🪨 exams.

☐ ONE WITH NATURE

Passed all 🌱 exams.

☐ TIDECALLER

Passed all 🌊 exams.

☐ FLAMEBRINGER

Passed all 🔥 exams.

☐ TAIL STRIKER

Passed all 🏹 exams.

☐ AERIAL CONQUEROR

Passed all 🦅 exams.

☐ GOLDEN SCALES

Each of your body parts contained more 🏆 than the Master's corresponding body parts.

☐ GLORY OVER WEALTH

Each of your body parts contained less 🏆 than the Master's corresponding body parts.

☐ ELEMENTAL MASTERY

Passed any exam with 0 or 1 total power of a body part.



☐ RAW MIGHT

Passed any exam with no magic elements.

☐ RISING STAR

Passed exactly 13 exams.

☐ HIGH ACHIEVER





Passed the exams in all disciplines.





7. BEGINNER MODE

If you find the Master too strong, you can lower the difficulty: Don't ignore the black crystals the Master receives from elemental dice and don't remove the action card during the setup.

- When the Master gains  from a die, place them on top of the magic tile gained for the same die.
- When the Master gains  from the power of your action card, place it on any dragon tile of the Master.
- In the Final Preparation phase, move all  from each row onto the dragon tile in that row. The crystals in the bottom area of the Master board go to the third dragon tile.
- Each  reduces the power by 1.

8. SIGIL MODE

When gaining a dragon tile, the Master can gain a sigil if the row where the tile is placed contains the required magic tiles for the corresponding sigil. The sigil increases the power of the Master's dragon tile by 1 just like for you.

9. TOURNAMENT CARDS

To increase the challenge of the exams and make them more rewarding, you can use tournament cards. During setup, place one random tournament card of each type on the board. These cards define the most important exams needed to qualify for the tournament.

If you fail any of the exams shown on the tournament cards, you automatically lose. However, the stress of training will be doubly rewarding — each featured exam you pass counts as two toward your total exam score.

MAGIC ELEMENTS THAT DRAGONS MASTER



ICE (WHITE)

In the **snow realms**, dragons learn to harness the cold as a tool of preservation, which allows them to defend themselves by slowing time and sealing threats in eternal frost.



ROCK (PURPLE)

In the **mountain realm**, dragons absorb the energy of rock crystals that become part of their powerful scaly armor.



VITALITY (YELLOW)

Dragons master this element in the harsh environments of the **desert realms**, where they learn to survive and regenerate.



FIRE (RED)

In the sacred **volcano realm**, the natural power awakens and burns in dragons allowing them to breathe fire.



NATURE (GREEN)

Dragons learn how to unite with the world and live in harmony with all creatures in the **forest realm**.



WATER (BLUE)

By mastering this element in the **lake realm**, dragons develop their agility and learn to restrain their power.



DARK MAGIC (BLACK CRYSTALS)

This is a forbidden element that weakens dragons during the tournaments. During training, though, some dragons resort to it.

ICON OVERVIEW



MAGIC ELEMENT
OF ANY TYPE



MAGIC TILE
OF ANY TYPE



MAGIC CRYSTAL
OF ANY TYPE



BLACK CRYSTAL



REMOVE
A BLACK CRYSTAL



GOLD



DRAGON POWER



ACTION CARD



CHAMPIONS OF WIND & FIRE

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