



CHAMPIONS OF WIND & FIRE



KICKSTARTER MINI-EXPANSIONS RULES

6 TRIADA TOURNAMENT CARDS

During general setup, do not place public tournament cards from the tournament decks. When playing with this mini-expansion, **Triada cards always serve as public tournament cards**. Split the 6 Triada cards into 3 piles by type (Fire Breath, Flight, and Tail Wielding – 2 cards in each) and place 1 random card from each pile in the corresponding spots for the 3 tournaments on the game board.

When a Triada tournament is played during the Tournament phase, you can use all 3 elements shown on the card and add up their power.

Reminder: In Advanced mode, your total power cannot exceed 20.

Solo mode: When playing with tournament cards, you can replace them with Triada cards. Each card contains 3 different priority exams. Choose the difficulty level:


- **Light:** You must pass at least 1 exam from each Triada card to win the game. Score 2 points for each Triada exam you pass, and lose 2 points for each one you fail.
- **Hard:** You must pass all 9 exams from 3 Triada cards to win. You automatically score 18 points.



QUETZALCOATL CARD


During general setup, place the Quetzalcoatl card next to the public tournament area near the game board.

Quetzalcoatl acts as an additional public tournament and can be selected by the first active player during the Tournament phase, meaning they choose from 4 tournaments instead of 3. However, the total number of tournaments played remains the same.


If Quetzalcoatl is selected, each player individually chooses which of their dragon's body parts to use. This tournament has no element, so only pure strength and  can be used.



Base mode:

In addition to the power of the chosen body part, add the  on unused body parts, ignoring black crystals on them.

Advanced mode:

You may set only  on your tournament dial. Tournament action cards that provide you with additional elements have no effect.

Solo mode:

After scoring the exams, check if you can withstand Quetzalcoatl. Add +1 to your total score if the total power of all your body parts is stronger than the Master's (elements do not count).

4 MULTICOLOR MAGIC TILES

During the player setup, each player receives a multicolor magic tile. Place it in the center of the training grounds on your dragon board.

During the Dragon Training phase, you can release this tile by clearing all 4 surrounding realms (gaining a magic crystal from each adjacent realm). Once obtained, place the multicolor tile in any slot of the pyramid. Do not place a completion marker in its original space on the training grounds.



Base mode and Solo mode: This tile counts as an element of the slot it occupies.

Advanced mode: You can spend this tile as any element, regardless of its slot.