

# CHAMPIONS OF WIND & FIRE

**SKY RACE**  
EXPANSION

**RULES**



In this expansion, dragons dive deeper into their training. Your choice of dice becomes even more important — each time you gain elements, your dragon advances along the sky track, improving its skills for upcoming tournaments and performing impressive aerial tricks.

This expansion also introduces dual tournaments, doubling your opportunities and the challenge.

**Game designers:** Oleg Meleshin & Georgij Shugol

**Illustrator:** Evgeniy Shvenk

**Graphic designer & co-illustrator:** Viktor Zaburdaev

**Product manager:** Andrei Sesiunin

**Editor:** Denis Levchenko

**iDVENTURE**

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Meisenweg 6 • 40667 Meerbusch • Germany

**Note:**

*The base game Champions of Wind & Fire is required to play.*

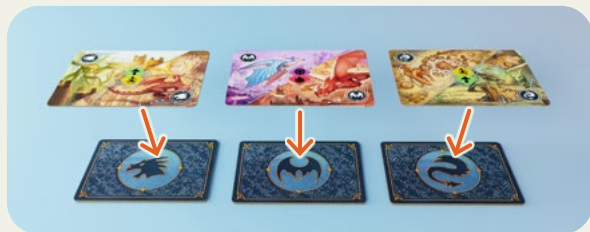
## 1. COMPONENTS

- 1. 1 board extension — sky track**  
(9 compound pieces)
- 2. 24 trick tiles** (6 types, x4 each)
- 3. 28 dual magic tokens** (7 types, x4 each)
- 4. 5 movement tokens**
- 5. Flags:** 4 white, 4 yellow, 4 red, 2 purple, 2 green, 2 blue
- 6. 9 dual tournament cards:** 3x Fire Breath, 3x Flight, 3x Tail Wielding
- 7. 4 player cubes**



## 2. SETUP

Follow the standard game setup, with the following change: Before shuffling and drawing tournament cards, first add **the dual tournament cards** into the respective base game tournament decks.



After the general setup, take the following additional steps:

1. Assemble the **board extension** around the main game board as shown.
2. Make supplies of **dual magic tokens** and **trick tiles** next to the game board.
3. Stack **white, yellow, and red flags** in their designated spots.
4. Stack **purple, green, and blue flags** in their designated spots, placing the **I** tokens on top of **II** tokens.
5. Place each **player cube** at the starting position of the sky track. Return unused cubes back to the box.
6. Place **movement tokens** next to each dice area in any order:
  - **4 players:** Use all movement tokens.
  - **3 players:** Do not use one “3” movement token.
  - **2 players:** Do not use one “3” and one “1” movement token.



### 3. SKY TRACK

During the Dragon Training phase, you advance along the sky track each turn. After selecting dice, move forward the number of spaces shown on the movement token in your dice area and gain the bonus from the space you land on. Trick tiles can modify your movement.



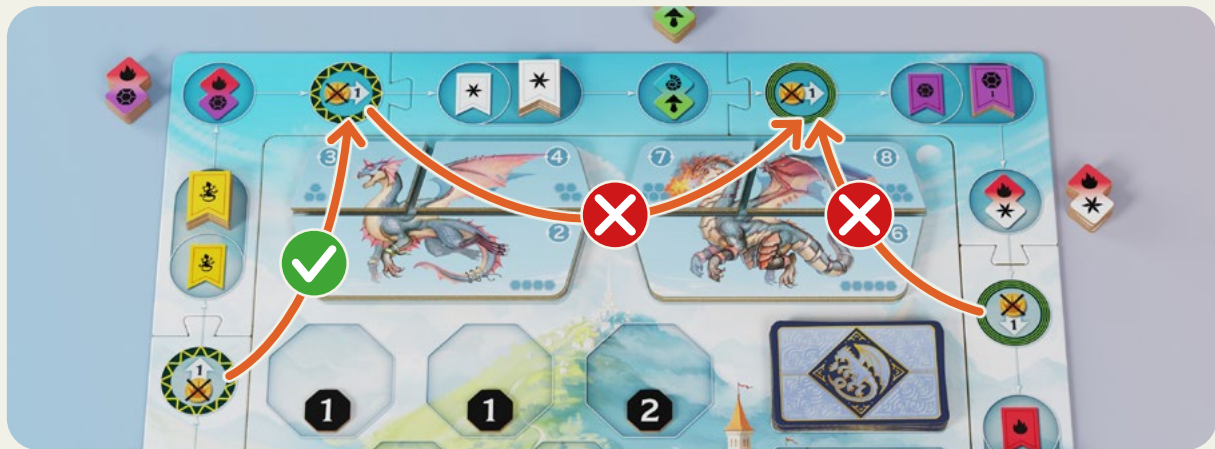
The active player should distribute elemental dice wisely, considering the movement tokens. The number of dice placed in each area is entirely up to the player and does not have to match the value on the movement token. However, the total number of dice in all areas remains the same as in the base game.

#### RULES OF MOVEMENT ALONG THE TRACK

1. You must move your player cube forward exactly as many spaces as indicated on the movement token in your chosen dice area — you cannot move fewer unless you would land on the finish space.
2. You may advance along the track after taking other actions but you must move before the end of your turn.
3. Instead of moving along the arrows, you can **teleport** using **portals**:
  - There are three pairs of portals on the track, each with a unique outline shared by both spaces in the pair. The first space is the **entrance**, and the second is the **exit**.
  - When passing a portal entrance, you may either spend 1 step to move to the next space in the direction of the arrow or teleport directly to the exit space.



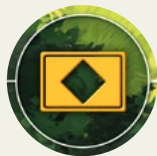
- You can use a portal regardless of whether you start on the entrance space, pass through it during movement, or gain extra movement from a bonus.
- After using a portal, continue moving if you have remaining steps.
- You **cannot** teleport to a portal pair with a different outline and you **cannot** use an exit to return to the entrance.



## GAINING A BONUS

When finishing your movement on a space, you gain the bonus shown on it.

Bonuses from the spaces you flew over are not collected.



Gain an **action card**.



Draw a **flag** of the shown type from the top of the stack.

The flag provides +1 or +2 power for every 2 elements you used in the corresponding tournament. The flag itself is **not** considered a magic element.

All **white, yellow, and red flags** are identical within their element and are available to all players. There are enough for everyone.

**Purple, green, and blue flags** have different values and are available only to the first 2 players who land on their space:

- The first player gains the I flag.
- The second player gains the II flag.
- Any later players cannot claim a flag of that color and get nothing if they land there.

**Important:** You cannot have more than one flag of the same type.



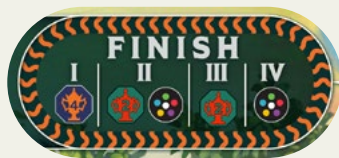


Gain 1 **dual magic token** of the shown type. It can be used as a **magic element** of either of the 2 shown types to add +1 power in a tournament.

**Important:** You **cannot** have more than one dual magic token of the same type.



You may pay 1 gold to move forward 1 step and gain the bonus from the space you land on.



#### Finish line bonuses:

- **1st place:** Gain a **trophy token "4."**
- **2nd place:** Gain a **trophy token "2"** and **any magic element**.
- **3rd place:** Gain a **trophy token "2."**
- **4th place:** Gain **any magic element**.

**ONCE YOU FINISH, IGNORE ANY FURTHER MOVEMENT.**

#### **Note:**

*The game may end before any player reaches the finish.*

## 4. TRICKS

When you complete a horizontal row of magic tiles on your elemental board, you gain a trick tile matching the completed element in addition to 1 gold. Take the tile from the supply and place it next to your elemental board.

Tricks help you move along the track more effectively. You can use a trick immediately or save it for later turns. You may use multiple tricks in a single turn and combine their effects.

After use, discard the trick tile.

### TYPES OF TRICKS



#### ICE (WHITE):

Move **1 space less** than indicated (minimum 1 space).



#### VITALITY (YELLOW):

**Skip** movement to gain a dual magic token or flag from any space you previously passed.



#### FIRE (RED):

Place this tile on any **arrow** on the track that does not already have a fire trick.

This is a trap: Your movement is **reduced by 1** when you step on it. If this leaves you with no movement, stop on the previous space. The trap is not activated if you teleport without crossing this tile.

The player who crosses this tile discards it and **gains 1 action card**.

## 5. TOURNAMENT PHASE



### ROCK (PURPLE):

Move **1 space more** than indicated (max 4 spaces).



### NATURE (GREEN):

**In addition** to the bonus you gain this turn, collect a bonus from any space you flew over during this movement. Spaces skipped because of teleporting do not count.



### WATER (BLUE):

Move **any number of spaces** from 1 to 3 instead of the indicated amount.

**Flags** increase your power by 1 or 2 for every 2 elements you have used in the tournament (including magic tiles, crystals, and dual magic tokens combined).

**Dual magic tokens** always add only +1 power, even if you are allowed to use both elements in the tournament.

In **Base mode**, flags and dual magic tokens are **kept and can be reused** in every tournament.

In **Advanced mode**, flags and dual magic tokens are **discarded** after use.

**Tricks** cannot be gained during the Tournament phase, even if you complete a row of magic tiles using tournament action cards.

## 6. DUAL TOURNAMENTS



The dual tournament cards introduce a tournament type where players can use both elements shown on the card. During the tournament, add up the total power of your magic elements for both element types.

These cards can also be shuffled into the base game if you choose to play without other components of the Sky Race expansion.

**Example:** A **green-yellow Flight** tournament is announced. You have wings with 4 power, 3 green elements, 2 yellow elements, 2 dual magic tokens (1 green-yellow and 1 white-yellow), and 1 green flag “I”.

You use the green-yellow token as 1 green element and the white-yellow token as 1 yellow element. The green flag “I” provides +4 power (because you have two pairs of green elements).

**Final power in this tournament:**

4 (wings) + 4 (green elements) + 4 (green flag “I”) + 3 (yellow elements) = 15.