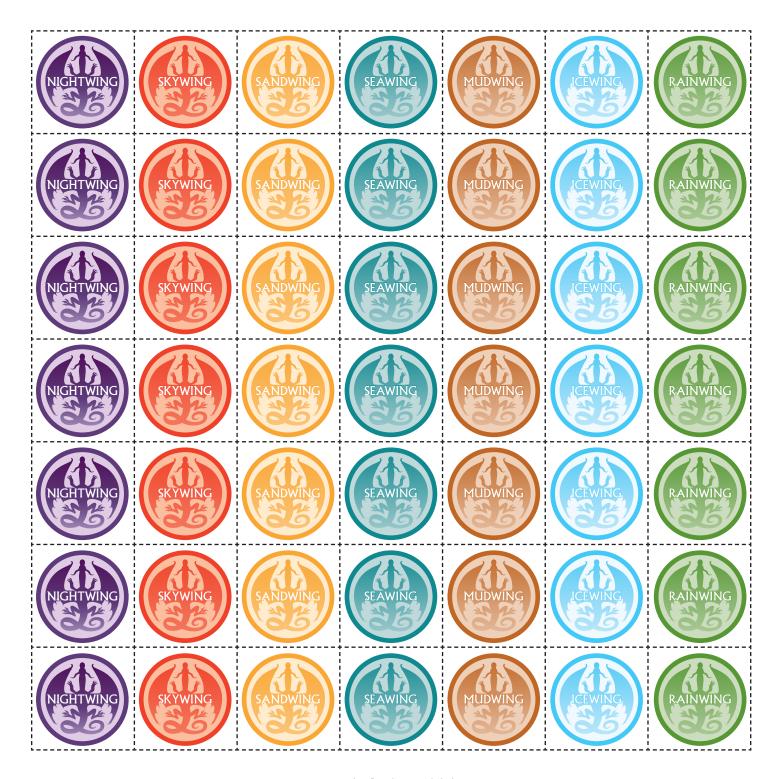


# WINGS OVER PYRRHIA GAME TOKENS



# Wings Over Pyrrhia

**Welcome to Pyrrhia!** Your mission: be the first dragon to collect all seven kingdom tokens! This game is designed for <u>2 to 7 players</u> and requires <u>a pair of dice</u> to play.

#### **Rules:**

- 1. Choose your dragon! Are you a SkyWing, an IceWing, a SeaWing, a NightWing, a SandWing, a RainWing, or a MudWing? Each player chooses one dragon player piece.
- 2. Roll the dice to decide who goes first. The person who gets the highest number starts, and play continues clockwise.
- 3. Roll the dice to determine which location to visit. The sum of the numbers on the dice corresponds to a certain location (see below).
- 4. Move your dragon to the location indicated by your roll and follow the instructions listed below for your dragon.
- 5. Each time you visit a kingdom, collect a kingdom token. If you land in the same kingdom as another dragon, you can negotiate a trade of tokens OR challenge the other player to fight.

Fight rules:

- 1. The player whose turn it is challenges the other player. Each player rolls a single die and the higher number wins.
- 2. If the challenger wins, s/he gets to take one token from the other player, and takes another turn.
- 3. If the player who was challenged wins, s/he gets to take TWO tokens from the challenger, and takes control of the dice for the next turn.
- 6. To win, collect all seven kingdom tokens before the other dragons do!

# Locations (determined by roll of the dice)

# 2 - Bay of a Thousand Scales

IceWings move on to the kingdom of their choice and collect that token

All other dragons get an extra roll

# 3 - Diamond Spray River and Delta

SeaWings and MudWings move on to the kingdom of their choice and collect that token

All other dragons get an extra roll

# 4 - Mud Kingdom

MudWings and RainWings roll again

SeaWings lose a turn

All other dragons collect a token and dice are passed clockwise

# 5 - Kingdom of Sand

SandWings and SkyWings roll again

NightWings lose a turn

All other dragons collect a token and dice are passed clockwise

#### 6 - Kingdom of the Sea

SeaWings and MudWings roll again

IceWings lose a turn

All other dragons collect a token and dice are passed clockwise

# 7 - Sky Kingdom

SkyWings and IceWings roll again

SandWings lose a turn

All other dragons collect a token and dice are passed clockwise

# 8 - Night Kingdom

NightWings and SandWings roll again

RainWings lose a turn

All other dragons collect a token and dice are passed clockwise

# 9 - Ice Kingdom

IceWings and SeaWings roll again

SkyWings lose a turn

All other dragons collect a token and dice are passed clockwise

#### 10 - Rainforest Kingdom

RainWings and NightWings roll again

MudWings lose a turn

All other dragons collect a token and dice are passed clockwise

#### 11 - Claws of the Clouds Mountains

SkyWings and SandWings move on to the kingdom of their choice and collect that token

All other dragons roll again

#### 12 - Jade Mountain

RainWings and NightWings move on to the kingdom of their choice and collect that token

All other dragons roll again

