

WINGS^{OF} FIRE

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 2 to 7 players and requires a pair of dice 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