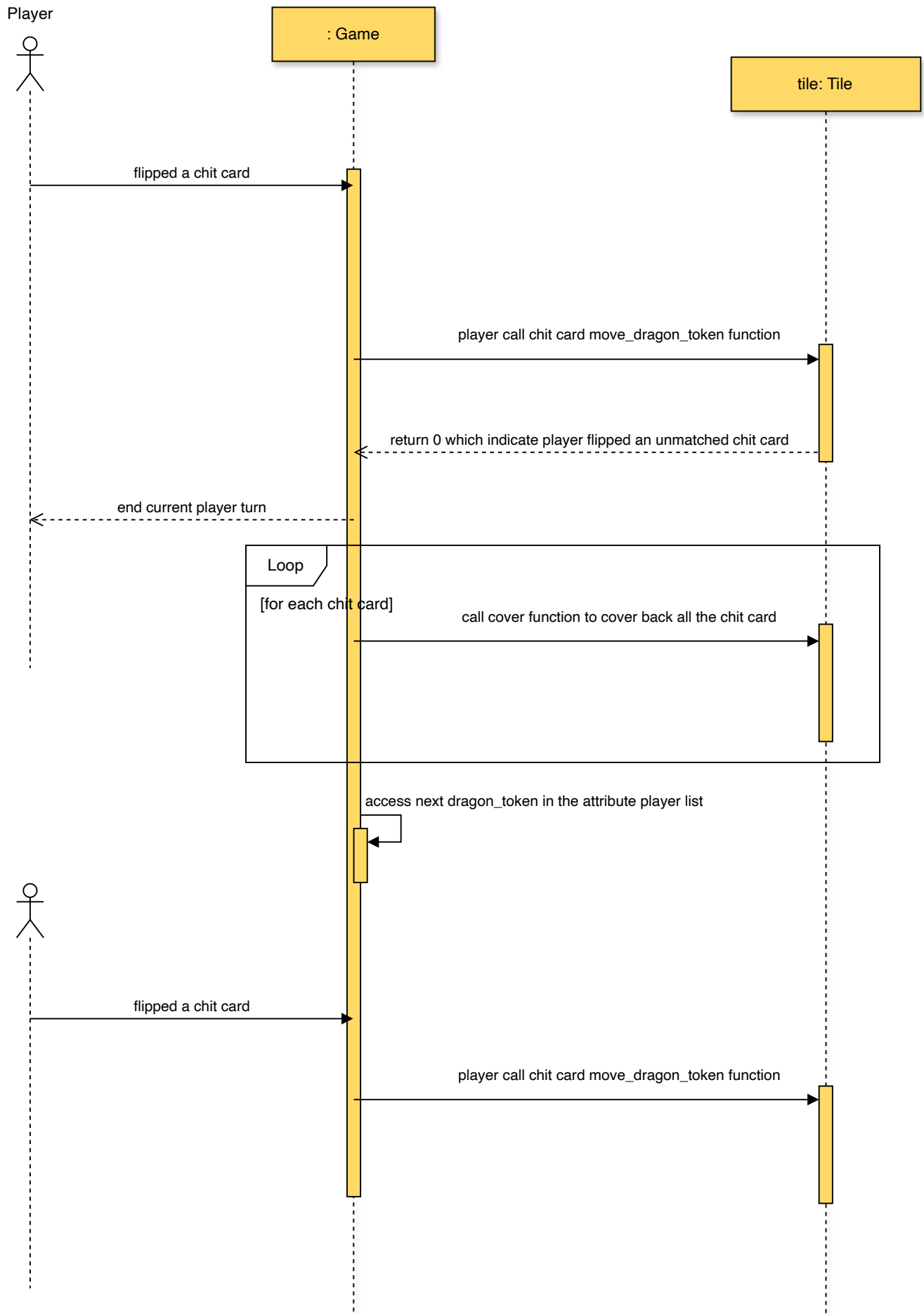
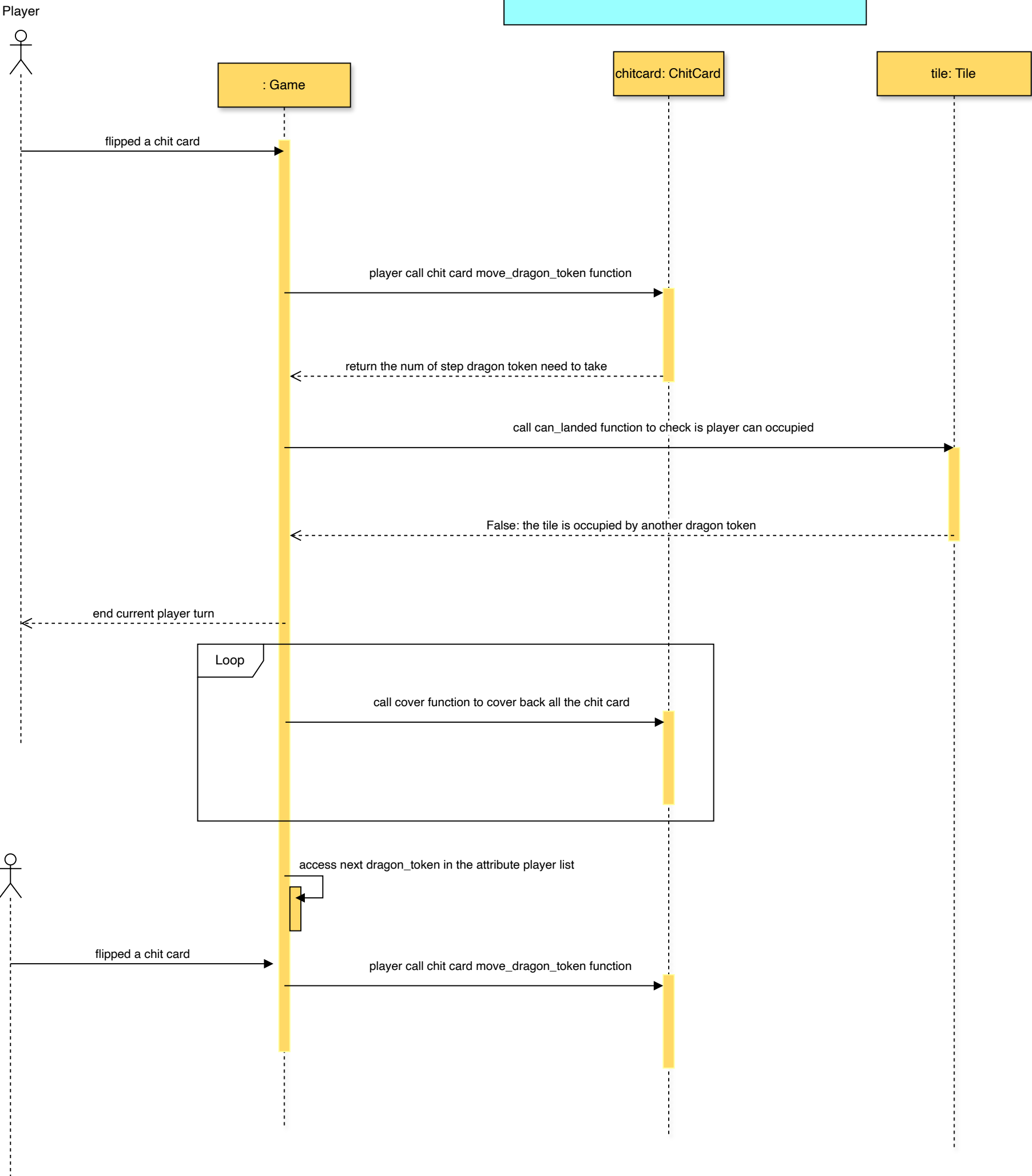


In this scenario, after the previous player ends their turn due to flipping an unmatched chitcard, the game class switches to the next player and initiates the flipping process once again.



In this scenario, when the previous player ends their turn because the position they intended to move to is already occupied by another dragon token, the game class switches to the next player and starts the flipping process again.



In this scenario, when the previous player ends their turn because the step the dragon token is going to take would exceed the position of their cave, meaning the player cannot reach their cave with the exact number of moves, the game class switches to the next player and begins the flipping process anew.

