

Setup:

- Assemble the volcano by arranging the volcano cards in a circular shape, alternating the colors.
- Each player selects a dragon and places it in their corresponding colored cave.
- Dragon cards are shuffled and spread face down in the inner area of the volcano.

Start of Turn:

- Play proceeds in a clockwise direction.
- The youngest player starts unless someone has recently stroked a dragon, in which case the next player starts.

Turn Sequence:

a. Uncover Dragon Card:

- The current player uncovers a dragon card from the inner area of the volcano.

b. Move Dragon:

- If the card shows the same animal as the square where the player's dragon is, the dragon moves forward one square.
- If the card shows a different animal, the player's turn ends, and their dragon remains in its current square.
- If the card shows a dragon pirate, the player moves their dragon backward one square.

c. Optional Additional Move:

- After moving, the player can choose to uncover another dragon card and repeat the move process.

End of Turn:

- After completing their turn, the player covers up all the dragon cards.

Winning the Game:

- The game continues until one player successfully navigates their dragon to their cave.
- The first player to do so wins the game.
- A victory message is displayed for the winning player.

Special Rules:

- Only one dragon can occupy a square at a time.
- Dragons must reach their caves with the exact number of moves; otherwise, the player loses.
- Dragons cannot be moved while still in their caves.
- If a player's dragon would land on an occupied square, they cannot move it, and their turn ends.

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stands, they move their dragon clockwise the number of squares equal to the number of animals shown on the card.
stays where it is.
the number of squares equal to the number of pirates shown on the card.

eat the above steps if desired.

their cave with the exact number of moves required.

their turn ends.
and their turn ends.

CutVolcanoCard





