In this scenario, when a player flips a chit card, they must either move their dragon token or end their turn. Upon flipping a chit card, the game calls the chit card's move_dragon_function and provides the dragon token object as input. The chit card utilizes the dragon token object's get_occupied_animal method to compare the animal. If there is a match, move_dragon_function returns the number of steps the dragon token needs to take based on its animal quantity.

Subsequently, the game proceeds to take the steps and iterates through the occupiable list, which includes caves and tiles, to verify if the tiles or caves are available for the dragon token to occupy. If a tile already has another dragon token, it cannot be occupied, and the player's turn ends. However, for caves, a player can only enter if it is their initial starting cave. If an occupiable spot is available, the game calls the dragon's move function to relocate it to the new position, and the dragon token updates its occupied animal accordingly.

If the player flips an unmatched chit card, the chit card's move_dragon_token function returns 0, indicating that the player cannot move anymore, and the game ends the player's turn.