

Starting Page



The above is the homepage for the game, where users can select the game mode.

Single Player: This is an *extension* that allows users to play by themselves against 3 other bots

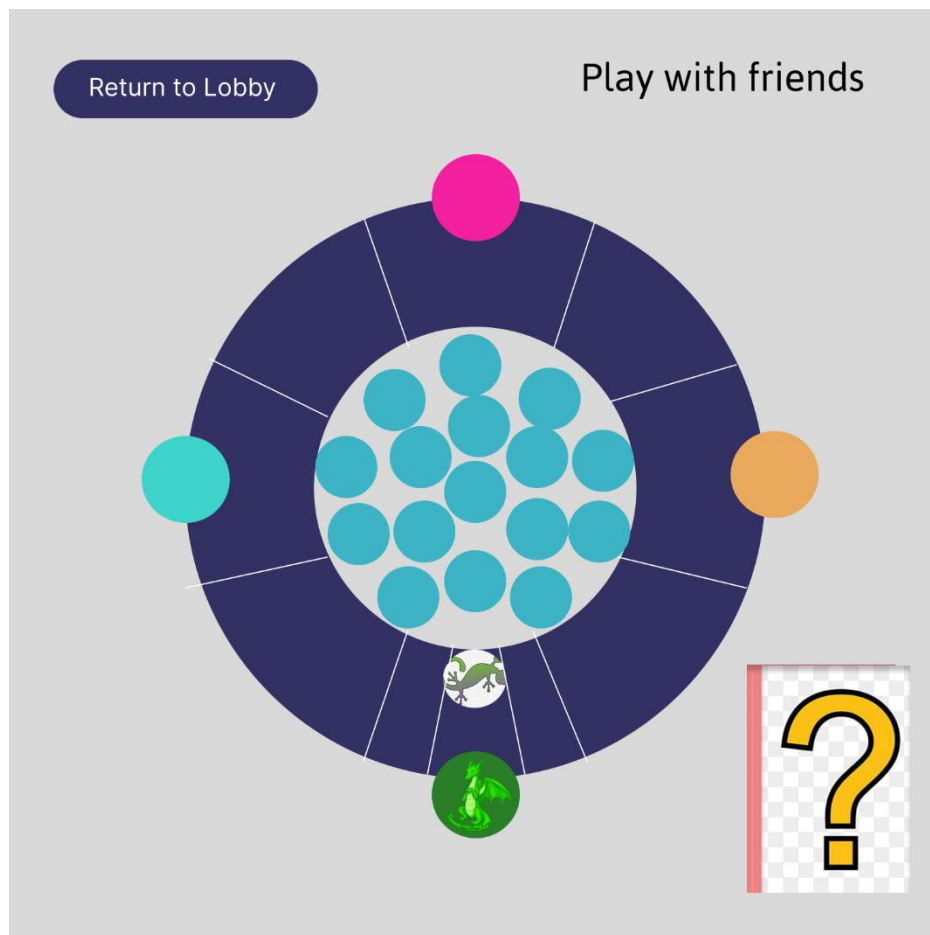
Play With Friends: This is the default game-mode that users are made to play with 1-3 other friends.

Instruction Page



The picture above is the instruction page which demonstrates the basic game rule for the player once they click either two buttons on the home page. The next button is for them to proceed to the game.

Playing with Friends- Initial Setup



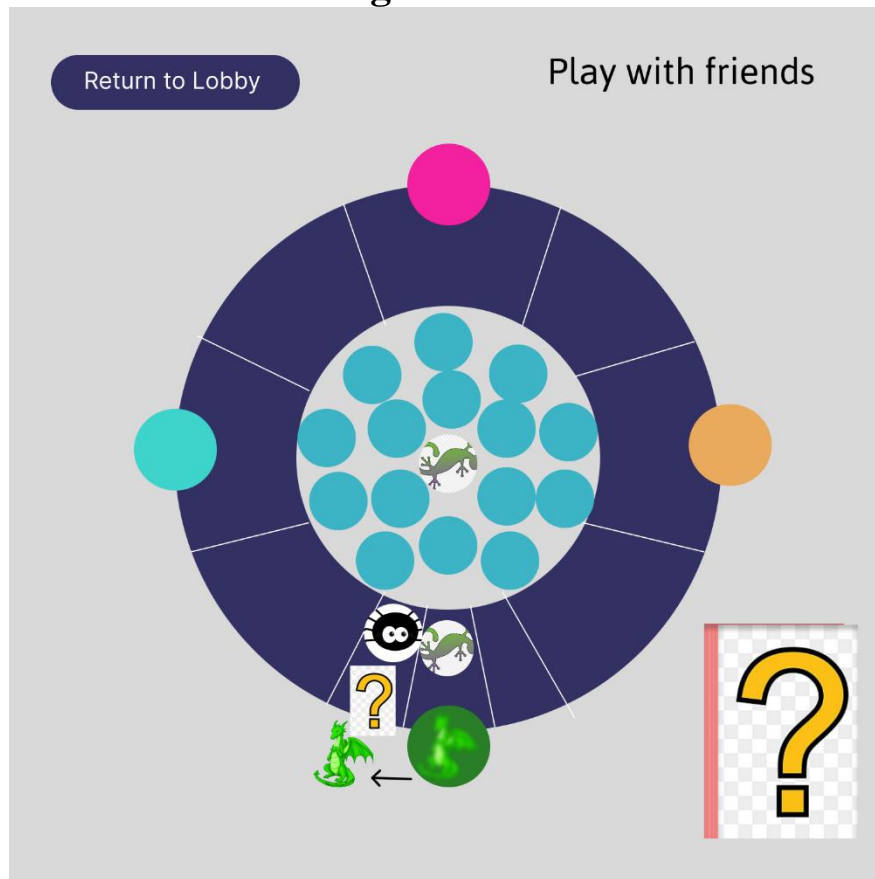
This is the Play With Friends mode where users can play with up to 3 of their friends. Players have to flip **Chit Cards** with animals that match the animal on the square their token is on, in order to progress with the game. The first player who moves their **Token** around the board once back into their **Cave** wins the game.

Green Cave: It is the cave where the player starts. Currently, the player is on a square with a Salamander.

Green Dragon Token: The green dragon is the token which players will use to move around the board to play the game

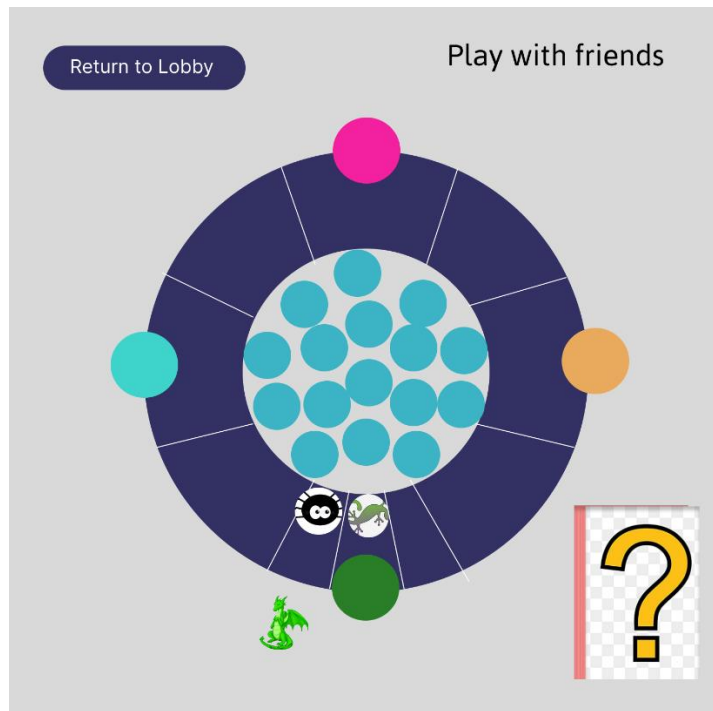
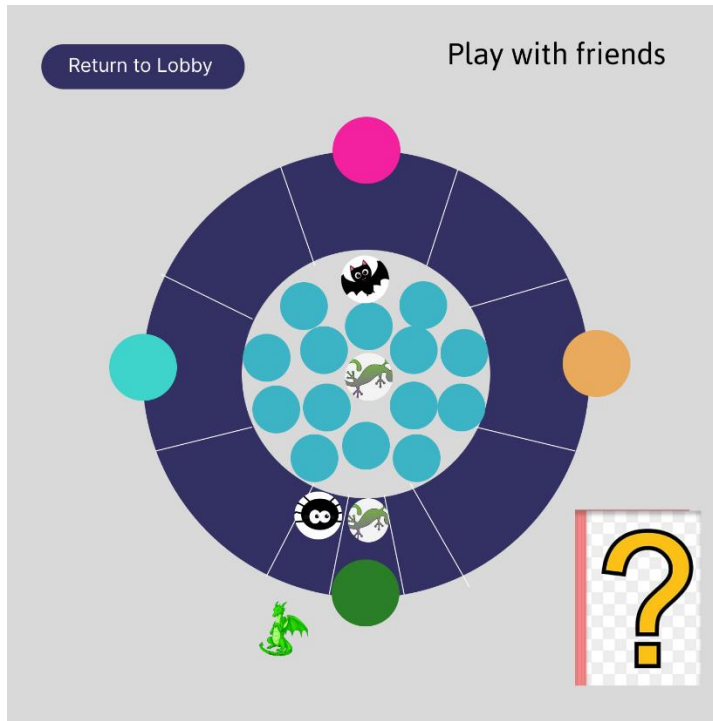
Chit Cards: The chit cards are the 16 cards at the centre of the board that players flip on their turns

Flipping chit cards and moving



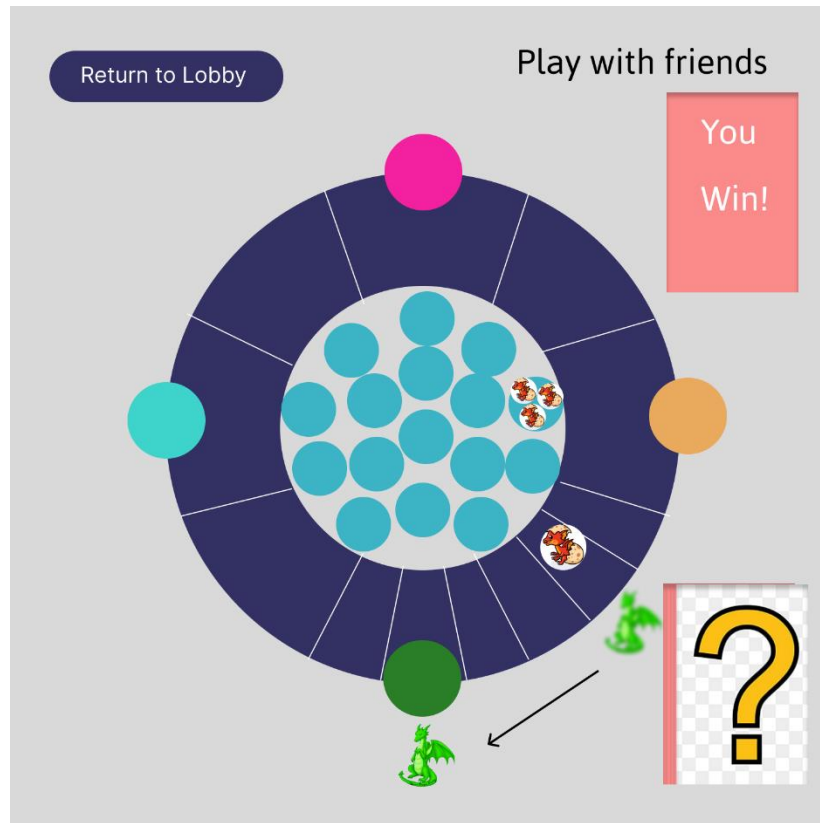
Here, the player just flipped over a chit card containing one Salamander. **Since it matches the Salamander on the square the dragon token is on**, the player moves forward one step (In the diagram above, the dragon token has moved forward by one position from its original starting position).

Mismatch and end of turn



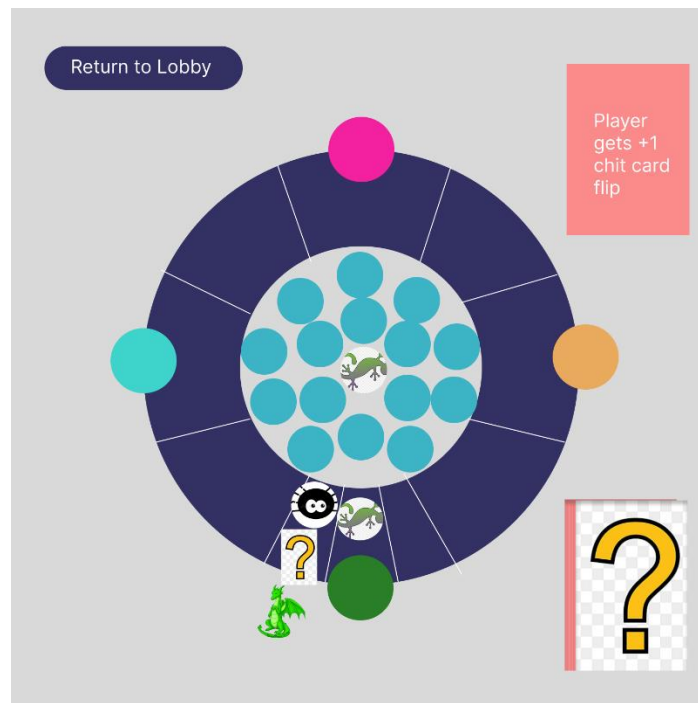
In this case, the player flips a chit card(Bat) that does not match the animal on the square the player is currently standing on(Spider), and no Luck Cards are used. This ends the player's turn; all chit cards are covered and the next player's turn begins.

Win Condition



Assume the player has made one clockwise pass through the volcano, and is currently on a square containing a BabyDragon. The player flips a chit card containing three baby dragons, so the player moves forward by 3 positions. Since the player arrives at its starting cave, the player wins.

LuckCard (Extension)

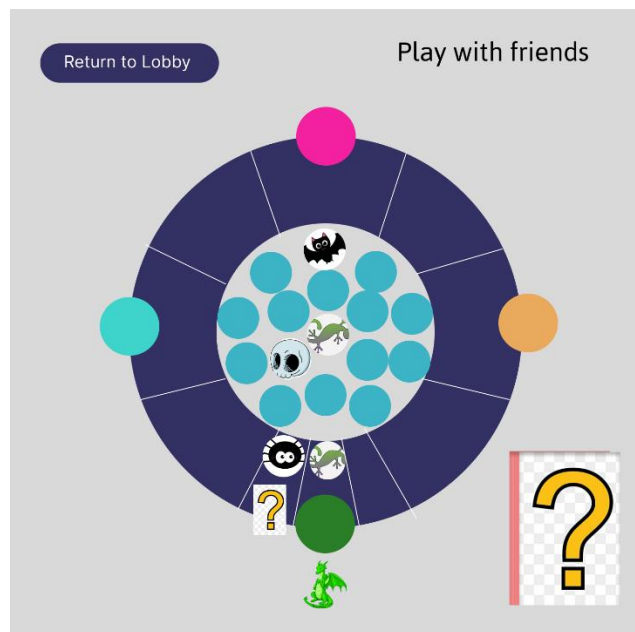
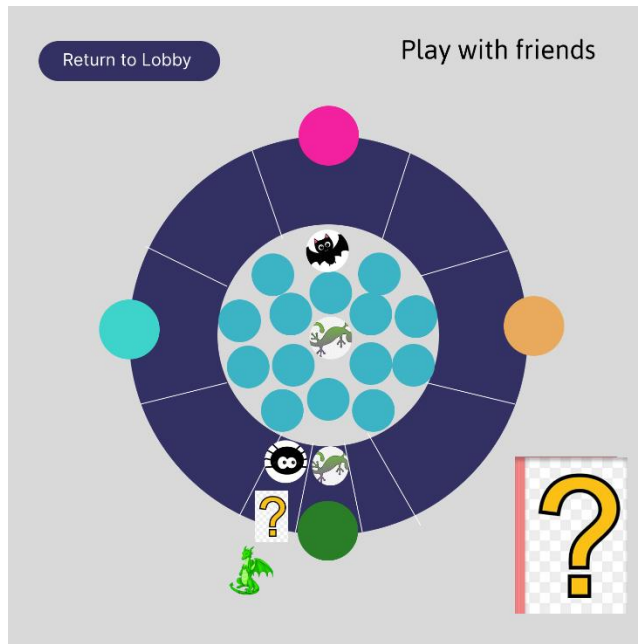


Assume the player stepped on is a Luck Zone. Therefore, the player has to take a **Luck Card** from the top of the deck at the bottom right. In this case, the Luck Card allows the player to flip an additional chit card flip.

Luck Card: A luck card gives either advantages or disadvantages for the player. Some examples of the outcomes are:

1. Flipping extra chit card(s)
2. Moving forward or backward by a certain number of steps
3. Not being able to move for round(s).

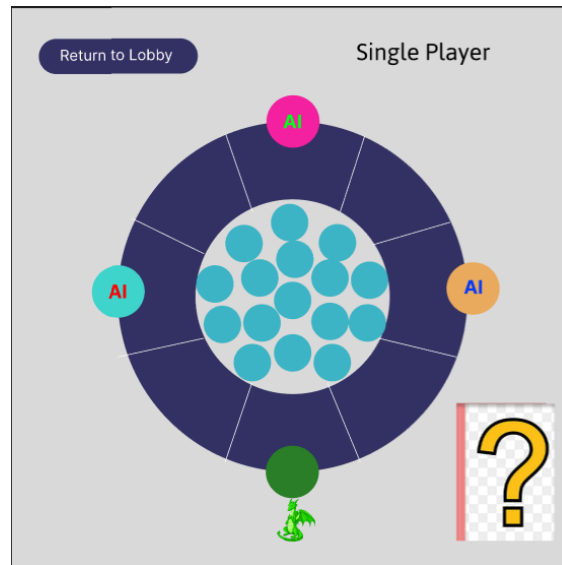
Using the Luck Card(Extension)



Continuing from the previous diagram, since the player's turn has not ended, the player flips another chit card(Bat). Since the Bat does not match the Spider, the player's turn should end. However, the player chooses to use the Luck Card and is allowed to flip another card.

The card flipped has one DragonPirate. So, the player moves backwards by one step. The game continues on as usual.

Single-Player Mode (Extension)



Clicking on the Single Player on the Starting Page brings you to the Single Player gamemode where you will be able to play amongst 3 different bots that we implemented as our *extension* of the game. Here, the player starts at the green cave and controls the green dragon token, while the other 3 players are AI-controlled players.

Return to Lobby Button: The return to lobby button will return the user to the starting page where they can again decide to choose the Single Player Gamemode or Play With Friends.