UML Diagram

Start of turn

Draw a card

Roll the NPC D8

Move one of your
pieces based on
card number and
effect

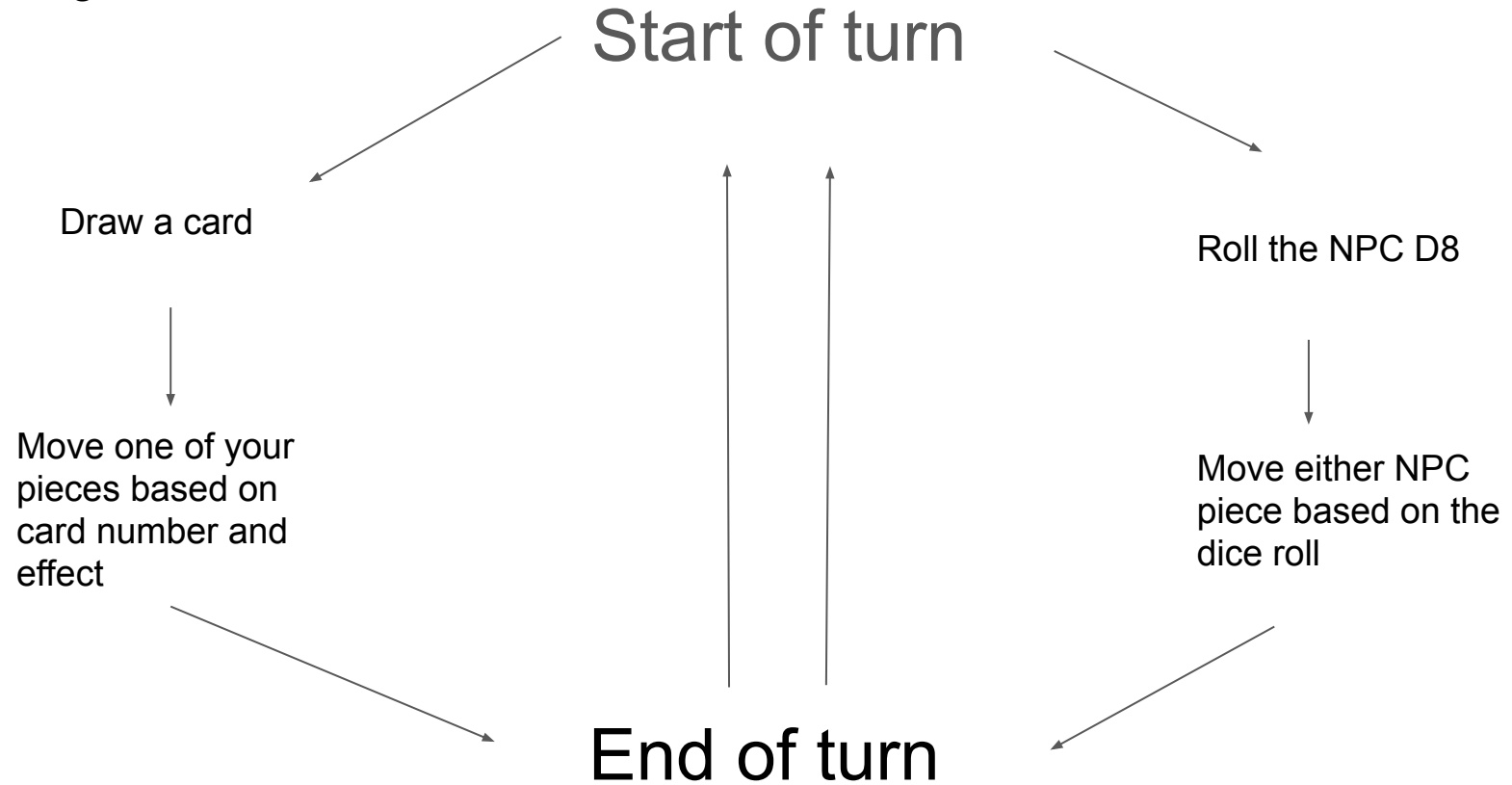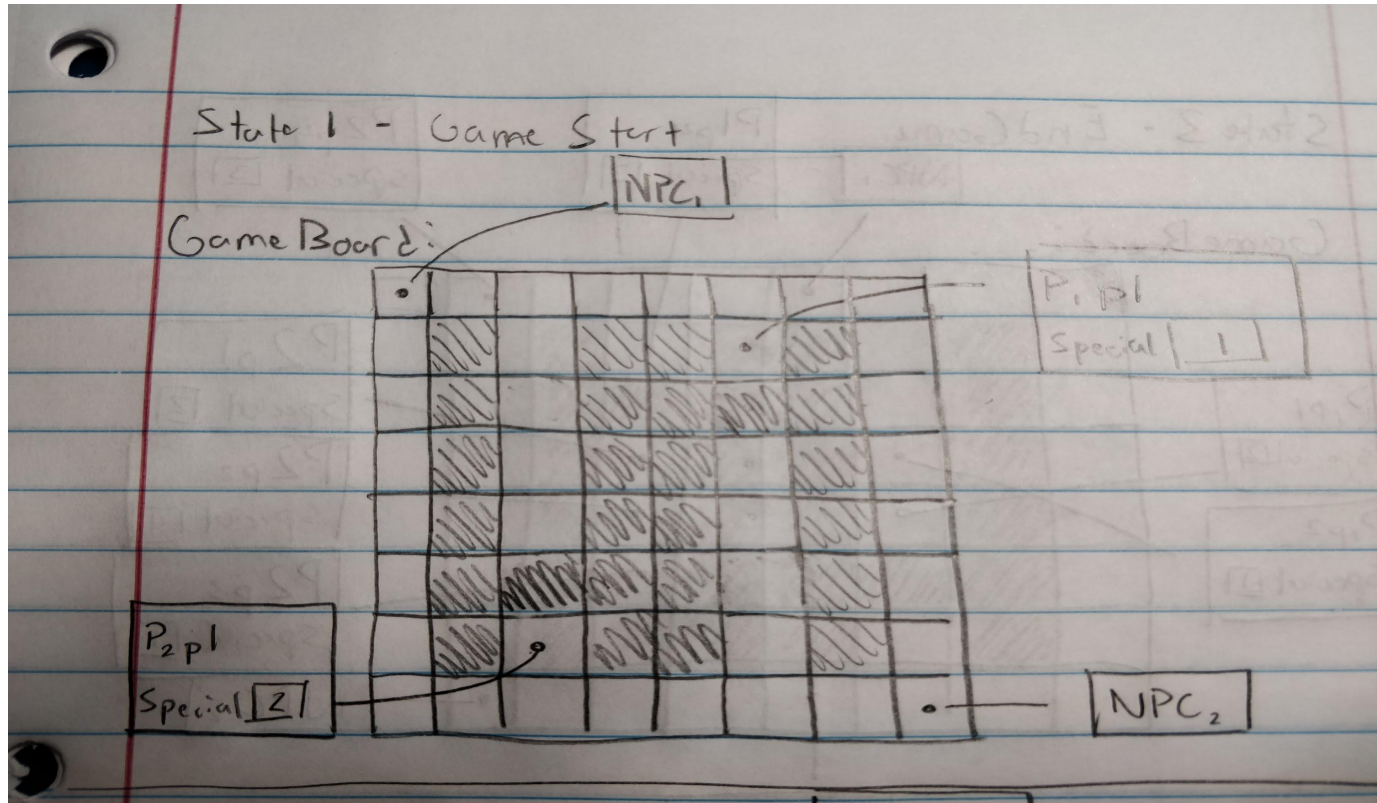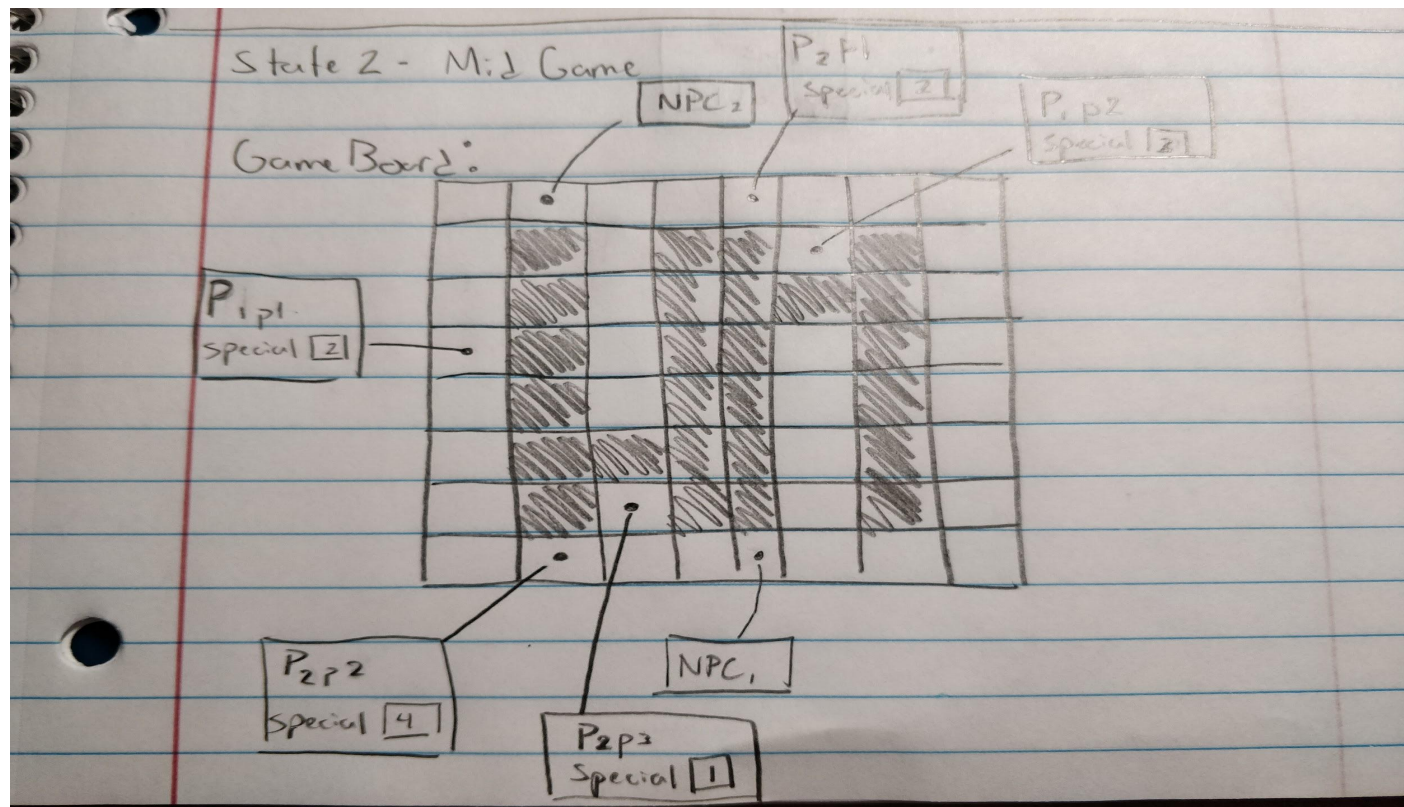Move either NPC
piece based on the
dice roll

End of turn

Early Game Memory Diagram

Mid Game Memory Diagram

Late Game Memory Diagram