

①

Classic

FuFun

②

Player Number

③

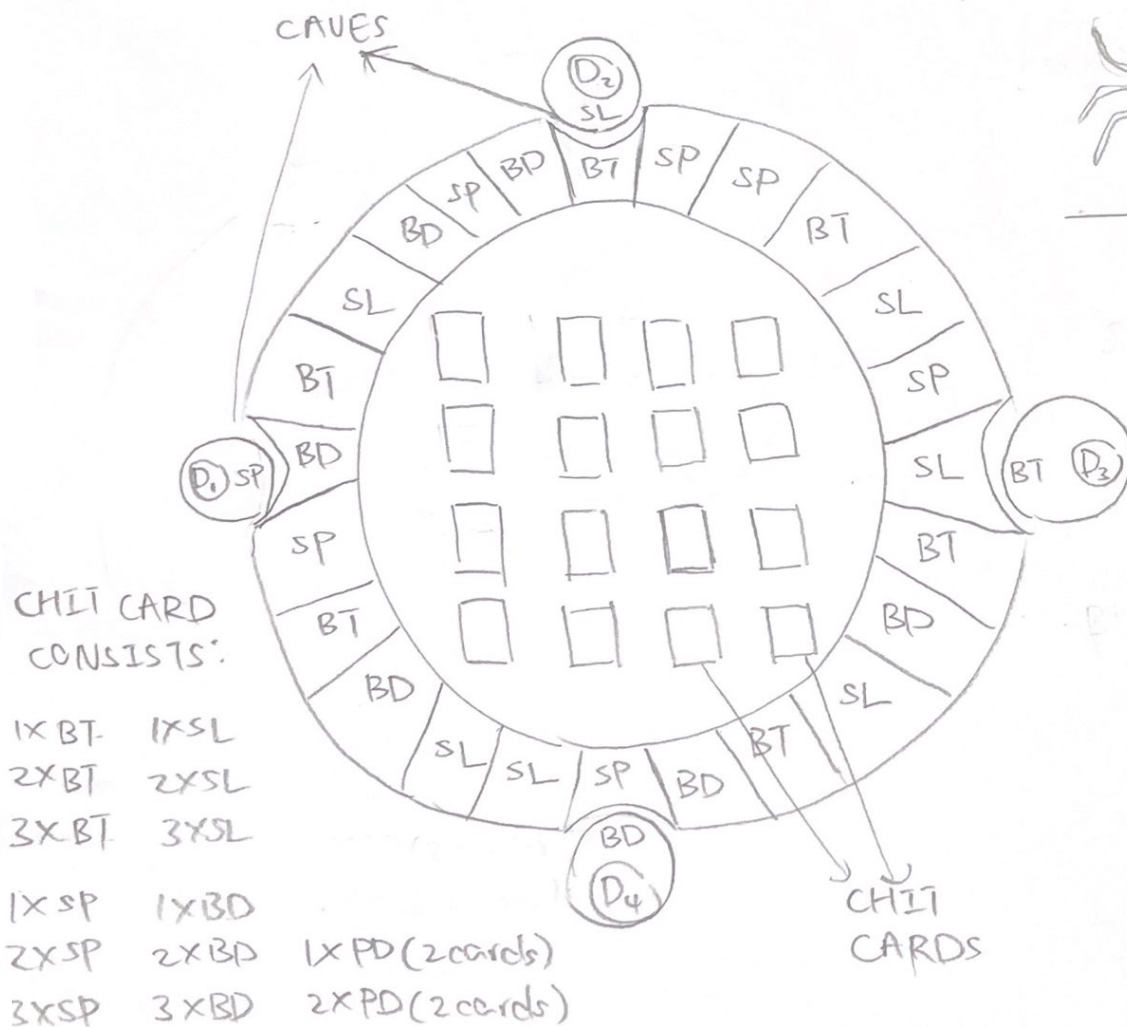
Player Number

Bot Number

④

Player 1	Assign Color
Player 2	Assign Color
Player 3	Assign Color
Player 4	Assign Color

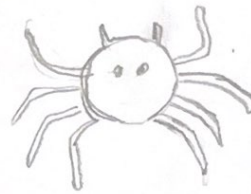
Initial Board Set Up



(BT)
= BAT



(PD)
= PIRATE
DRAGON



(SP)
= SPIDER



(SL)
= SALAMANDER



(BD)
= BABY DRAGON

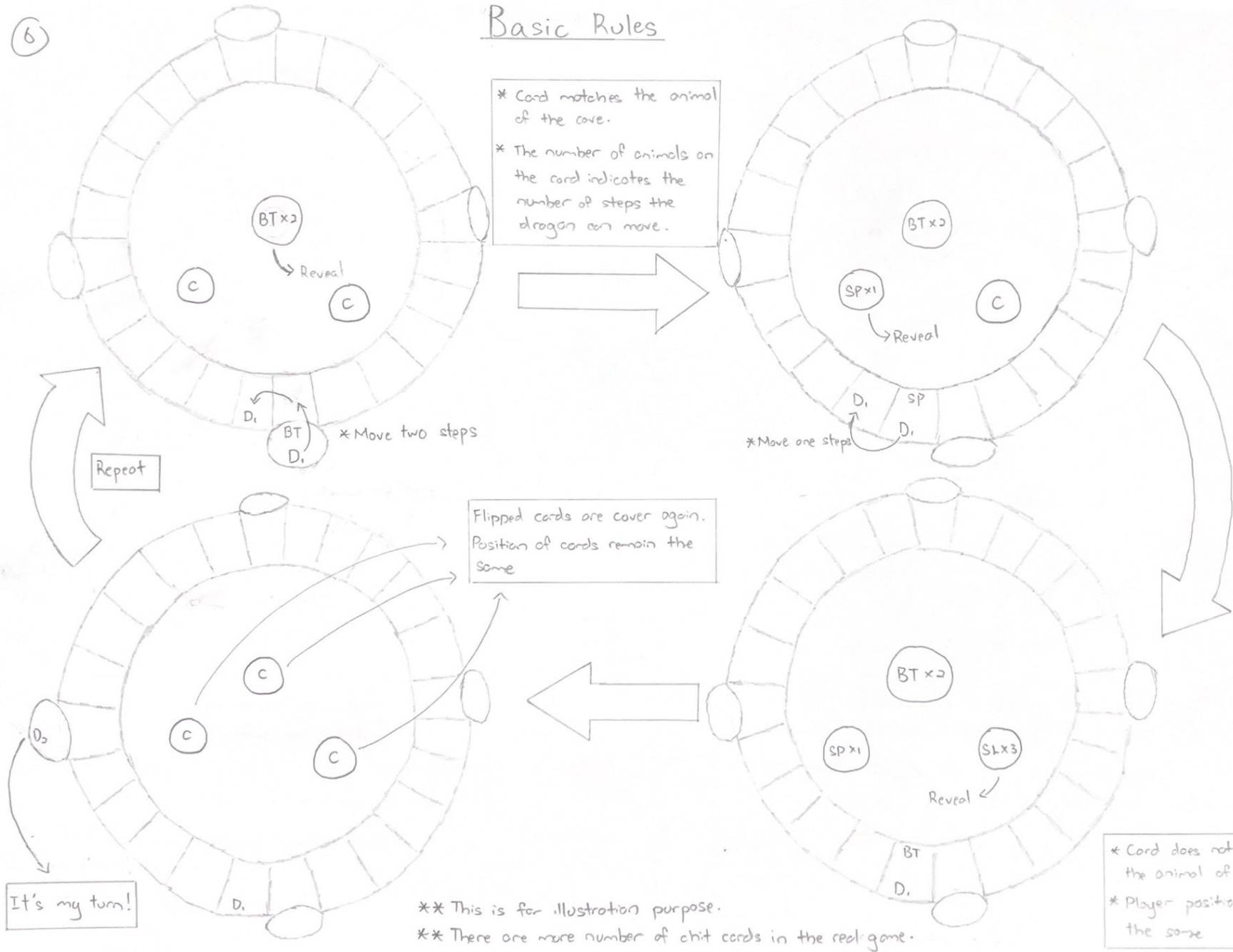


(D_n)
= DRAGON TOKEN
for player n

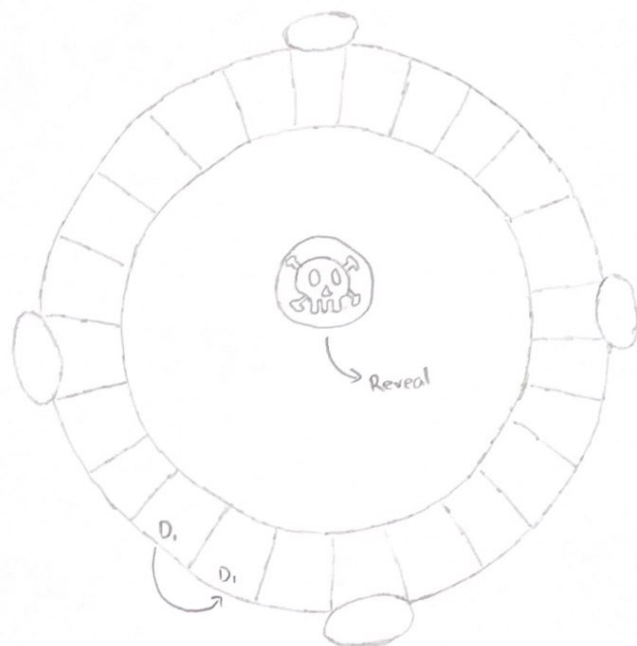
6

Basic Rules

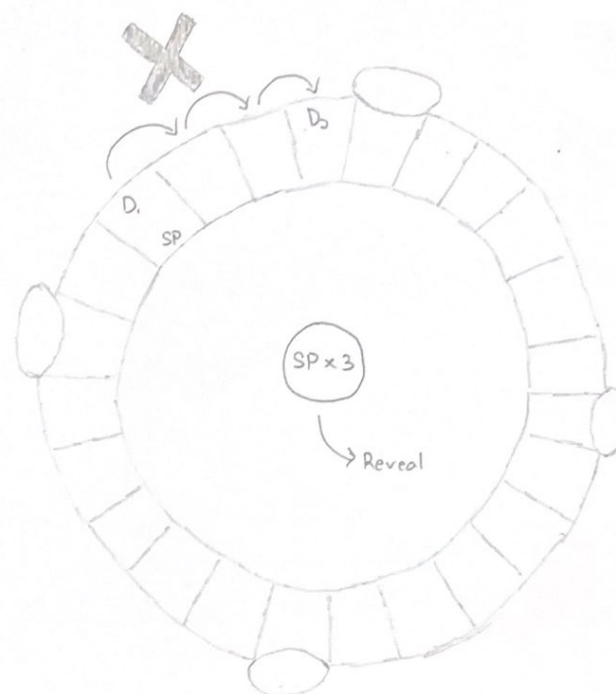
- * Card matches the animal of the cave.
- * The number of animals on the card indicates the number of steps the dragon can move.



⑦ Special Conditions

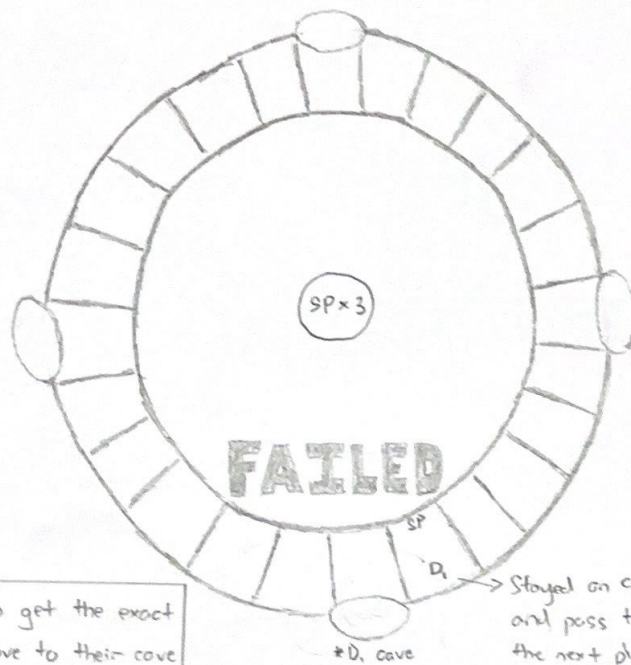


- * Pirate dragon cards indicate that the player should move backwards.
- * The steps are determined by the number of pirate dragons on the chit cards
- ** No dragons should move backwards beyond the coves.
- ** After the pirate dragon cards are revealed, the player's turn end and all the chit cards should be covered.



- * If the final landing of a dragon is occupied by another dragon, the moving action should not be performed.
- * No square can be occupied by two dragons.
- * The player's turn end and all chit cards should be covered again.

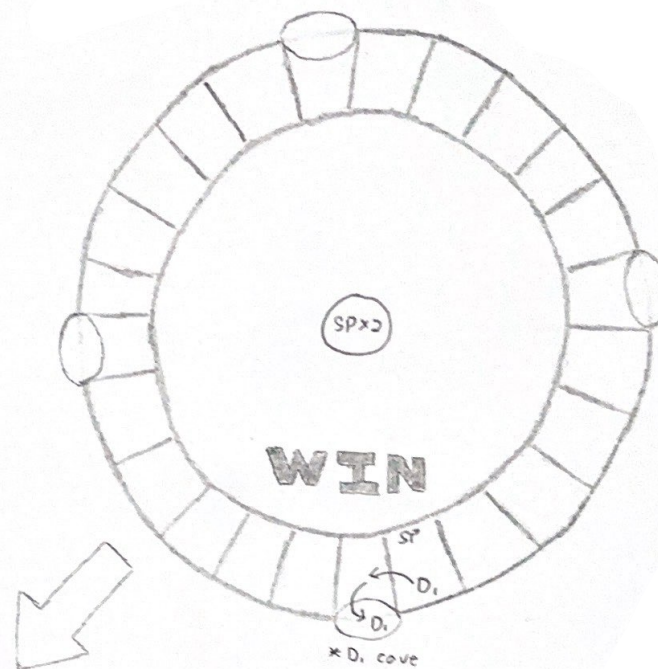
⑧ Winning Condition



* Players need to get the exact steps that move to their cave in order to win.

* Players that failed to move to their cave in exact move have to remain on their position and pass the turn to the next player.

* Players cannot move into other player's cave.



Player ****

WIN!!!

⇒ Continued to ①