

Title "FIERY DRAGON":

- It serves as the game's title, which immediately identifies the game to the user.
- The fiery, bold font with an ember-like glow gives a sense of excitement and adventure, which is appropriate for a game involving dragons. It's prominently placed at the top for immediate recognition.



Start Button:

- When clicked or selected, this button would start the game.
- Its placement in the center of the screen at the top of the list of options makes it prominent and suggests it's the most common action a player will take.

Rules Button:

- This button would open up a section where players can read about how to play the game.
- This is typically included in games so that new players can learn the game's objectives and how to control it. Its position under the start button makes it easy to find.

Exit Button:

- This will close the game or return the player to their device's home screen.
- It's usually placed last in the list of options as it's the final action a player would take when they're done playing.

RULES

Everyone knows that baby dragons are courageous. But they need also a good memory. And they prove it with a race around the bubbling volcano.

Each player starts his baby dragon in another cave. The active player tries to uncover a chit with the kind of symbol shown on the field he's standing on. If he fails, his turn is over. If he draws a pirate dragon, he even must move back. If he succeeds, he moves forward up 1, 2, or 3 spaces (depending on the chit), and continues with his turn. The first player that completes a round around the board and reaches his cave with an exact move wins the game.



How many players?

2 players

3 players

4 players

Number of Players:

Allows to choose from a range of a minimum of 2 players and a max of 4 players



**Enter how
many laps**

3 laps

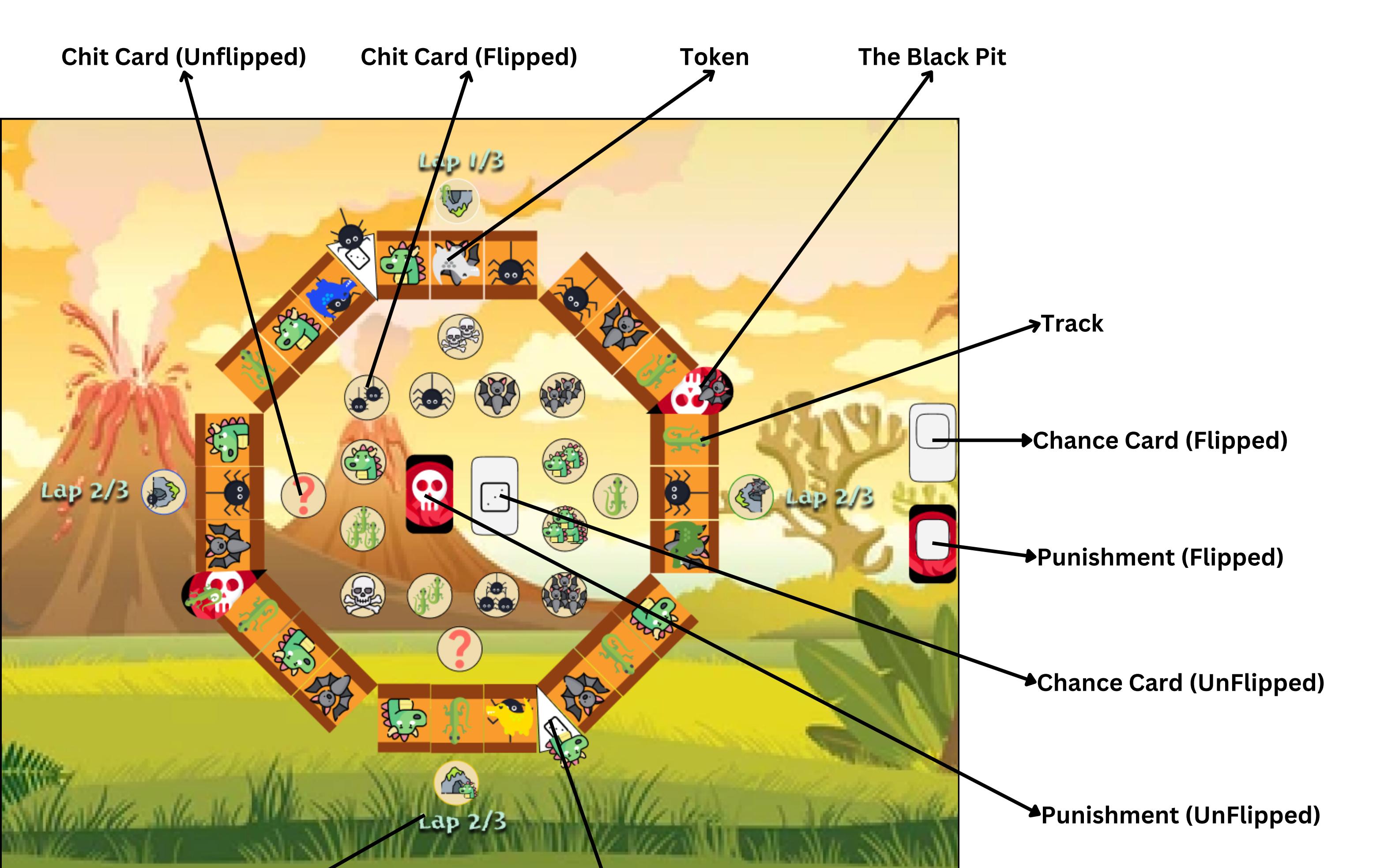
Number of Laps:

Allows the players to choose an amount of how many laps must a player go through to finish the game and grab their position on the podium



The board:

This is the structure of the main game with the basic tokens, chit cards, and additions such as black pit, gambler's den, chance and punishment cards which will all be explained below.



Chit Card (Unflipped)

Chit Card (Flipped)

Token

The Black Pit

Track

Chance Card (Flipped)

Punishment (Flipped)

Chance Card (UnFlipped)

Punishment (UnFlipped)

Lap Counter

Gambler's Den



Animals in the Chance and Black Pit:
Each turn the animal in the chance space and black pit space will change to make it challenging and no specific animals on the disadvantage space



Punishment and Chance Cards:

These decks are supposed to give the player who draws it, is given a disadvantage or a gamble between an advantage and a disadvantage, respectively

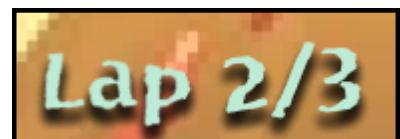
Collection of Chit Cards (flipped):

This is where the chit cards are collected, All for the players to see
This flipped card is only an example and will be unflipped as the game progresses



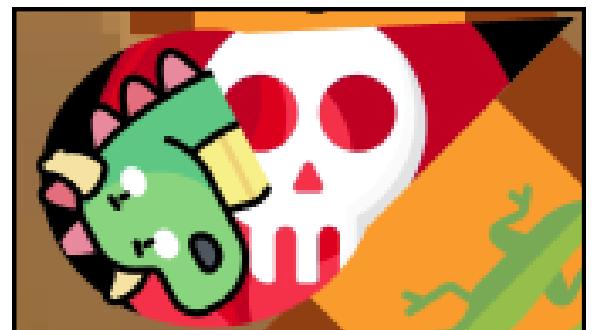
Collection of Chit Cards (unflipped):

this is what the chit card looks like when hidden/unflipped



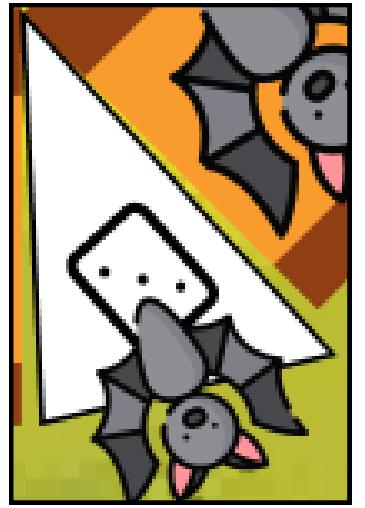
Lap Counter:

A lap counter is given to every player, this is to keep track of the lap of each player has gone through.



Black Pit:

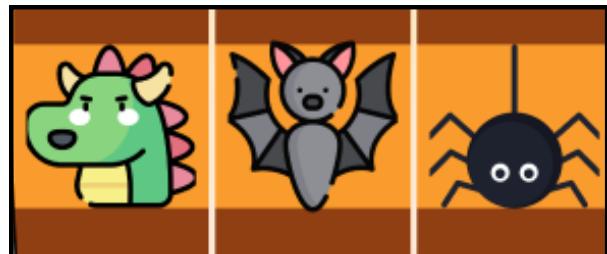
Forces the player to remember their last 2 chit card flips, If the player fails then they will receive a punishment card that will put them in a disadvantage

**Gambler's Den:**

Gives the player a choice to whether take a chance a card or to simply walk away. Chance cards have a possibility to give advantage or a disadvantage

**Cave:**

Caves are supposed to represent the starting point of the players. Everytime the players comes back to their initial position, they will have done a full lap

**Track:**

Each track here is signified by an animal. This enables the player to pick a Chit Card with the same Animal as the same as the Track to make sure that they can move around the board



**Draw From
Punishment**



**Go 3 Cells
Further**

Chance Cards (White):

These cards are given in the Gambler's den, as the name suggests, drawing a card could mean an advantage or a disadvantage to the drawer

Punishment Cards (Red and Black):

When this card is pulled, This will give an absolute disadvantage to the drawer



Winner:

First player to finish the laps will gain the first place podium.

The game ends when **all** players finish the laps thus second player to finish gains second podium and so on preventing any draws/ties