

# Fiery Dragons

A fiery competition with dragons  
for 2 - 4 players ages 5 - 99.

too hot!

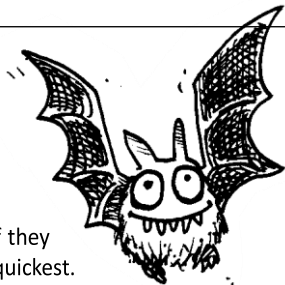
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**Illustrations:** Felix Scheinberger

**Length of the game:** approx. 15 minutes

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Dragons like to play with fire!  
Boisterously they dance and  
jump around the crater of the  
fire spitting volcano. They are  
even brave enough to organize a  
fiery dragon competition. And off they  
zip as everyone wants to be the quickest.  
Let's see for which dragon things will become



ENGLISH

## Contents

4 dragons

4 caves

8 volcano cards

16 dragon cards

1 set of game instructions

## Aim of the game

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Whichever brave dragon has a good memory, goes round the volcano and is able to reach their cave first, is the winner.

## Preparation of the game

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First you have to assemble the volcano.

Arrange the four cut volcano cards and the four volcano cards without cut into a big round volcano. Make sure the shapes of the volcano cards are placed alternately.

Each player takes a dragon and the cave of the corresponding color. Place the caves into the cuts of any volcano card and put your dragon into the cave.

Shuffle the dragon cards and spread them out face down in the inner area of the volcano.



**Hint:** If you are playing with two players, put the caves in opposite cuttings of the volcano.

## How to play

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Play in a clockwise direction. Whoever has stroked a dragon most recently, may start. Pardon? Nobody has ever stroked a dragon? So the youngest player starts.

**Important:**

The caves and the squares of the volcano cards show an animal (salamander, spider, baby dragon, bat). The same pictures are shown on the dragon cards inside the volcano. Your dragon can only move if you uncover a dragon card showing the same animal as is shown on the card where your dragon stands.



### Uncover a dragon card. What does it show?

- **The same animal as on the square where your dragon stands?**

Well done! The dragon card stays face up. Move your dragon as many squares in a clockwise direction as animals on the dragon card. There can be one, two or three animals. If you want, you can immediately uncover another dragon card: now you search for the same animal as shown on the card where your dragon is at that moment.

- **A different animal?**

Pity! Your dragon has to stay where it is and your turn is over.

- **A dragon pirate?**

Be wary of the dragon pirate! Leave the dragon card face up and move your dragon as many squares backwards as dragon pirates are shown on the card. There can be one or two pirates on a card.



If you want, you can immediately uncover a new dragon card and look for the same animal as is shown on the card your dragon is on.

**Watch out:** If your dragon is still in its cave, nothing happens. Only if it has stepped out of the cave, is it moved back on the volcano squares.

Once your turn is over, cover up all the dragon cards and then it's the turn of the next player.

### **Important dragon rules:**

- There can never be more than one dragon on a square. If your dragon would land on an occupied square, you can not move it and your turn is over.
- You have to reach your cave with the exact number of moves.

If this is not the case and you would pass by, your turn is over. Your dragon stays where it is and it's the turn of the next player.

## **End of the game**

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The game ends as soon as a dragon has gone around the volcano and reaches their cave. They win this fiery competition at the edge of the bubbling volcano.