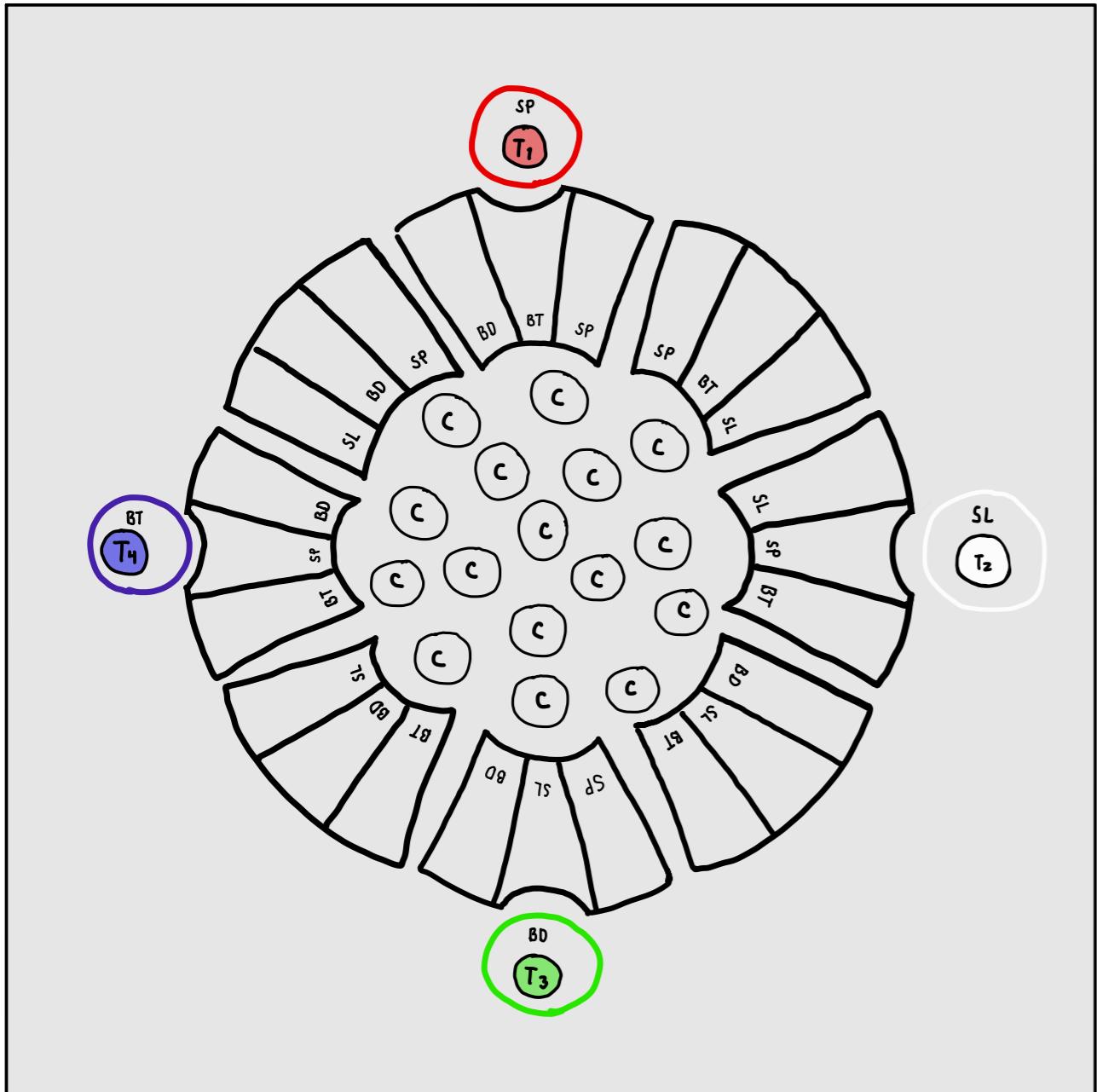
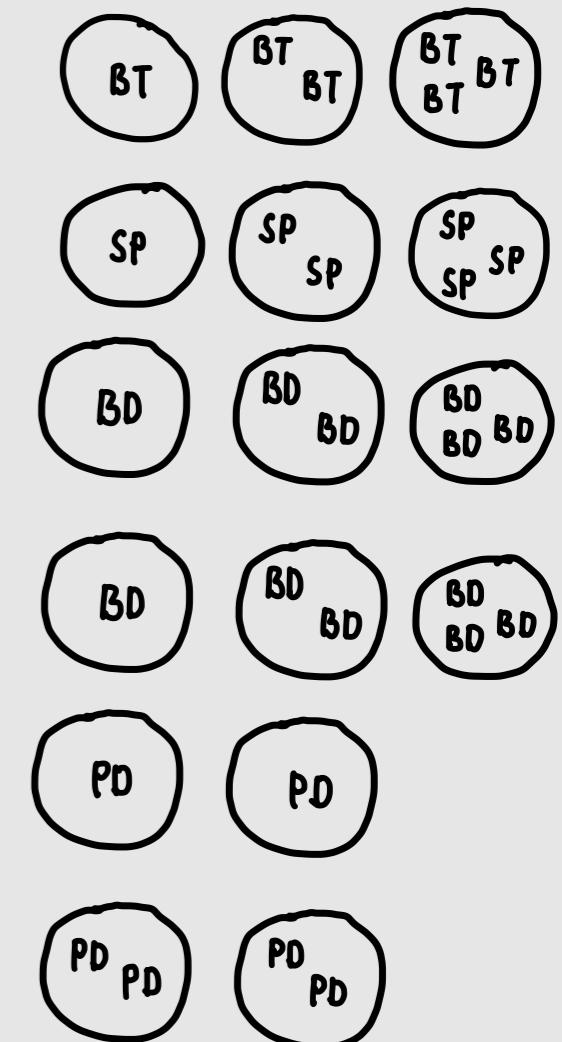


# Gameboard set up example :



- C : Chit card face down
- BD : baby dragon
- BT : bat
- SL : Salamander
- SP : Spider
- PD : Pirate Dragon

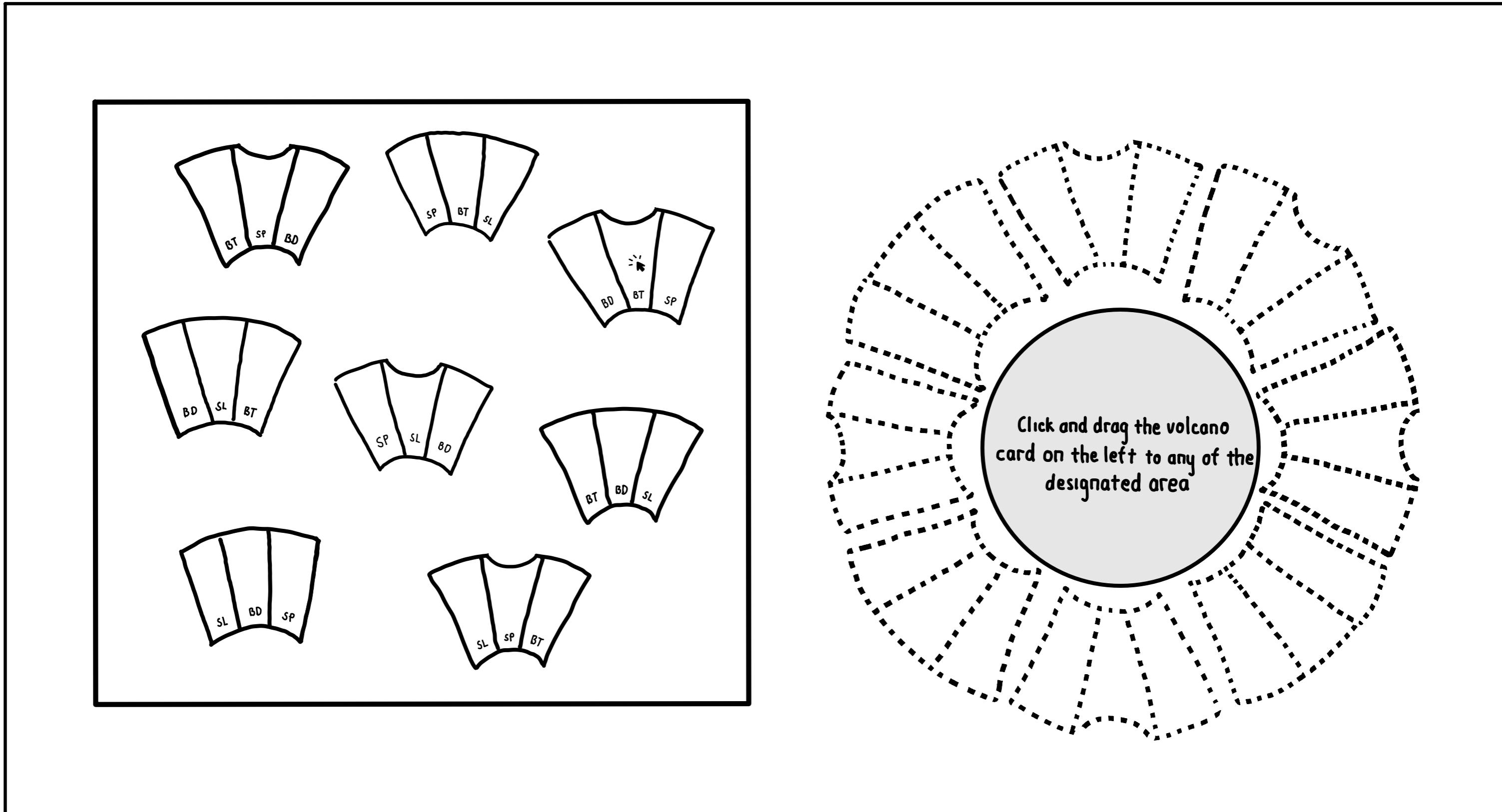
Chit card consist of :



**Set up Gameboard Interaction :**

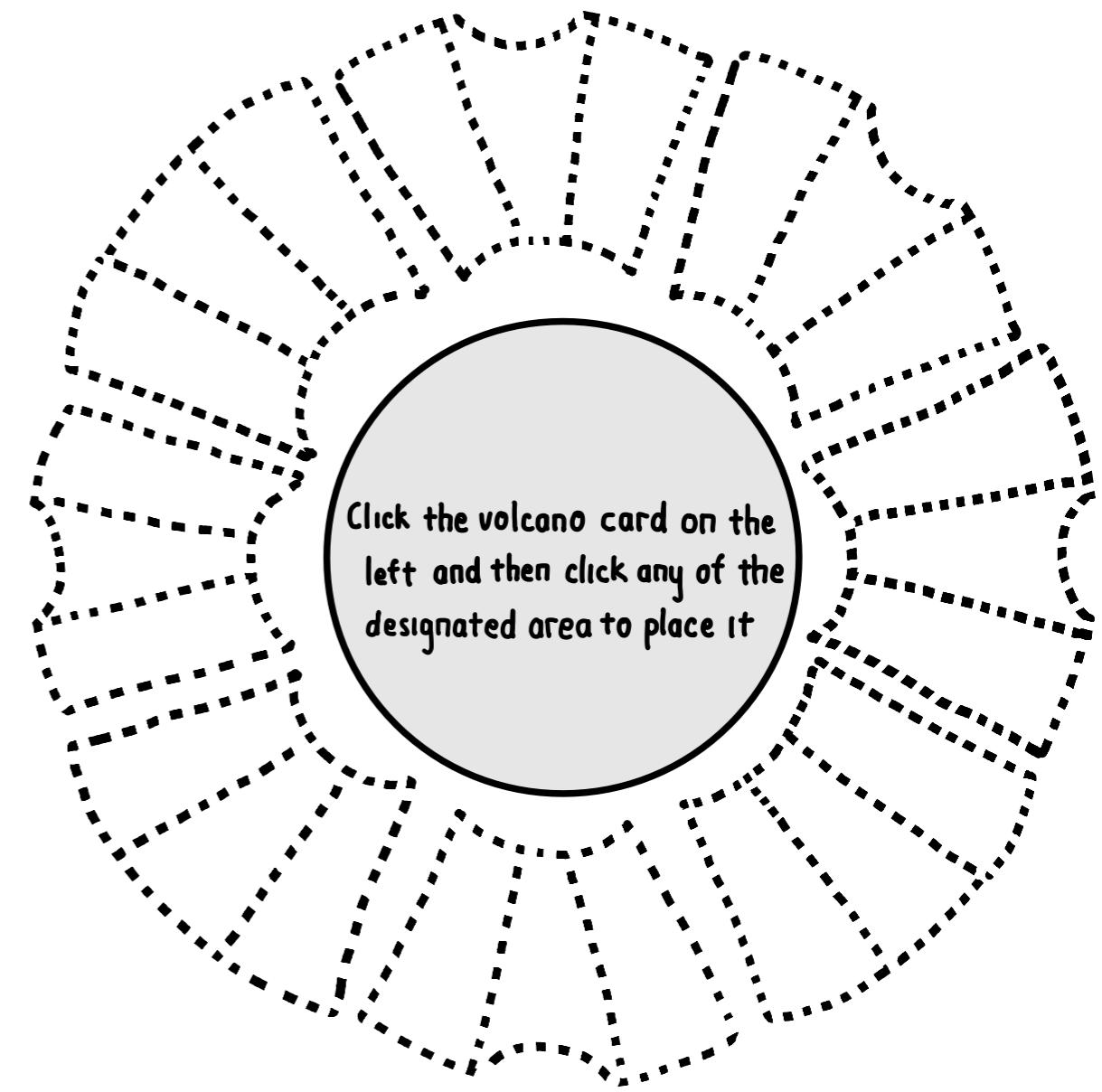
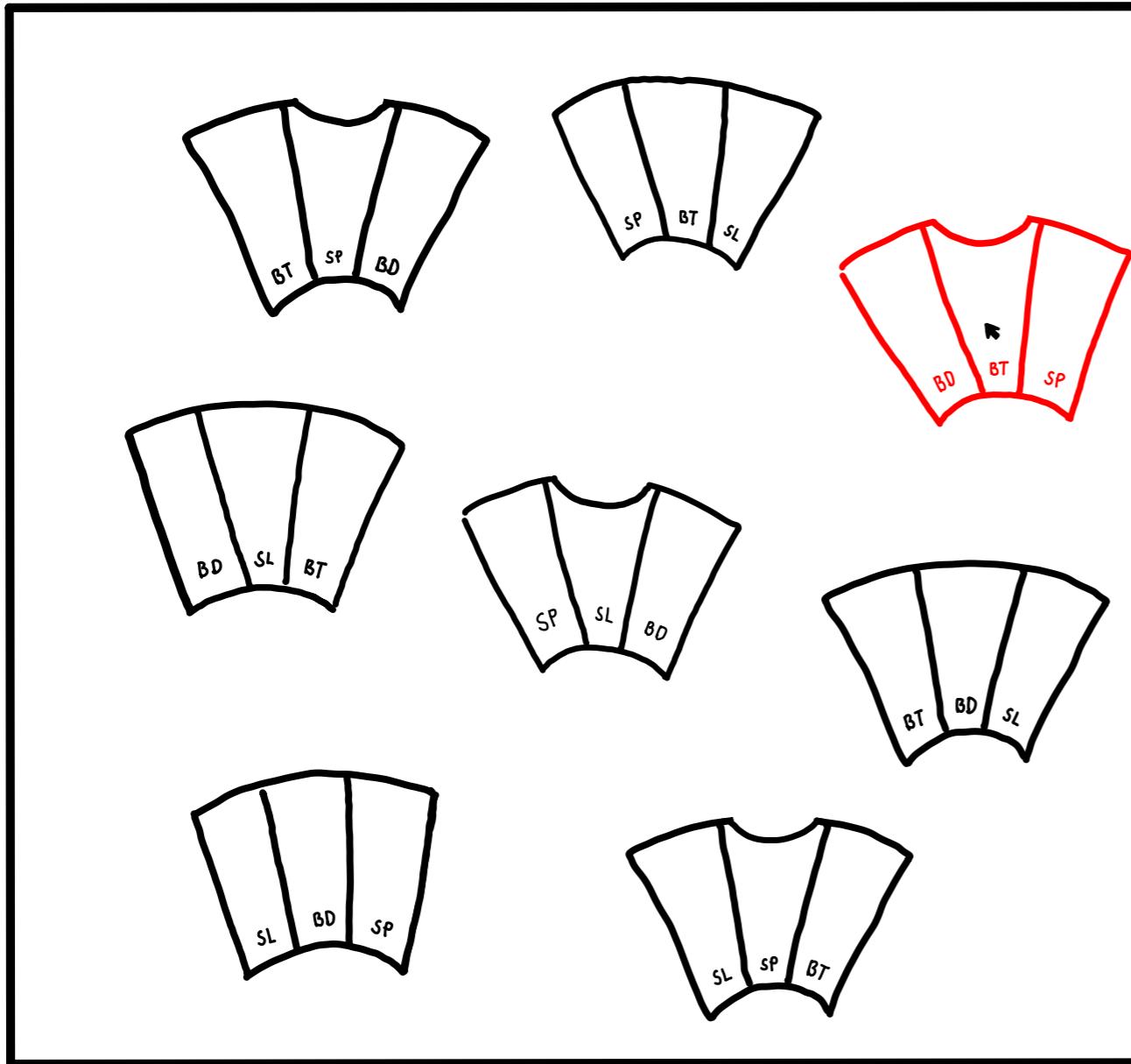
# Interaction #1 : player arranging volcano card

①



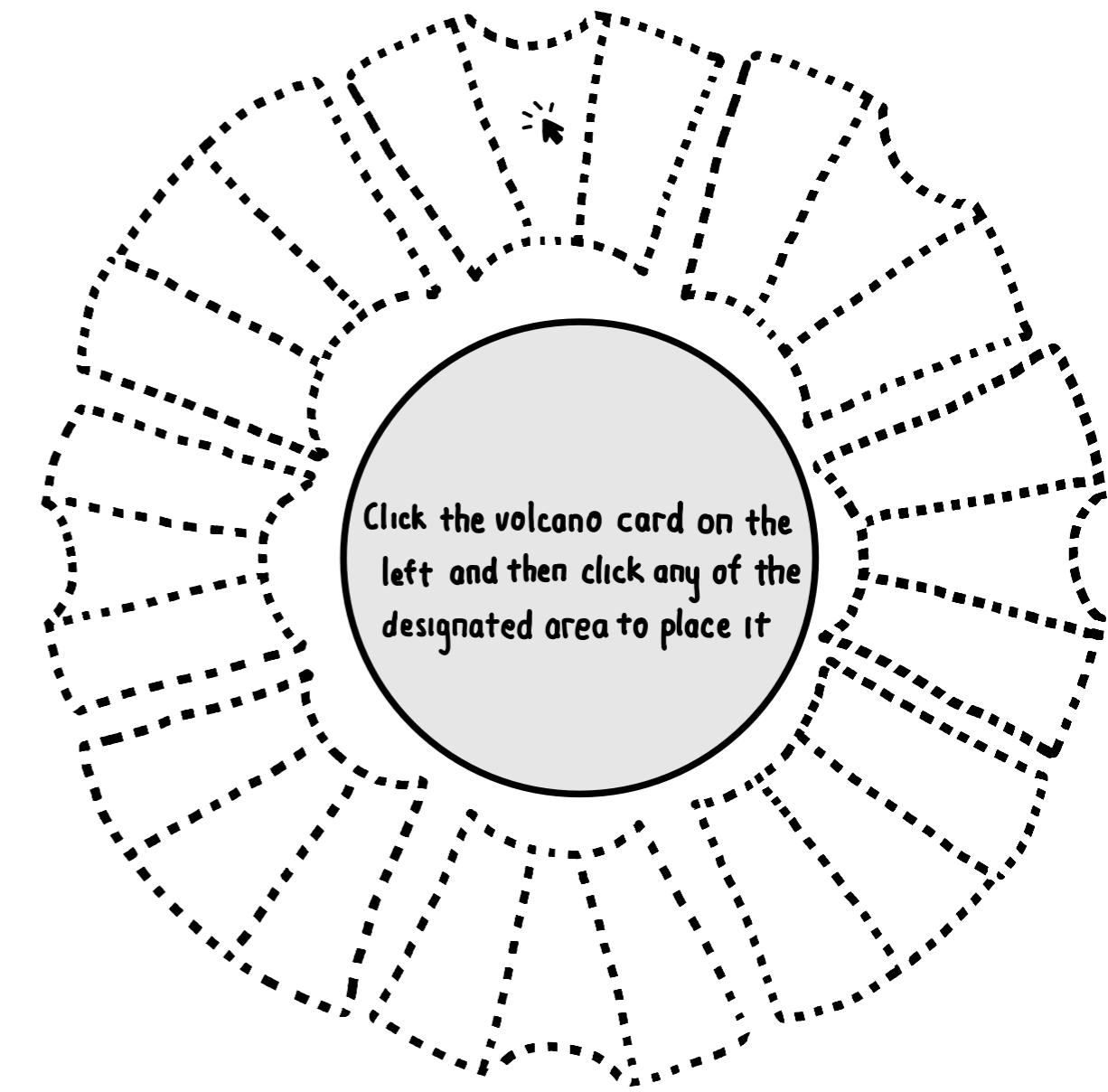
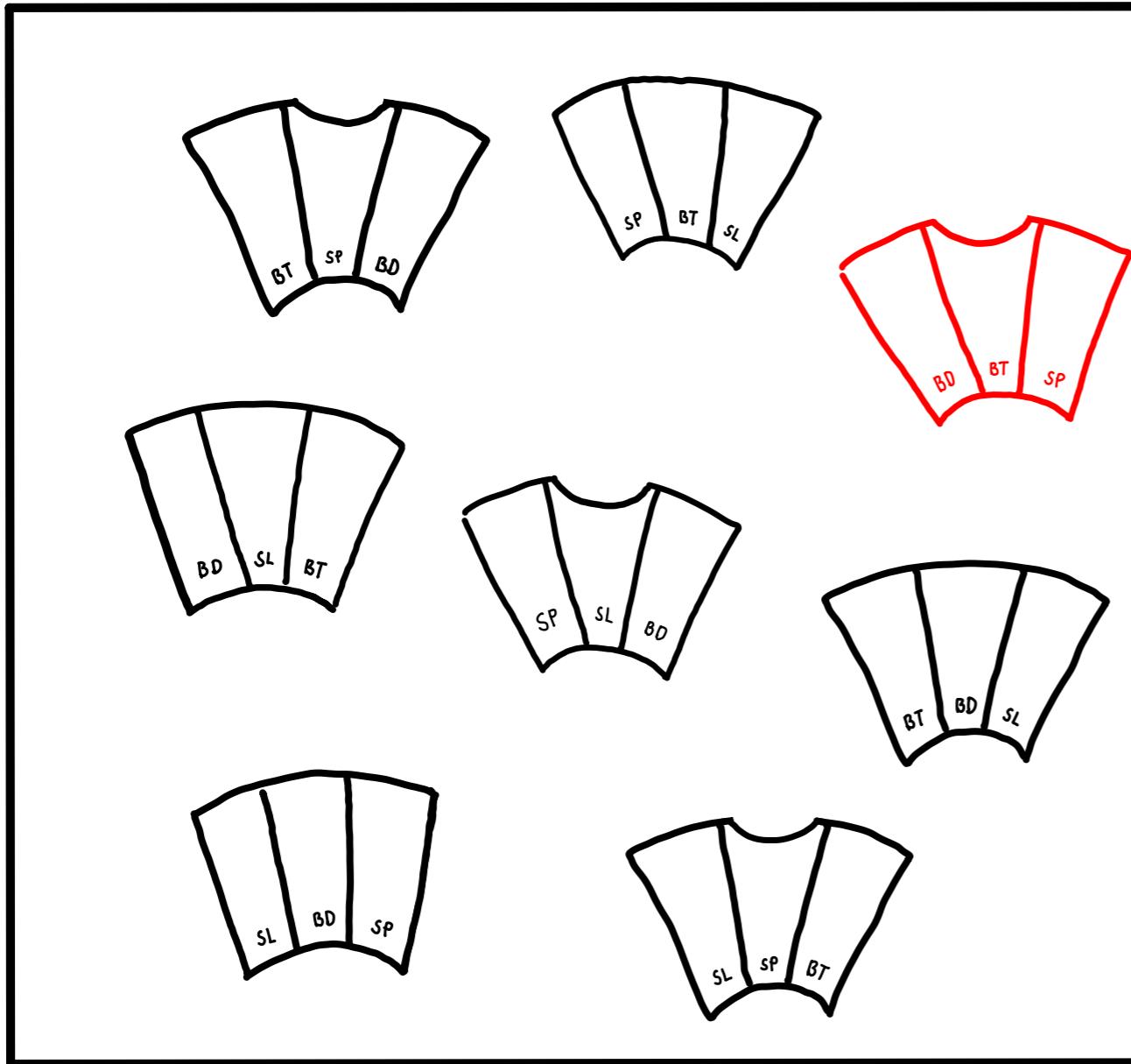
# Interaction # 1 : player arranging volcano card

②



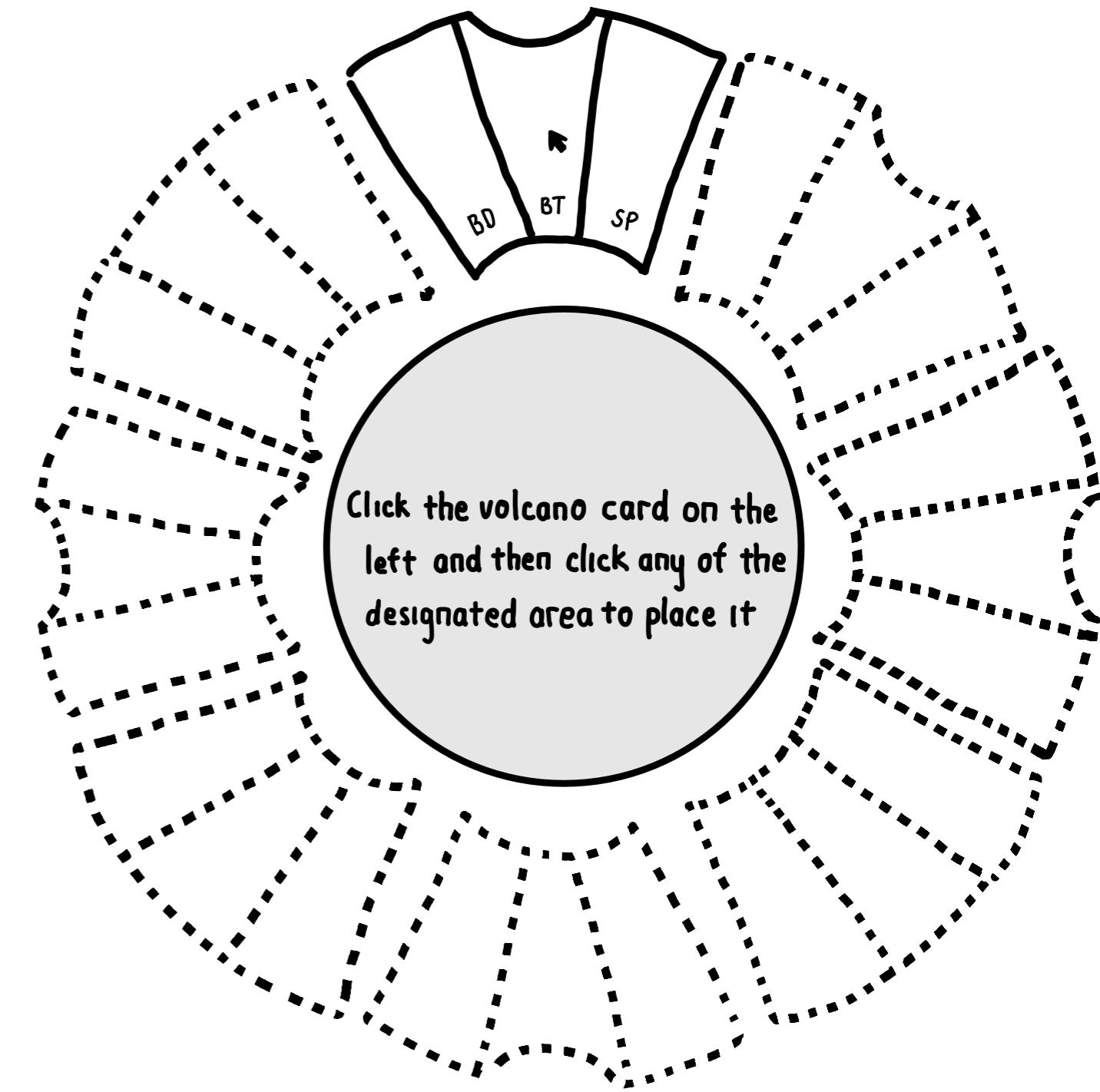
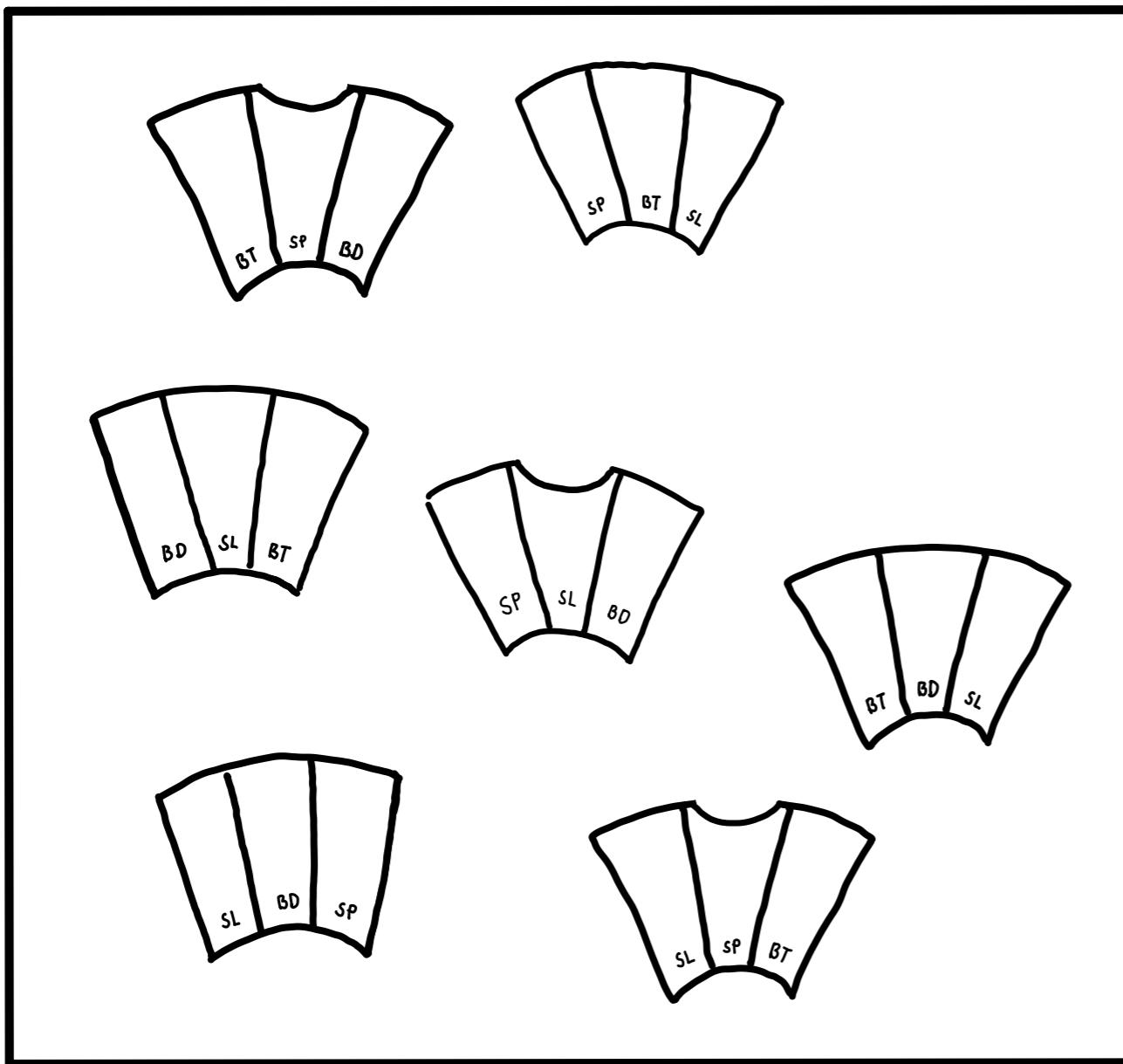
# Interaction # 1 : player arranging volcano card

③



# Interaction # 1 : player arranging volcano card

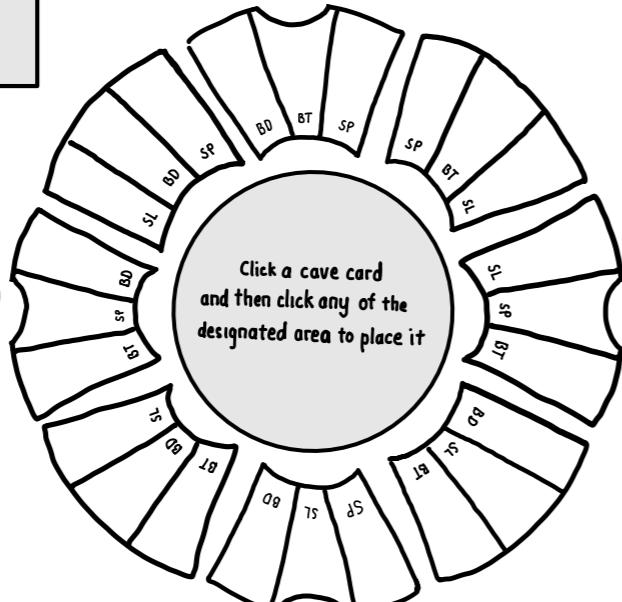
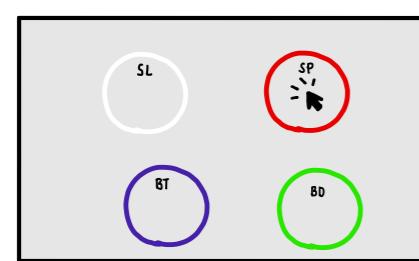
④



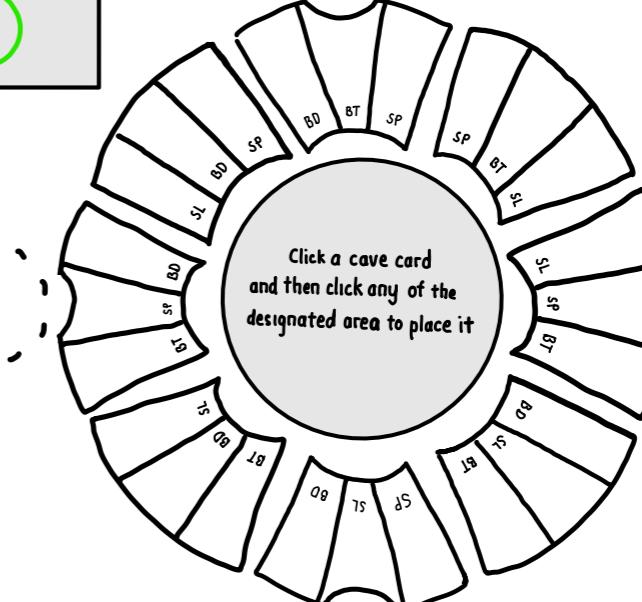
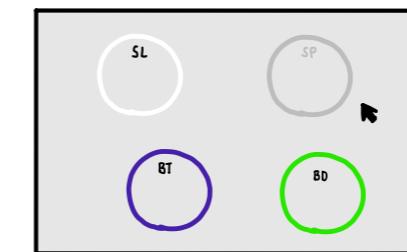
After player finish arranging volcano cards :

## Interaction # 2 : player arranging cave card

1

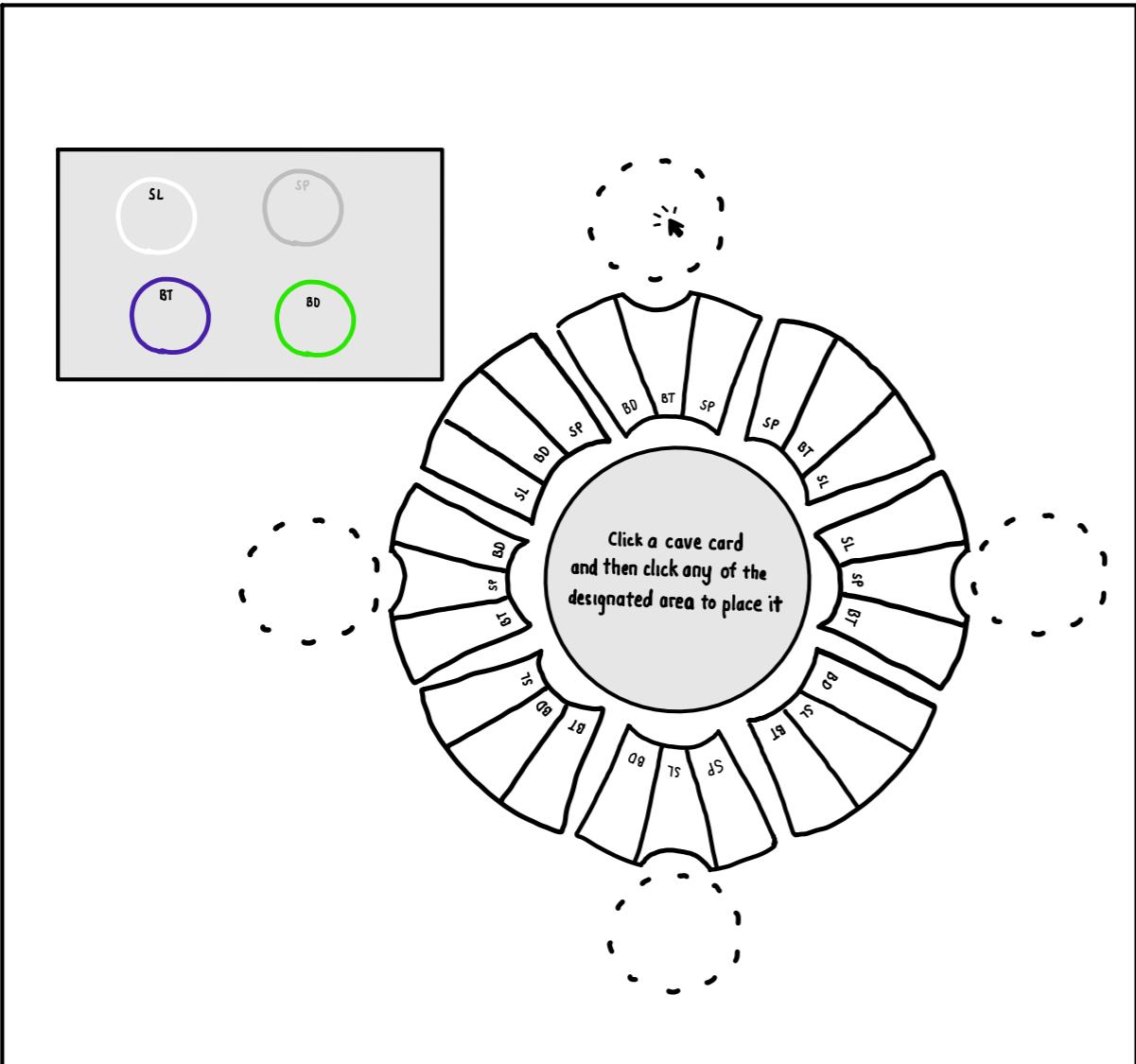


2

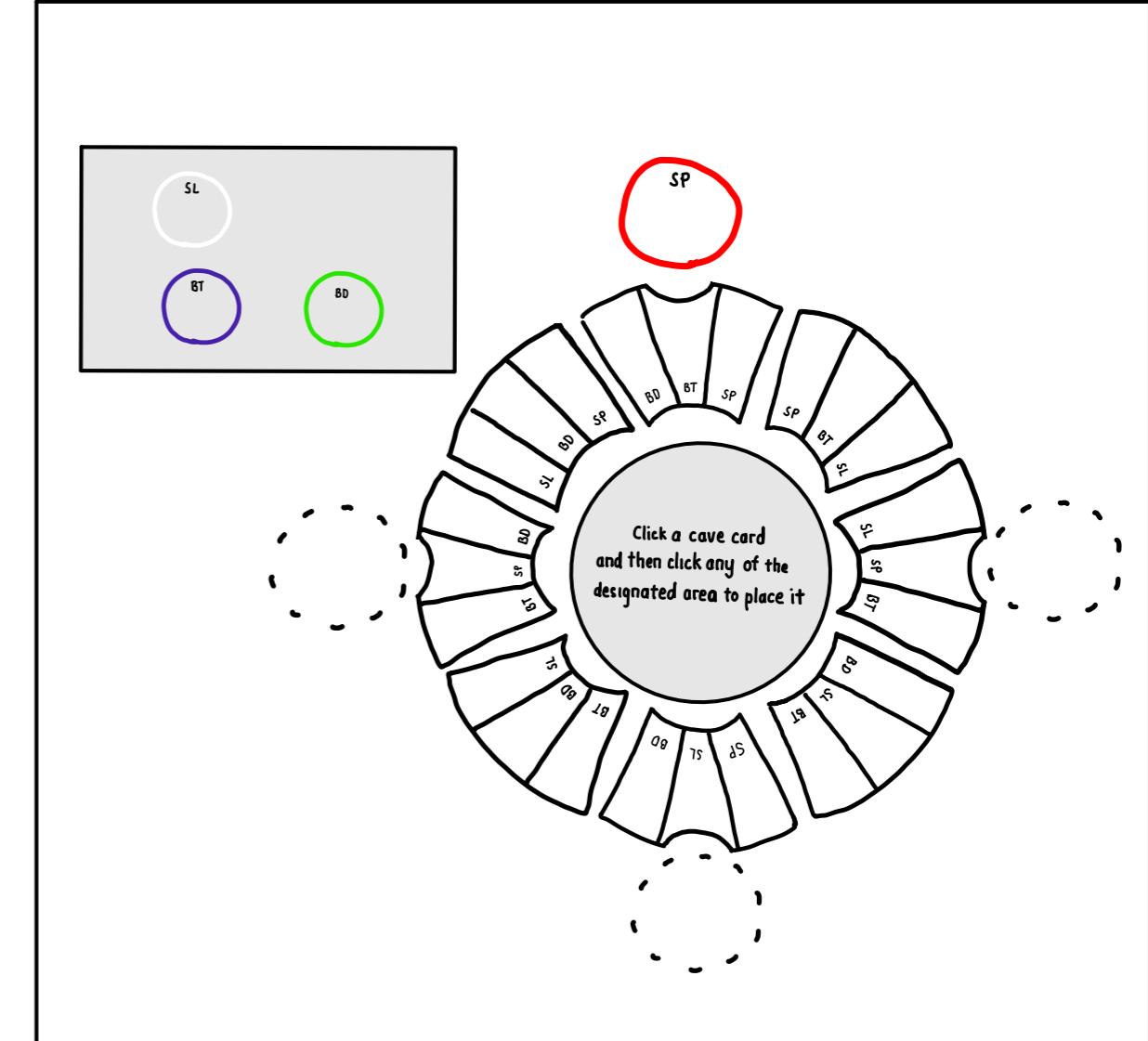


# Interaction # 2 : player arranging cave card

3



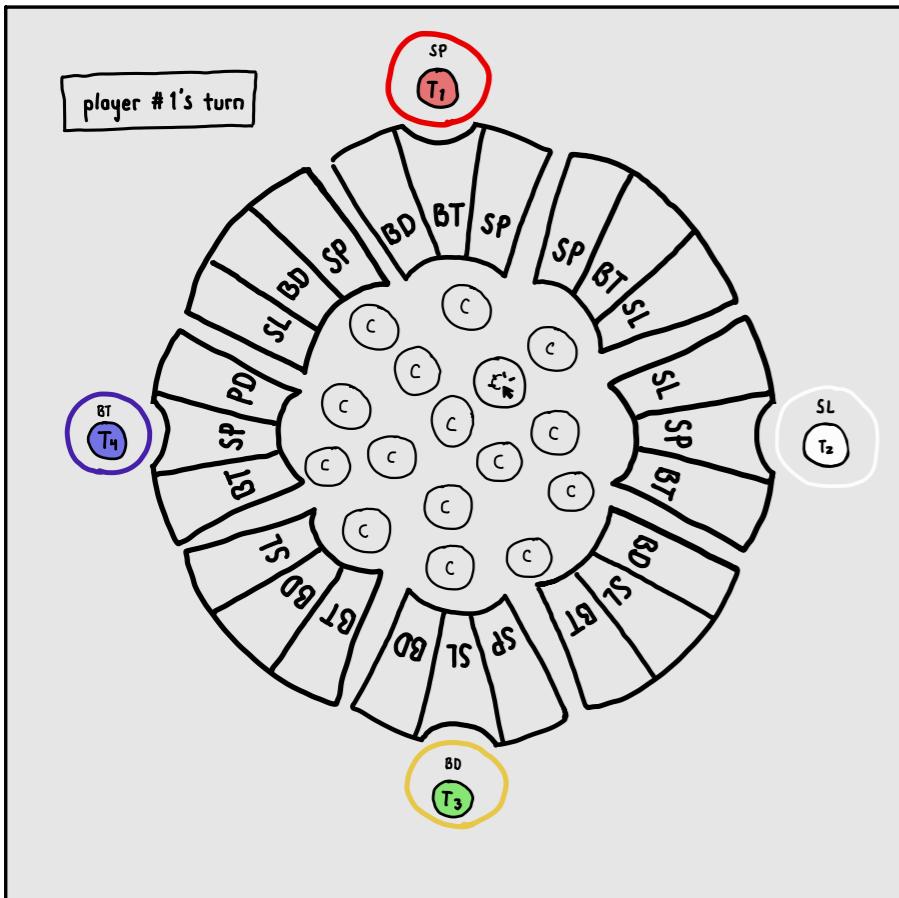
4



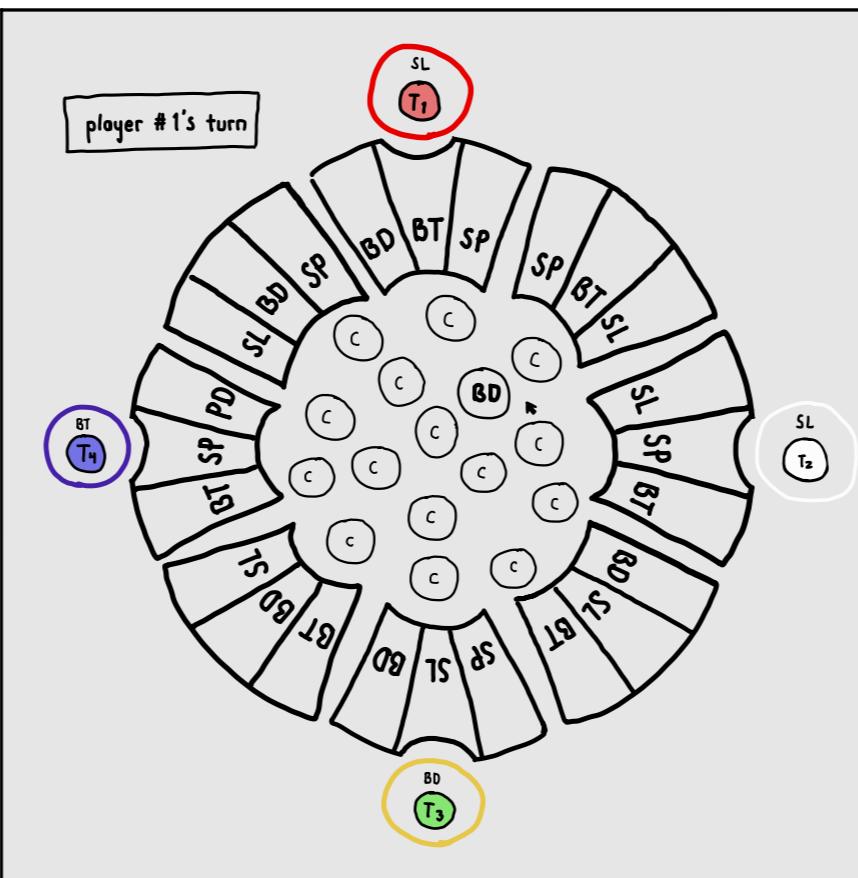
**Basic in-game interaction :**

# Interaction # 1

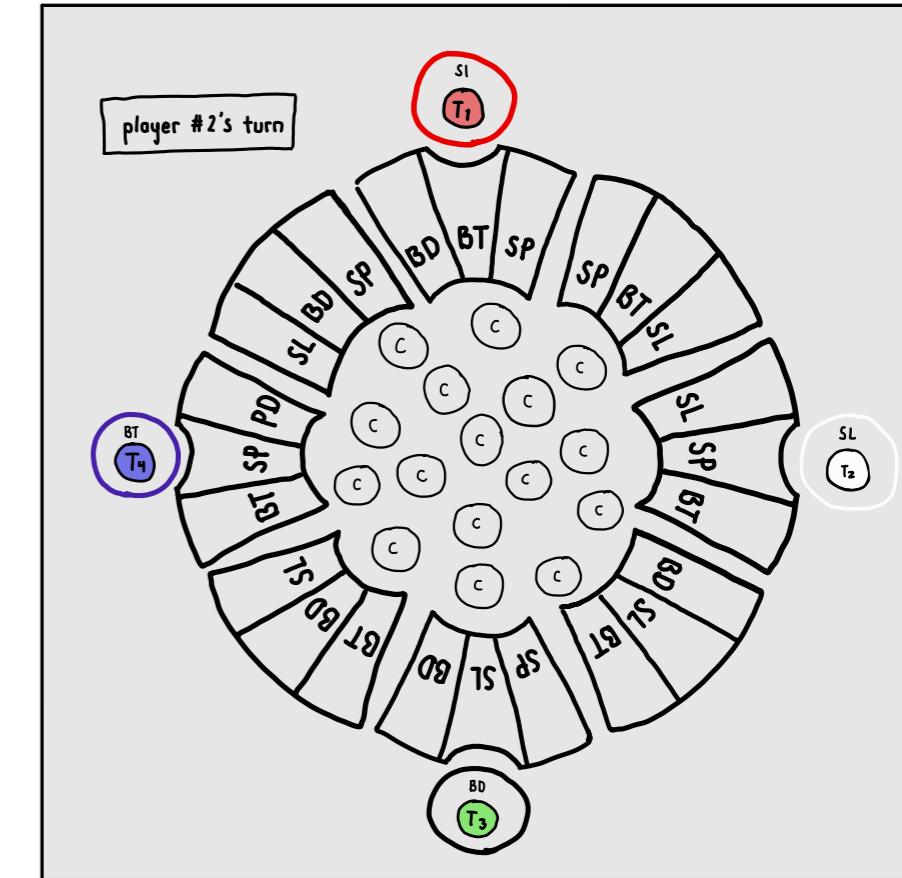
① player # 1 choose a chit card



② chit card revealed



③ chit card flipped back

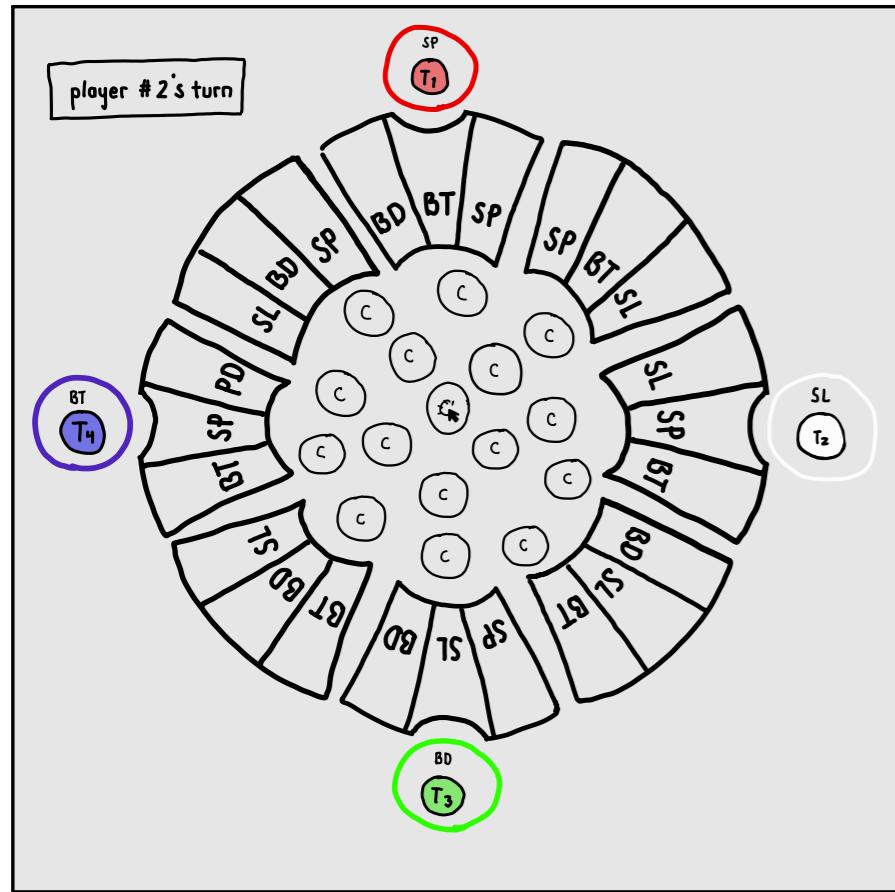


- because the animal on the chit card didn't correspond with the one in their cave, player 1 remain in its cave

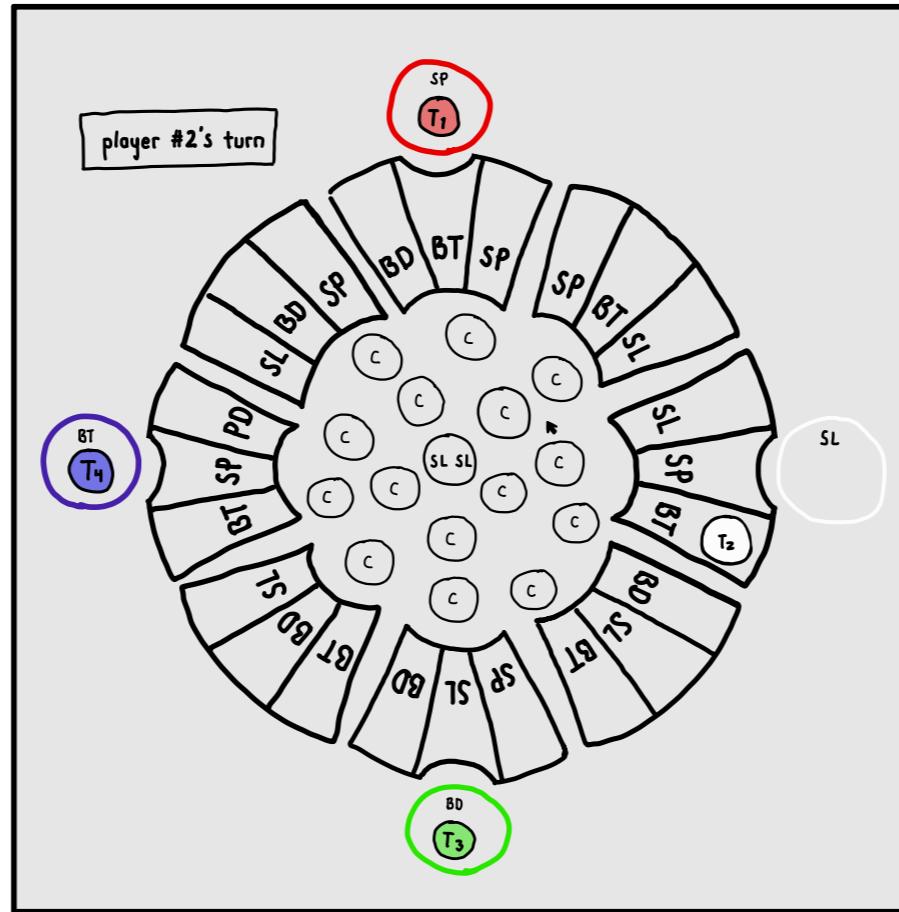
- player's turn ends upon selecting an unmatched chit card and chit card is flipped back  
- now its player 2's turn

# Interaction # 2

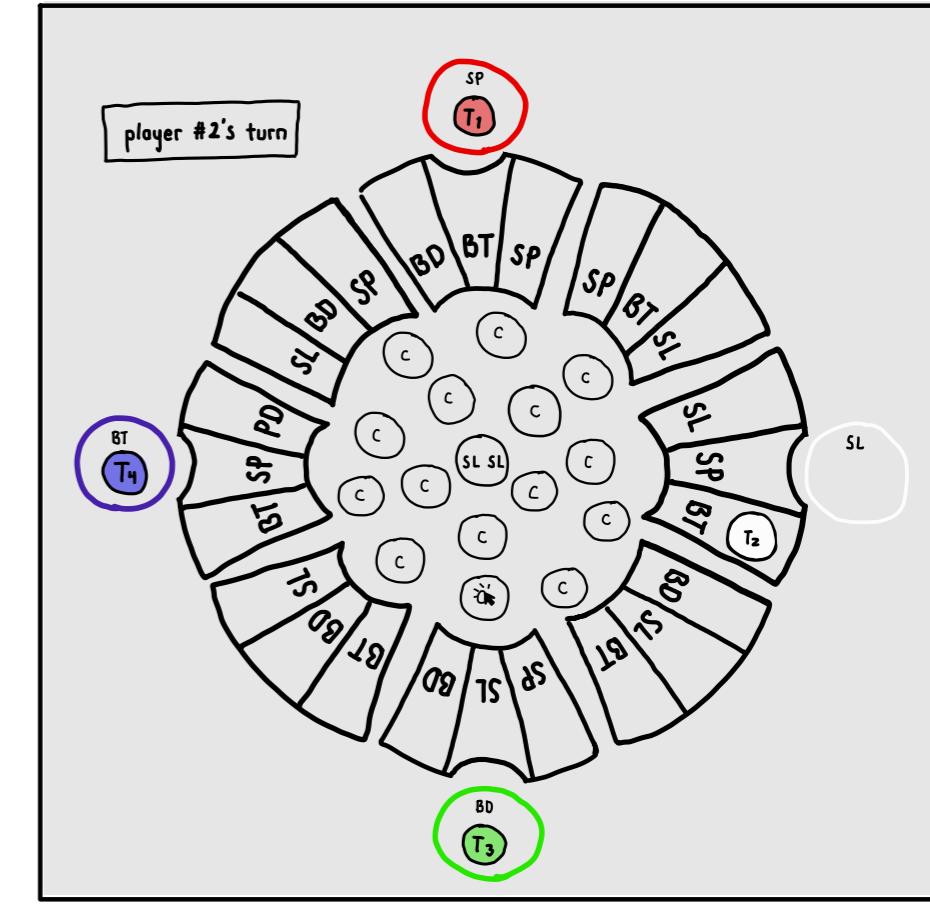
① player #2 choose a chit card



② chit card revealad and token move



③ player #2 choose another chit card

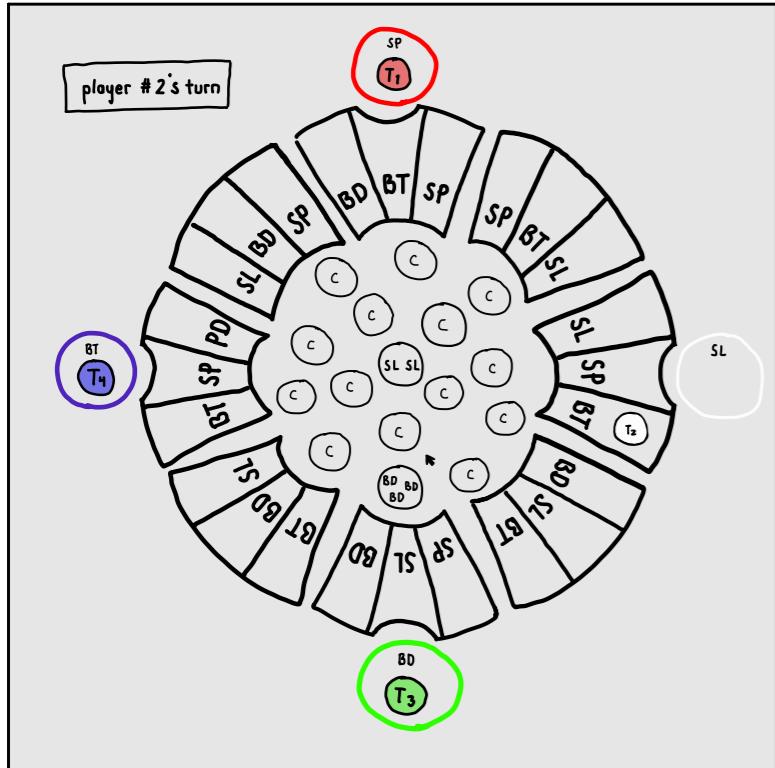


- player 2's token advances two step from its cave as the animal on the chit card matches the one in its cave and displays a quantity of two.

- since player 2 previously selected a matching chit card, they may choose another one
- the previously chosen card remains flipped

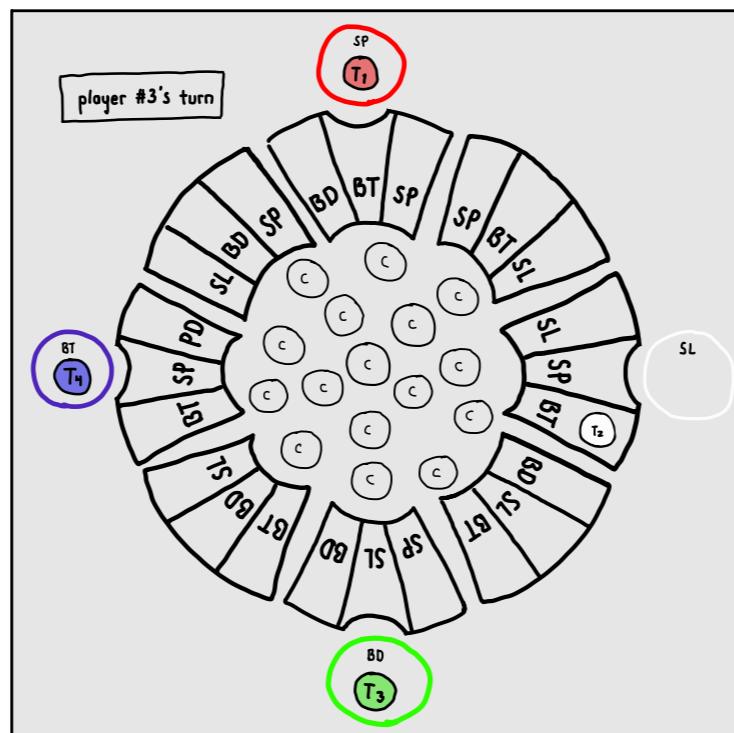
# Interaction # 2

4 second chit card revealed



- since the animal on the chosen chit card doesn't match the tiles where player 2's token currently reside , they remains where they are and their turn ends

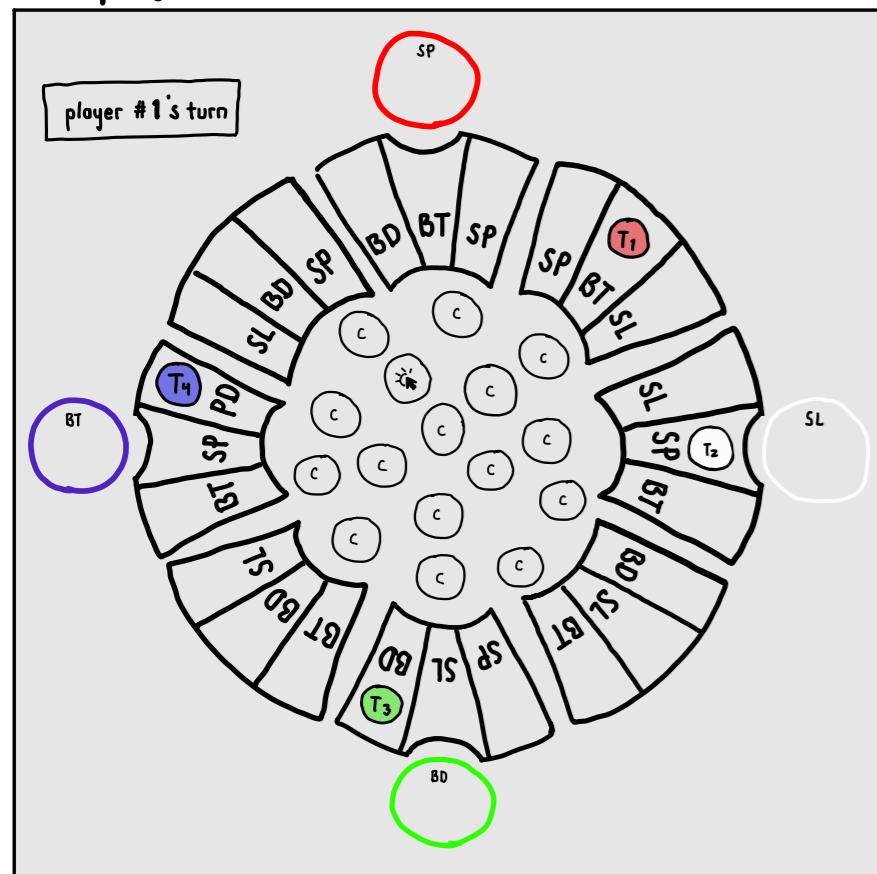
5 chit card flipped back



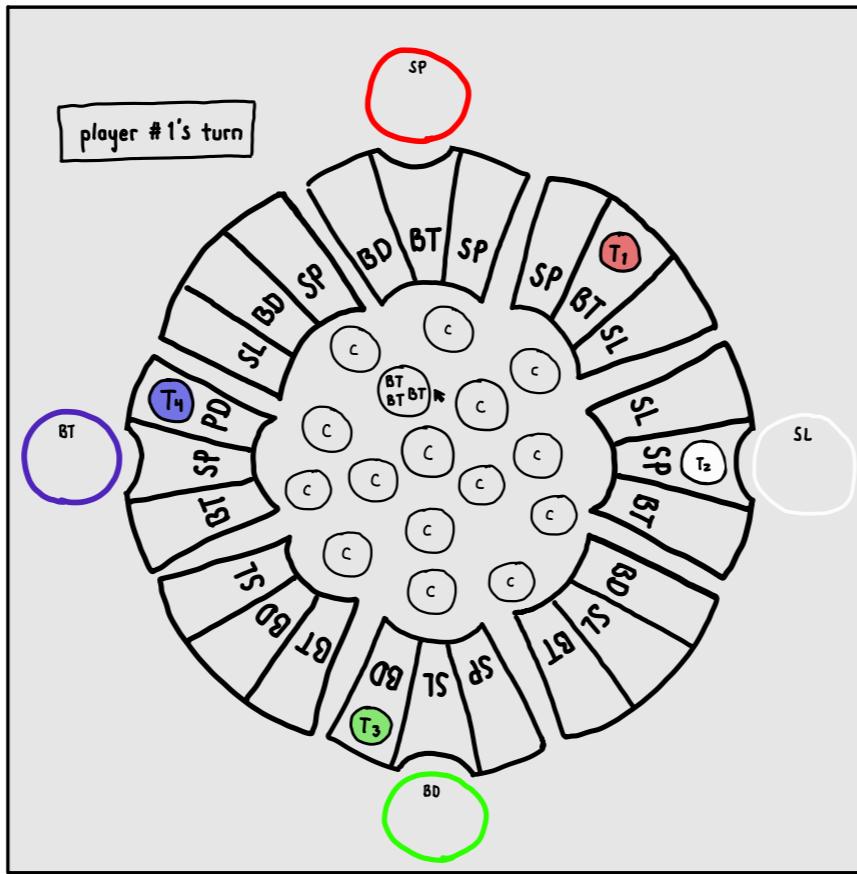
- player's turn ends upon selecting an unmatched chit card and chit card is flipped back  
- now its player 3's turn

# Interaction # 3

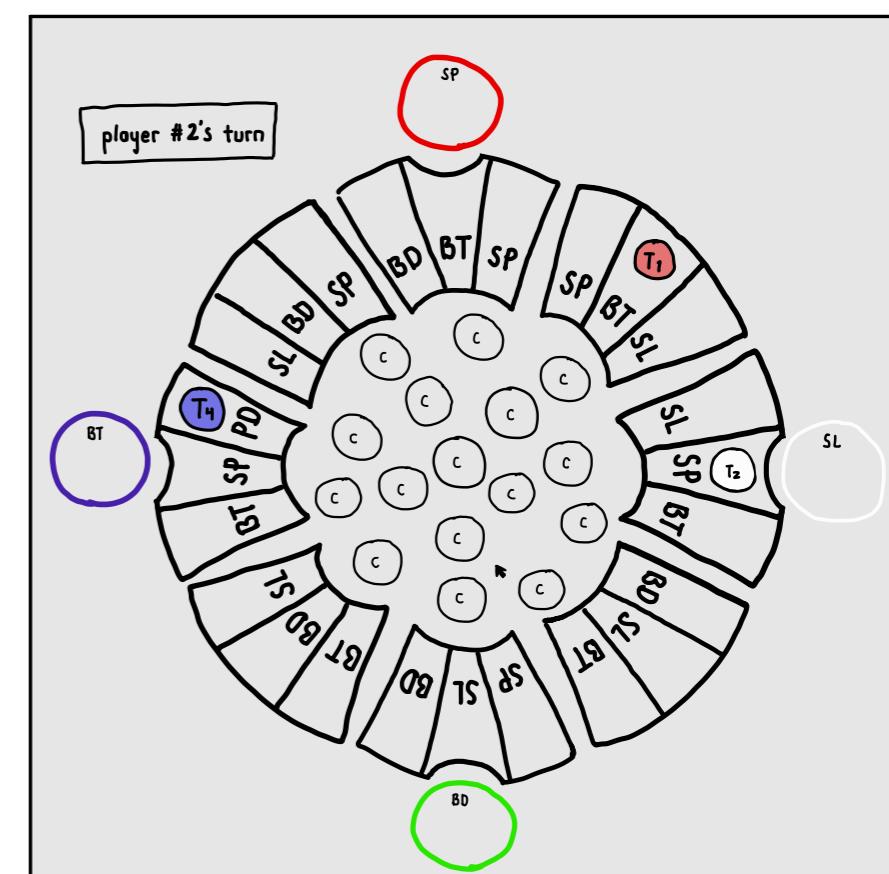
1 player # 1 choose a chit card



2 chit card revealed



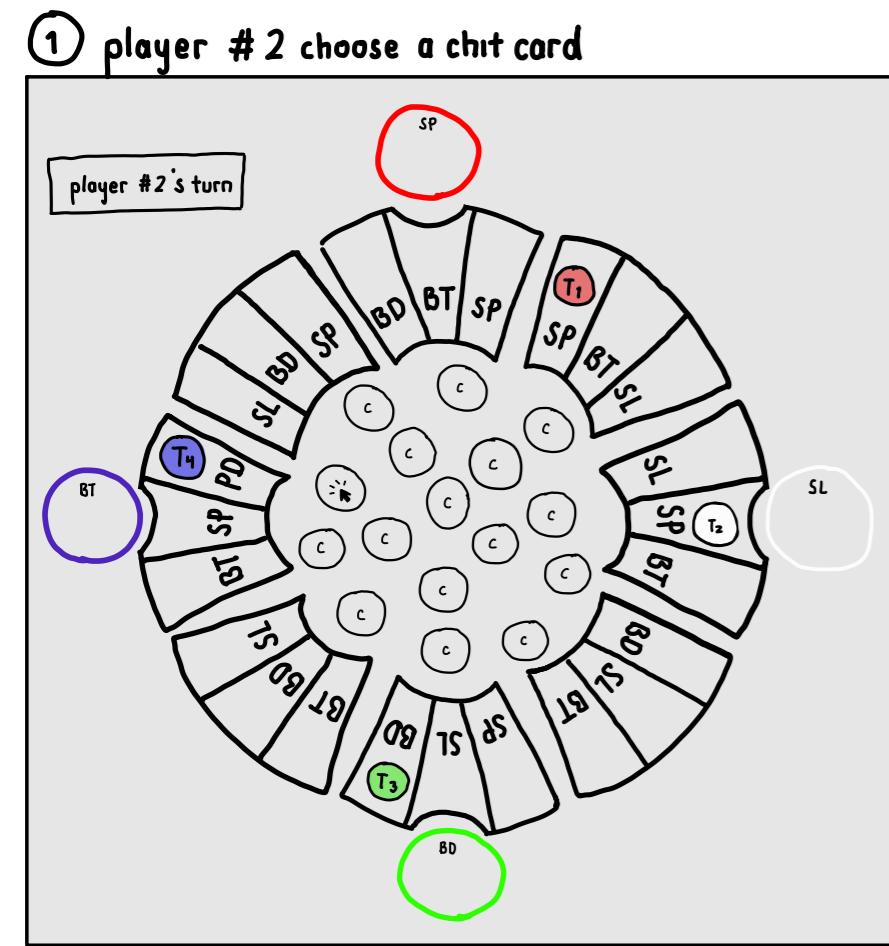
3 chit card flipped back



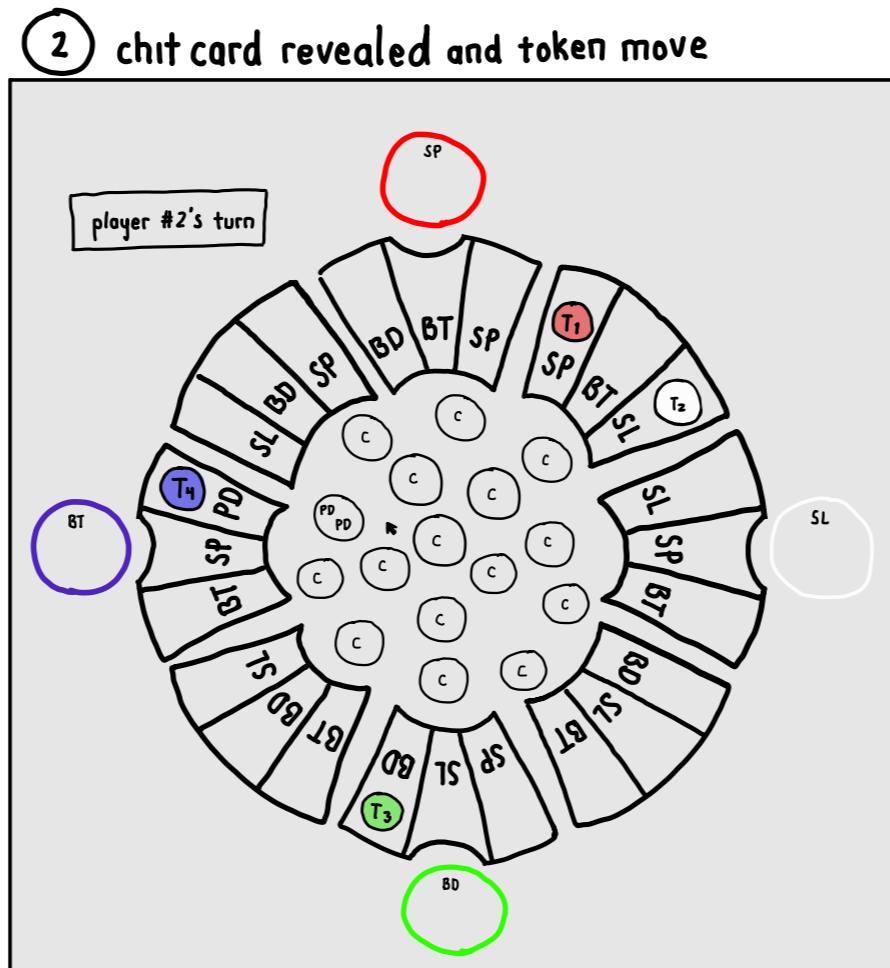
- player 1 should advance three steps according to their chosen chit card , but as token player 2 already on the target tile , player 1 token remain in its place

- chit card flipped back and now it is player 2 turn

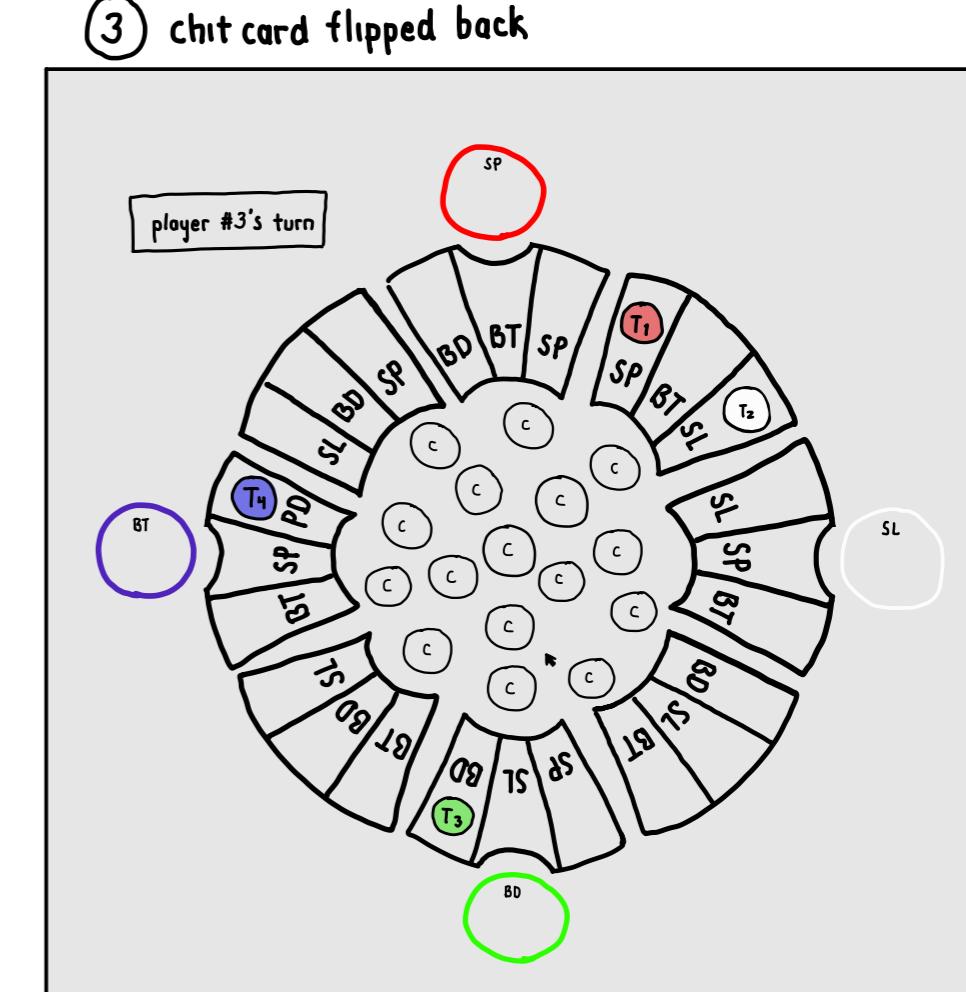
# Interaction # 4



① player #2 choose a chit card



## 2 chit card revealed and token move

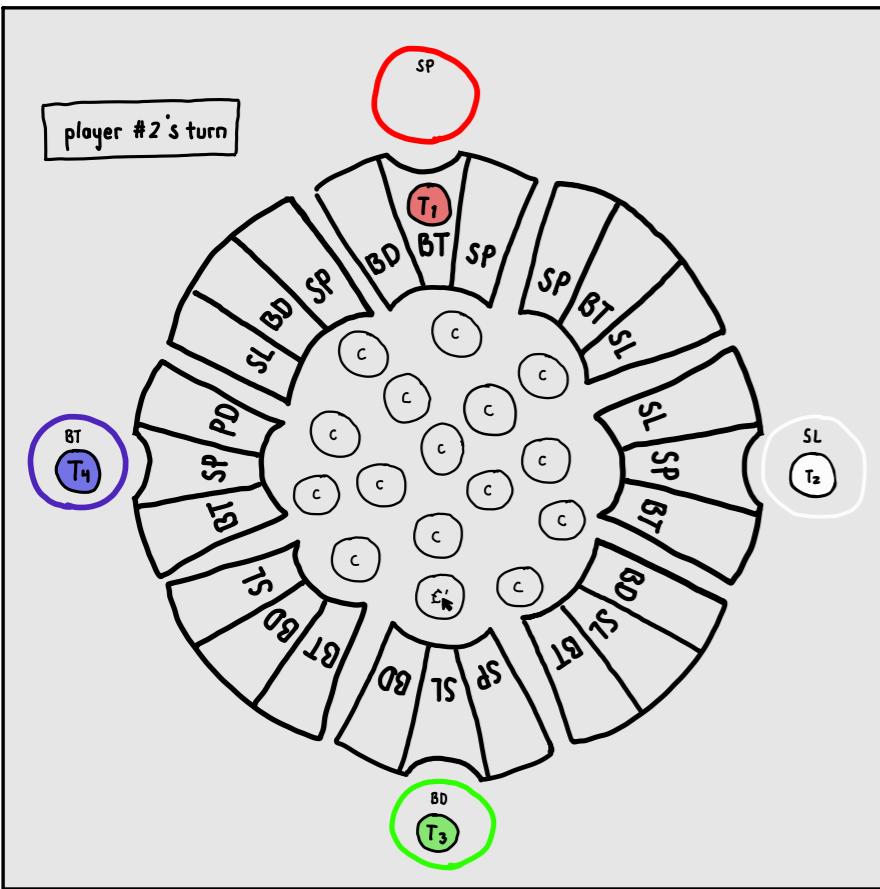


③ chit card flipped back

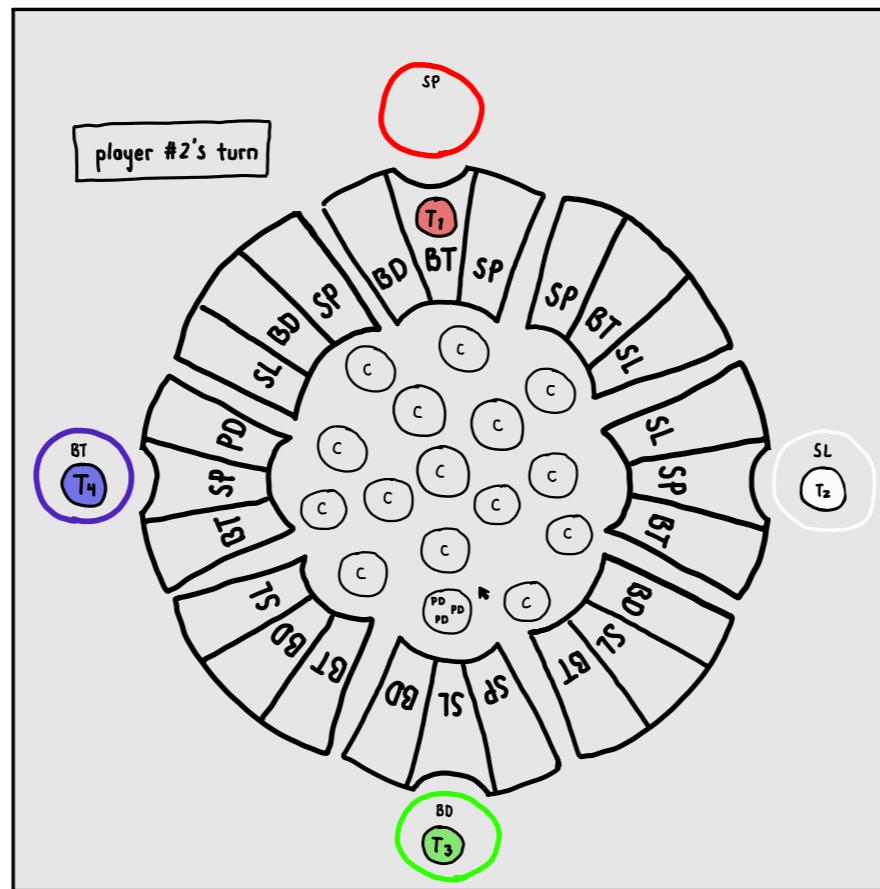
- player 2's token moves back two step as the revealed chit card is two PD ( Pirate dragon )
- player 2's turn ends upon selecting a pirate dragon chit card

# Interaction # 5

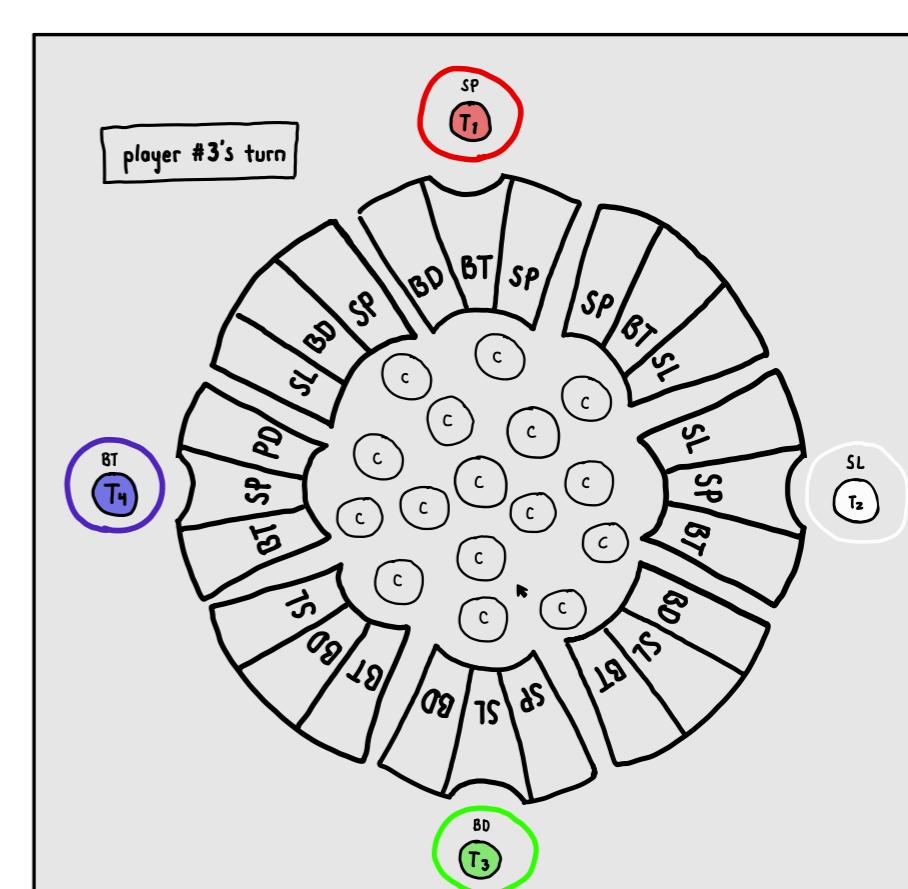
① player # 2 choose a chit card



② chit card revealed



③ chit card flipped back

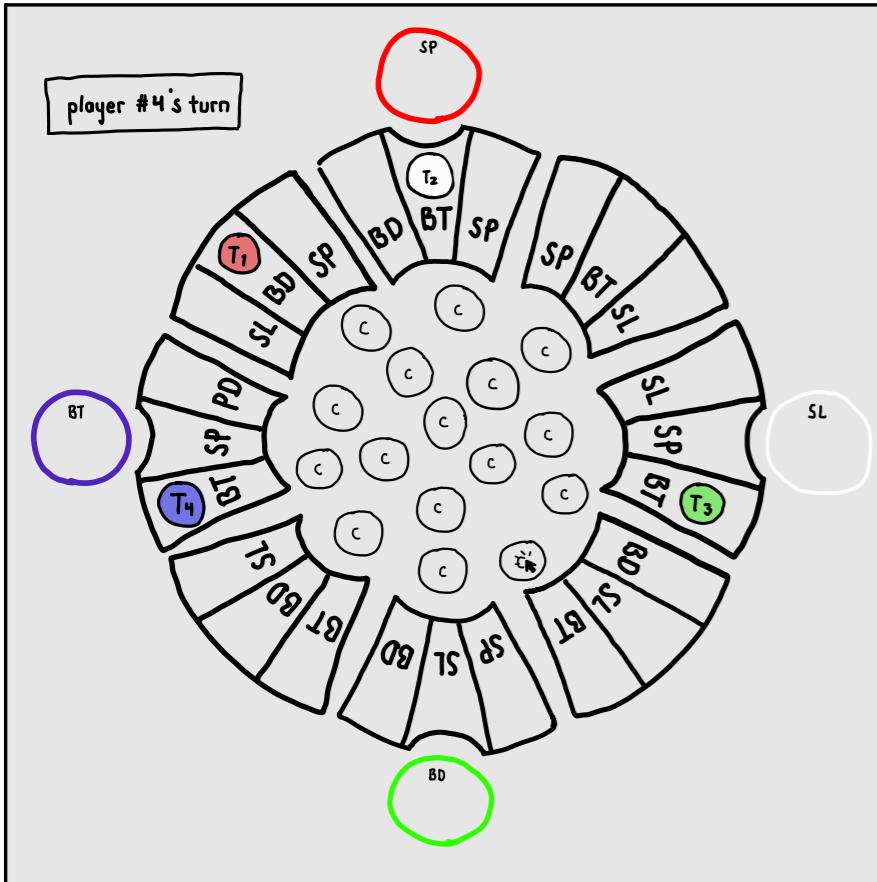


- the three PD (Pirate Dragon) is chosen , but since player 2's token still in its cave , nothing happen
- player 2's turn ends upon selecting a pirate dragon chit card

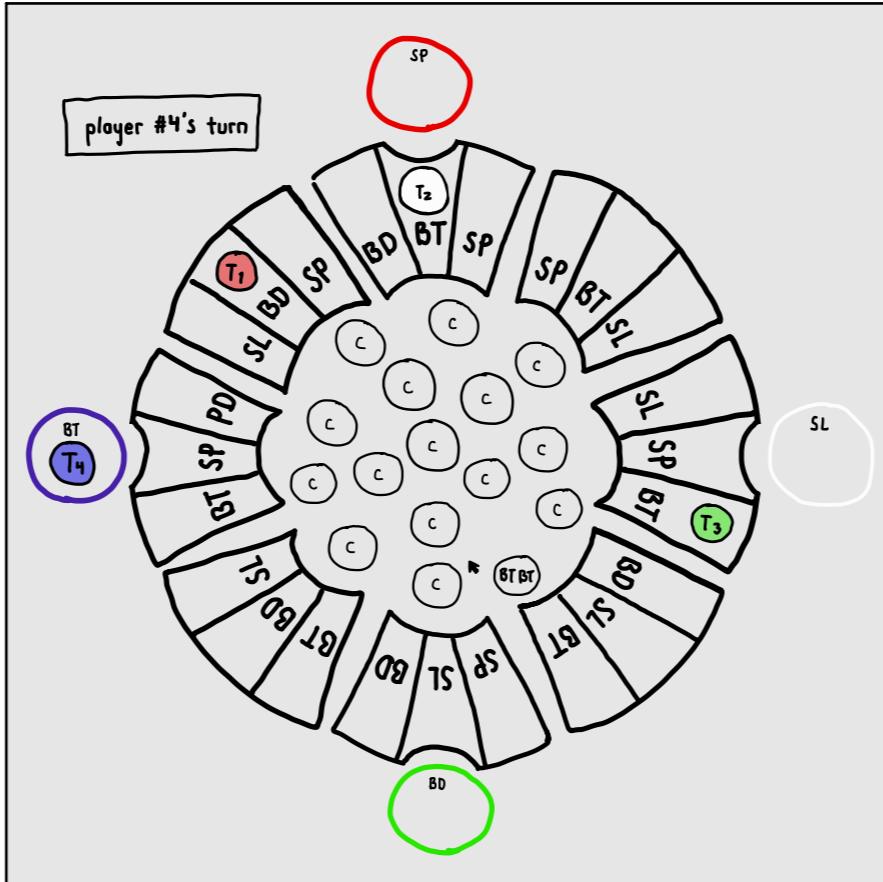
- chit card flipped back and now it is the next player turn

# Interaction #6

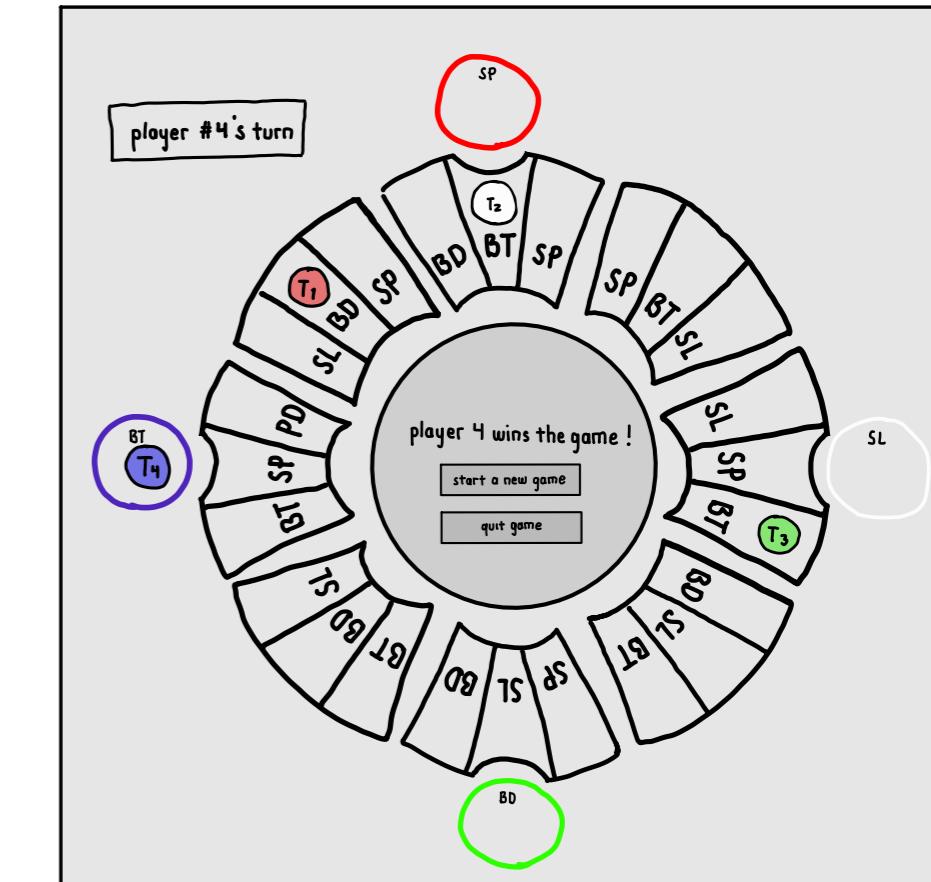
① player #4 choose a chit card



② chit card revealed and token move



③ winner announcement pop up

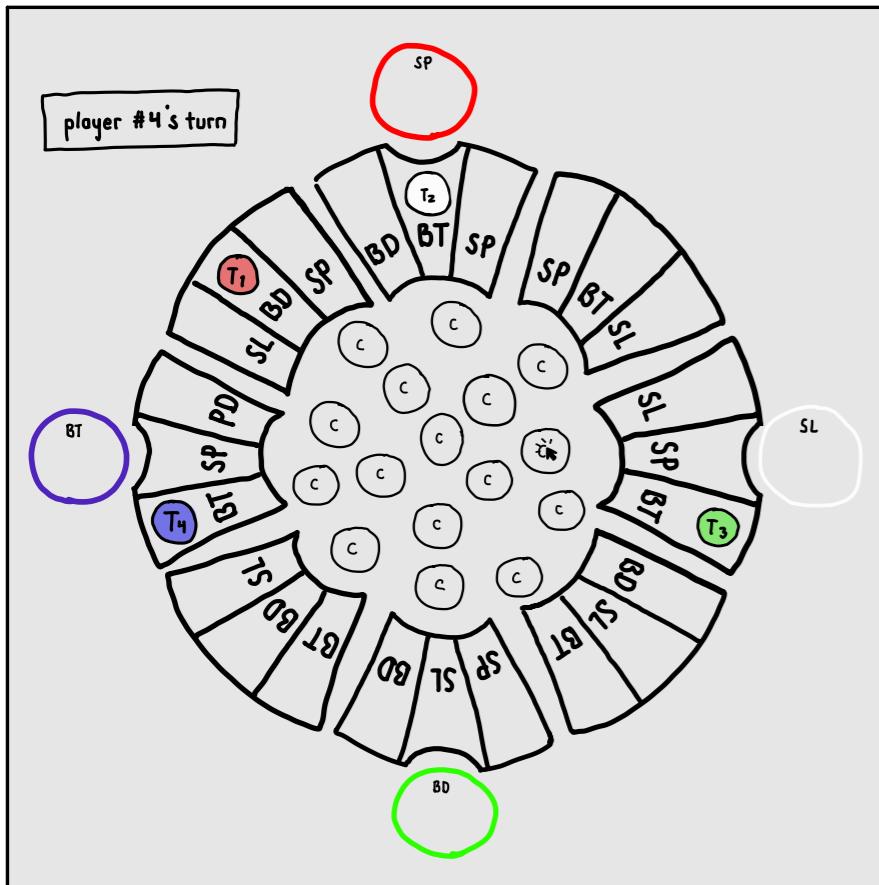


- quantity of animal in the chit card is exact number needed to get into the cave

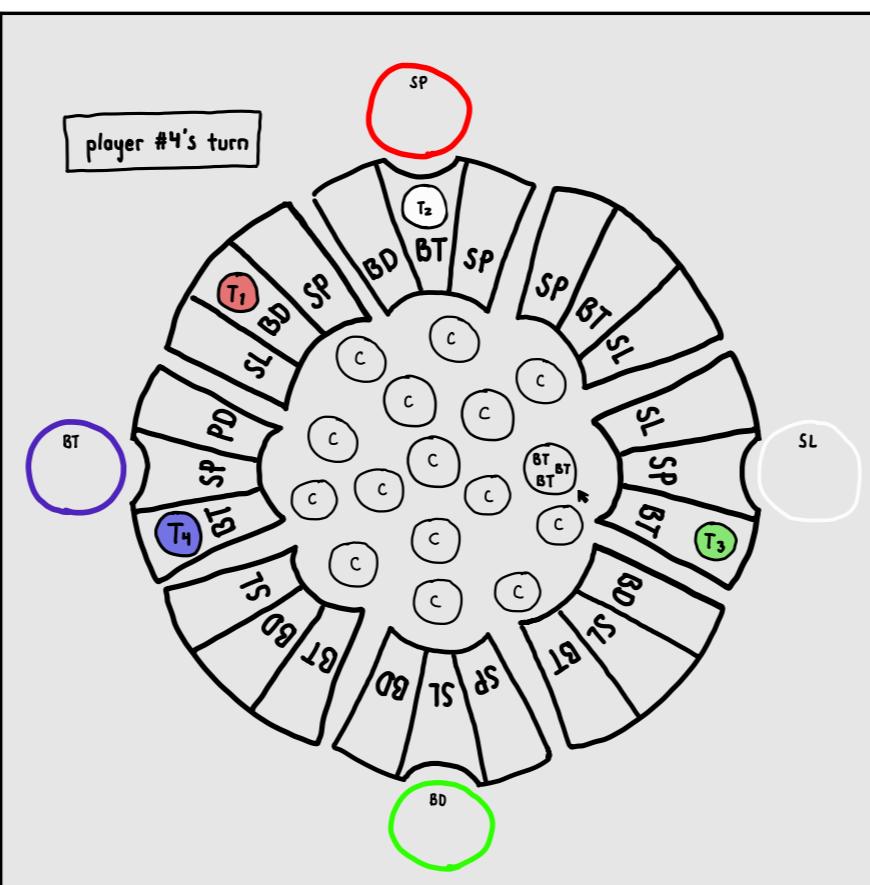
- player 4 return to its own cave and win the game

# Interaction # 7

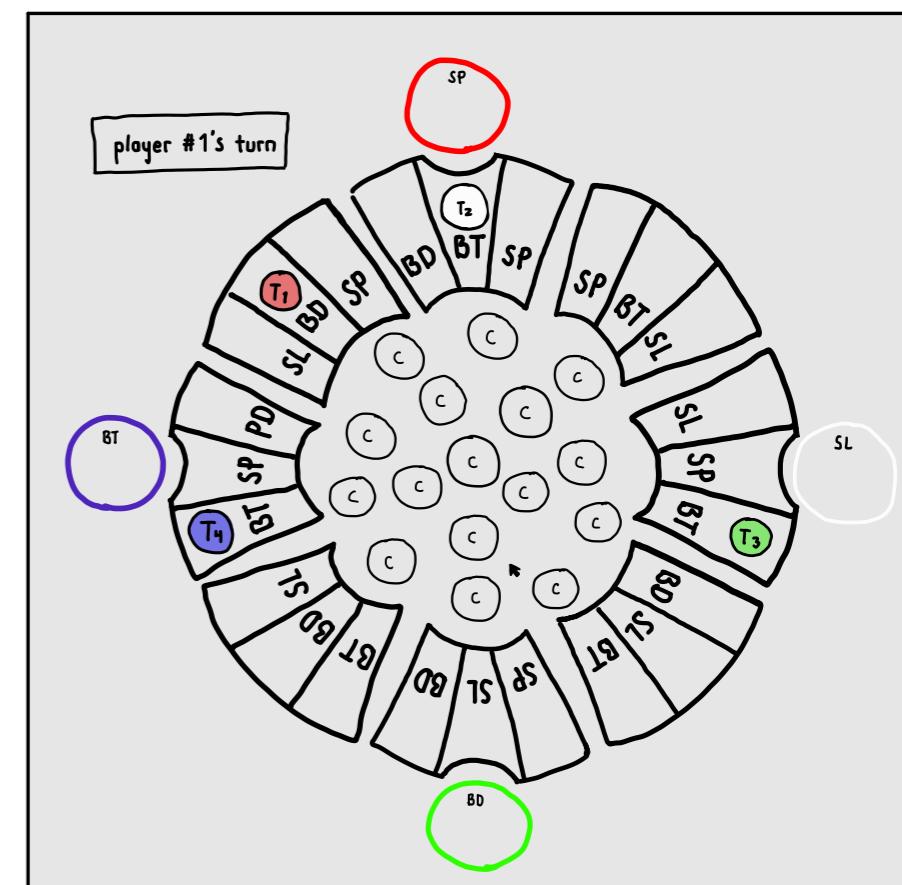
① player #4 choose a chit card



② chit card revealed



③ chit card flipped back



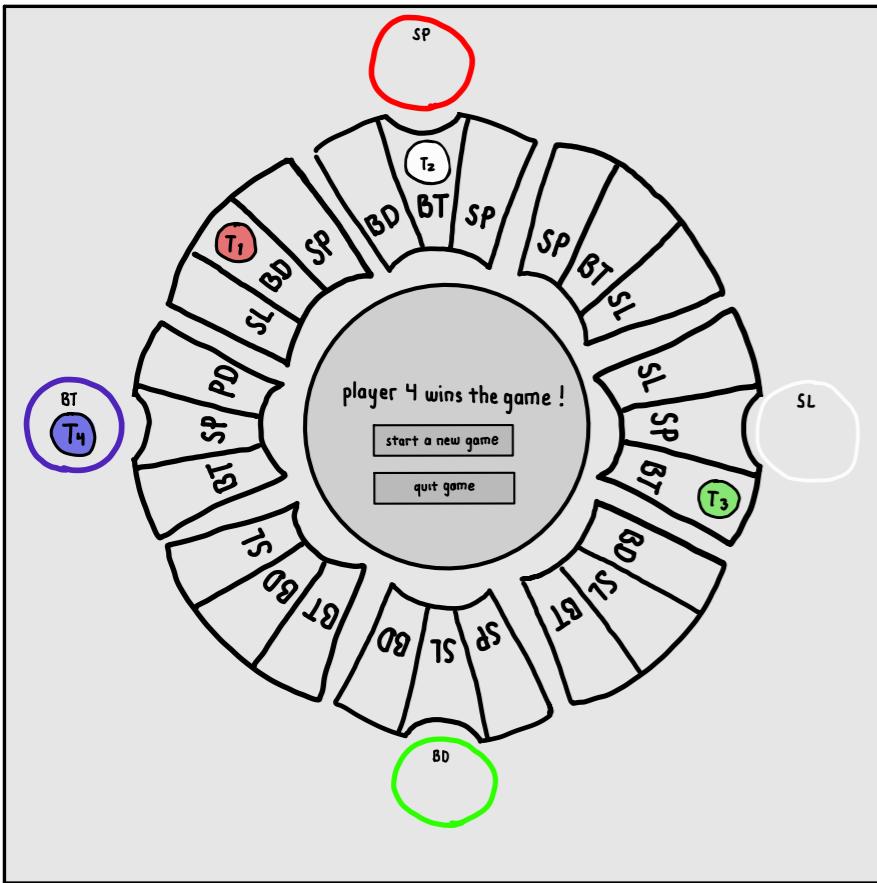
- player 4 only need two step to return to its cave but the chit card indicate three step forward.
- in this case, player's token stay in their tile.

- chit card flipped back and now it is the next player turn

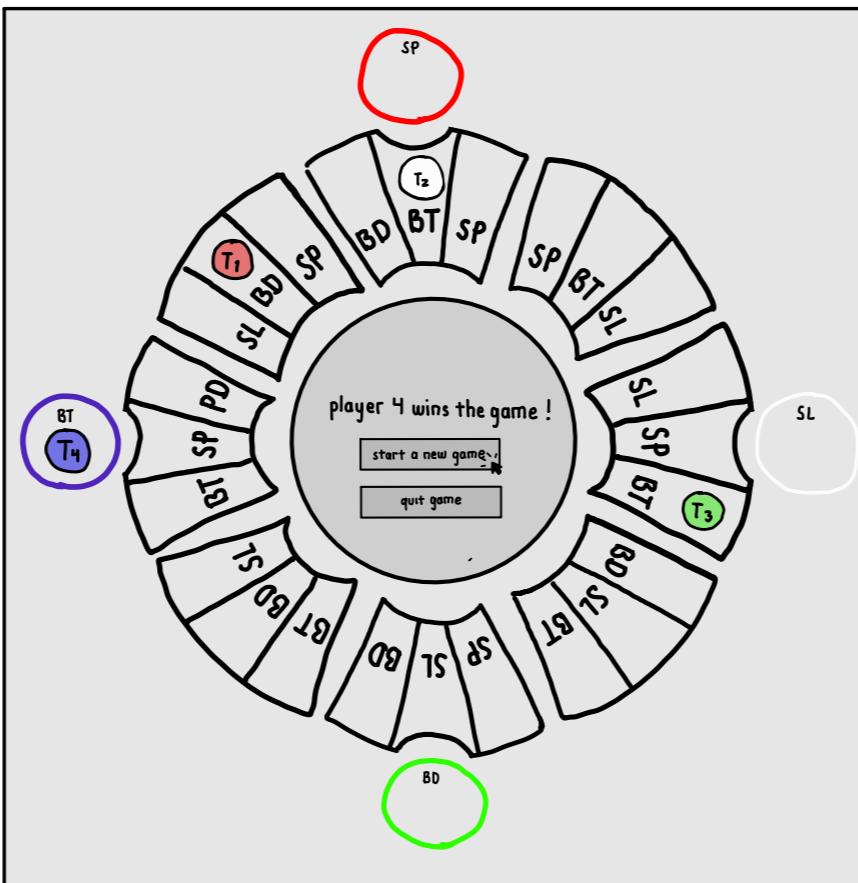
**Post - game interaction :**

# Interaction # 1

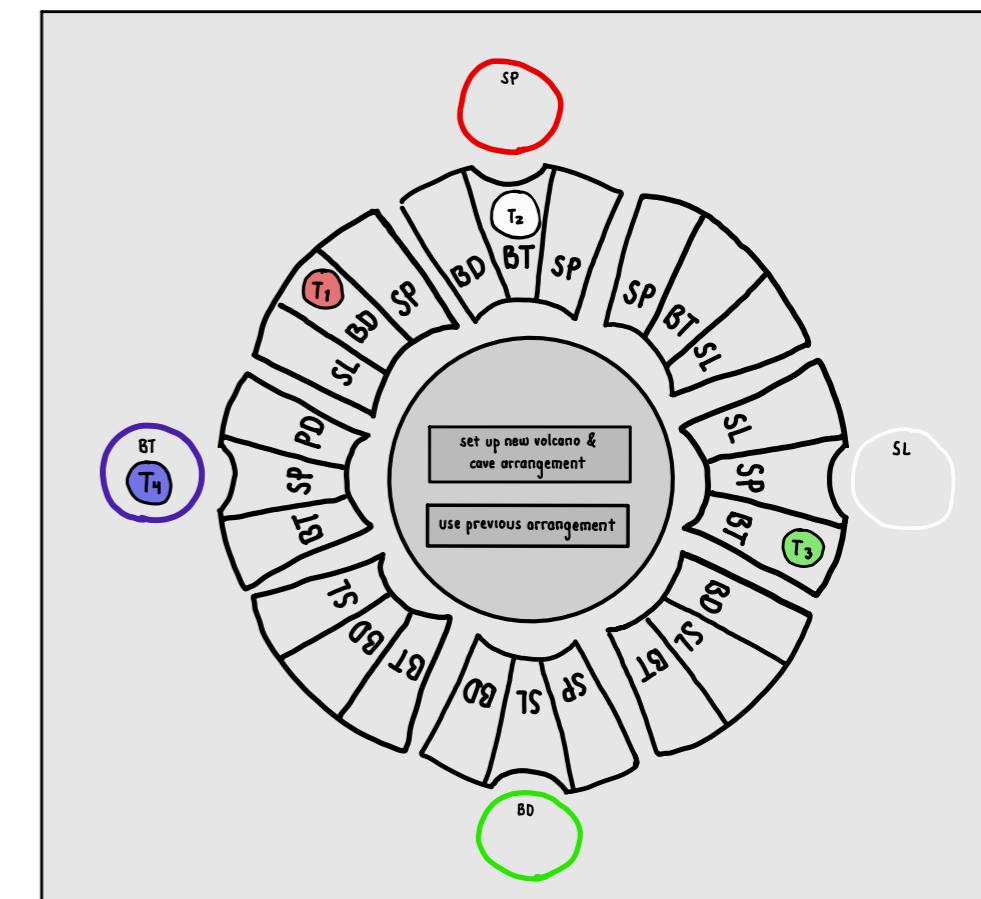
① A player has win the game



② player choose to start a new game

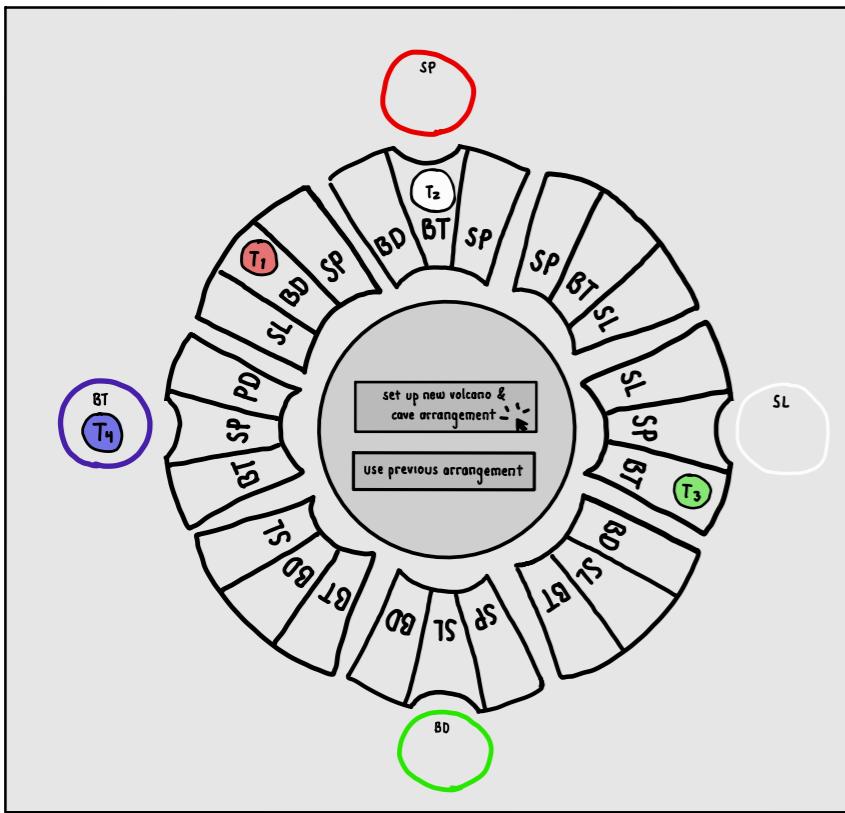


③ player get to choose to arrange a new board

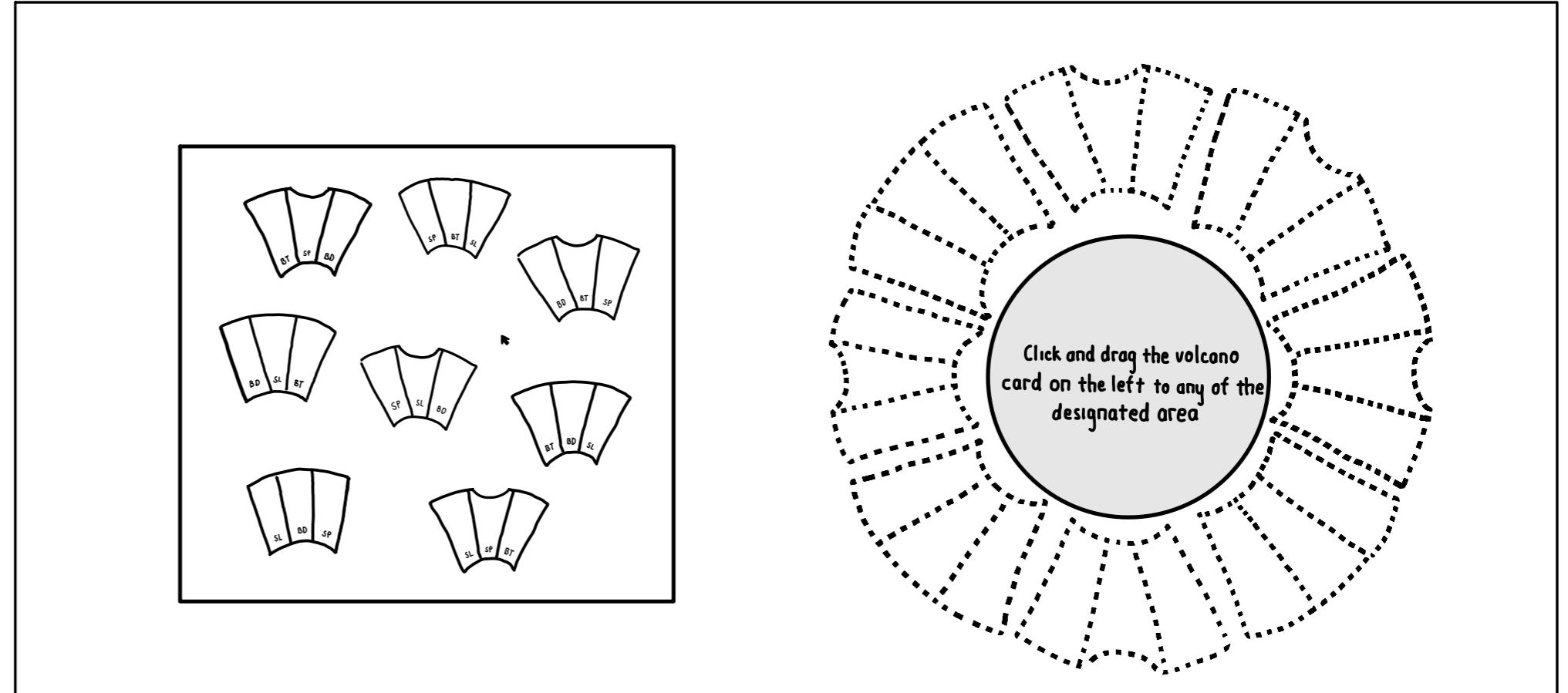


# Interaction #2

- ① player choose to set up new volcano card arrangement

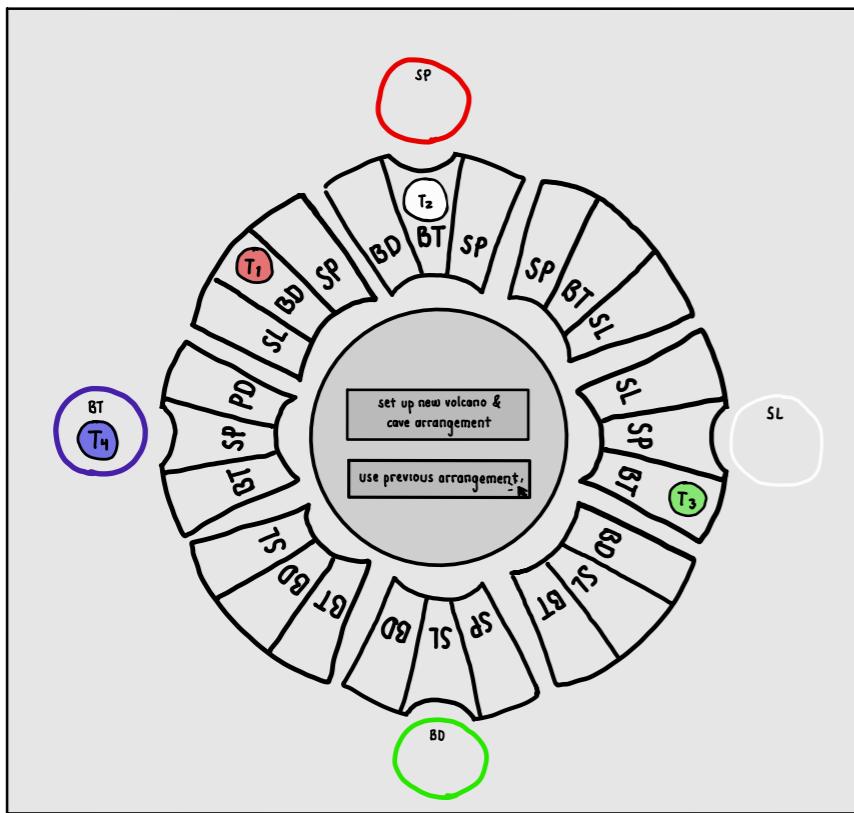


- ② back to interaction #1 of setting up a gameboard



# Interaction #3

① player choose to use previous arrangement



② Back to initial set up

