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FIERY DRAGONS

炽热巨龙 · Drachenstark

Fort comme un dragon · Fuerza de dragón



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Fiery Dragons

ENGLISH

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

Author: Wolfgang Dirscherl
Illustrations: Felix Scheinberger
Length of the game: approx. 15 minutes

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 which dragons can withstand the heat! Who will get their dragon around the volcano first and be the fiery winner?

Contents

- 4 dragons
- 4 caves
- 8 volcano cards
- 16 dragon cards
- 1 set of game instructions



Aim of the game

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

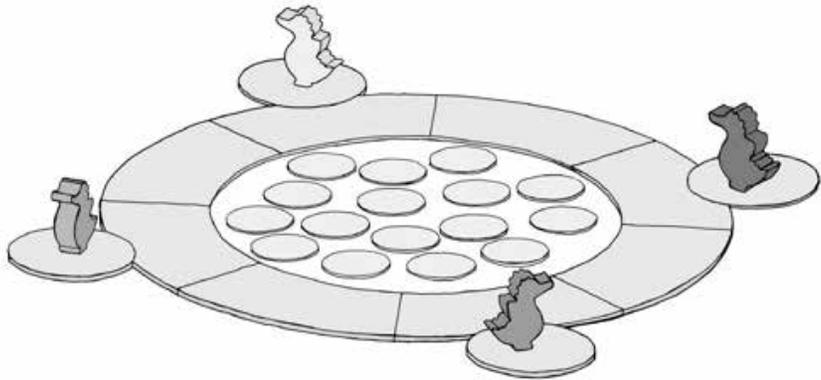
Preparation of the game

First you have to assemble the volcano.

Create the volcano circle by alternating a volcano card with a cutout for the cave to a regular volcano card. Use all 8 volcano cards as shown below.

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

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



Hint: If only two players use the caves at opposite sides.

How to play

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.



Turn over a round dragon tile 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. The dragon tile will show two or three animals.

If you want to push your luck and continue, you can now turn over another round dragon tile to search for the animal your dragon now stands on. If you wish to stop then turn over the dragon tile card and it is the next player's turn.

- **A different animal?**

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

- **A dragon skull & bones?**

Be wary of the dragon skull & bones! If you turn over this card, leave it face up and then move your dragon backwards as many skull & bones are shown.

Then decide if you want to continue your turn and turn over another dragon tile to search for the animal you are now standing on. If not, then turn over all tiles and it is the next player's turn.



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, turn over 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

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.