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PREFACE

As part of a end of year project to be carried out alone during my Game Design studies at ARIES school, I had the task of imagining an ambitious game and describing its universe, writing its scenario, explaining its game mechanics as well as shaping some examples of Level Design.

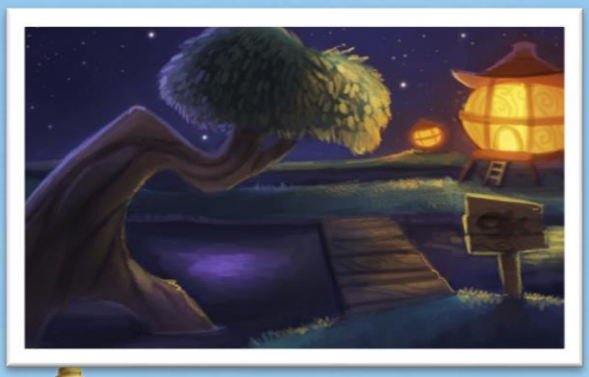
The main constraint was to have the PC as a platform with an Xbox One controller as controller.

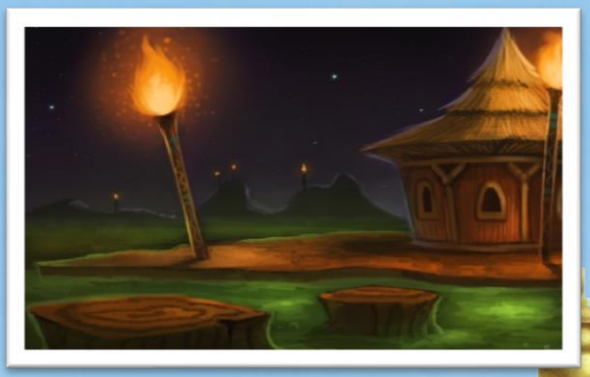
So I had to create a game concept that met expectations, but with a minimum of ambition.

I had a 14 day period to produce a file of between 20 and 40 pages.

The Level-Design was to be carried out as follows:

- A top view under Visio
- Then done under Sketchup in 3D





INFORMATION SHEET

Title : DRAGONS

The Three Kingdoms

Genre : Platformer, Action

Theme : Dragons, Reflexion, Comedy, Linear

View : Third Person

Platforms : PC

Players : 1 – 3

Public : Children

Anticipated PEGI : 7+

Target : Players who like to think while having fun

UNIVERSE

CONTEXT

A long time ago, the ancestral dragons ruled the elementary kingdoms and thanks to them, the world was at peace, all peoples were united and happy, it was the golden age.

But one day, a group from abandoned lands infiltrated the palace to steal the royal eggs, hoping to raise these dragons for a day to dethrone the ancestors and take power.

Once the crime was discovered, the raging dragons declared war on the abandoned to recover their precious eggs.

Many years passed, and even though the dragons eventually won the war, the eggs were never found and there were many casualties.

Today, there is only one ancestral dragon left, Evros, who slowly went mad with time and never left his palace. As a result, the kingdoms are now controlled by three large groups of mercenaries, one for each kingdom, and the peoples, once fulfilled, are now tyrannized.

The abandoned, for their part, few remain, and have since entrenched themselves in their lands, slowly rebuilding themselves, raising their three innocent dragons, born of stolen eggs, out of sight.



WORLD MAP

EARTH OF THE ANCIENTS

The Earth of the Ancients levitates entirely in the heavens and is composed of the Celestial Domain as well as the abandoned lands, no one knows what is under the islands.



CELESTIAL DOMAIN



Example illustration of islands in the Celestial Domain (not representative of the

The Celestial Domain includes the Royal Palace of the ancestral dragons, in and around which are located the three elementary kingdoms, three large islands, named after the fact that for each kingdom, its fauna and flora is based on one of the three great elements of the Ancient Land.

ROYAL PALACE



Example illustration of the Royal Palace

The Royal Palace has always belonged to the ancestral dragons, the masters of the Celestial Domain, and is a small island with a large castle surrounded by calm waters on top.

In the past, most dragons lived there, but since the end of the war, only one remains, the great dragon Evros.

KINGDOM OF OCEANS



Example illustration of the Kingdom of Oceans

The Kingdom of Oceans is a world composed mainly of water, but also having some beaches or swamps on the surface.

This kingdom brings food to the Celestial Domain and lives there all kinds of aquatic or amphibian species.

KINGDOM OF STORMS



Example illustration of the Kingdom of Storms

The Kingdom of Storms is a hostile world constantly surrounded by a large layer of thick clouds, and storms are constantly roaring inside.

This kingdom brings electricity to the Celestial Domain, and there live those who are not afraid of lightning and know how to handle it.

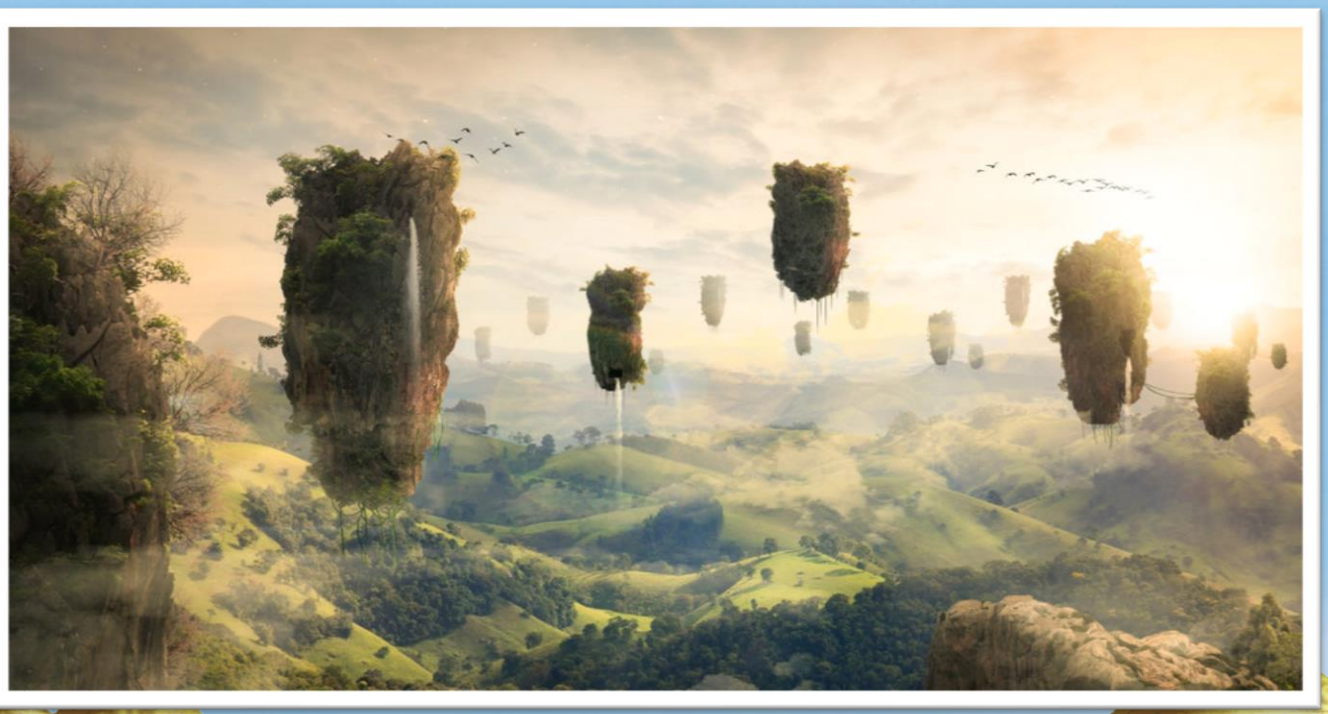
KINGDOM OF VOLCANOES



Example illustration of the Kingdom of Volcanoes

The Kingdom of Volcanoes is the most dangerous world, the earth's crust is made up of volcanoes, most of which are erupting.

But this is where you can find the great gemstone mines, the common currency of the Celestial Domain, and only the species that know how to mine live in the Kingdom of Volcanoes, without them, the economy of the three kingdoms would no longer exist.



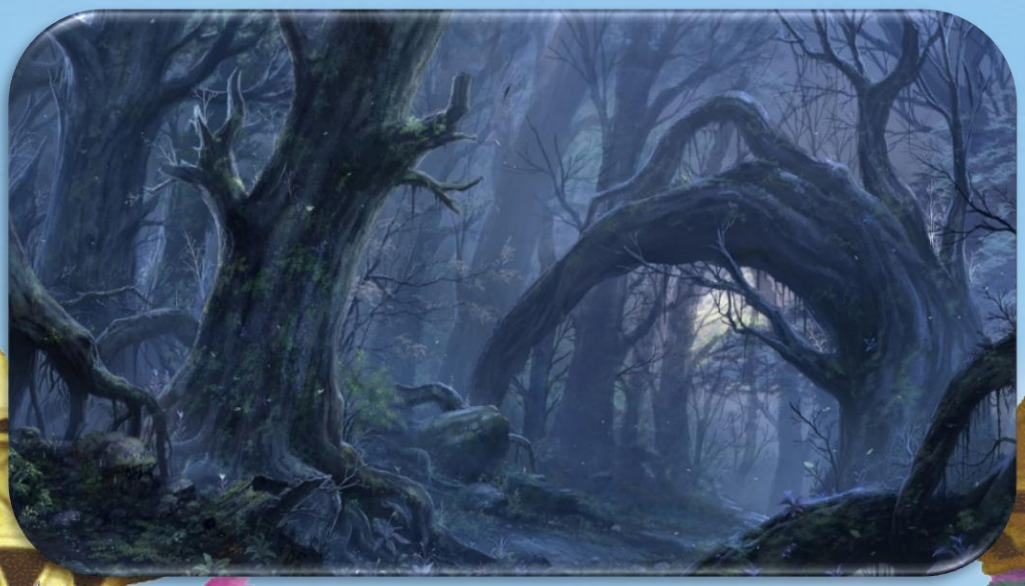
ABANDONED LANDS

The abandoned Lands are located well after the Kingdom of the Seas and are accessible only by this kingdom, and hosts all the rejected, exiled, enemies of the Celestial Domain there.

Before the war it was a place full of vegetation and life, with endless forests. But since then, everything has been burned and destroyed by the ancestral dragons, except for a forest, where the last abandoned village is located, as well as the stolen dragons.



Example illustration of the Abandoned Lands before the war



Example illustration of the Abandoned Lands after the war

SYNOPSIS

You play one of the three elementary dragons, Saphira, a dragon that masters lightning, Thorn, a dragon that masters fire or Moon, a dragon that masters ice.

Raised in the last abandoned village, unaware of your true history, you live a happy and harmonious life together with the other villagers.

Until the day when, coming back from a walk in the woods, you see big clouds of smoke in the distance, coming from the village, you then run to the end of the forest, but you arrive too late.

Your village is on fire, you rush to find survivors, but at first sight the villagers have all disappeared.

But there, under the debris of the hut, you see Tortimer, the village chief, you run to him, trying to save him, but alas, he barely has time to explain to you who is behind this attack that you get hit from behind.

The mercenaries have come back to capture you and to separate you take you each to a different kingdom.

When you wake up, you only have one thing in mind, to find your family, and thanks to Tortimer, you know what to do.

UNTHRONE EVROS



CONCLUSION

The universe is now settled.

We therefore know that the player will alternate between three dragons, with unique abilities, in different environments still unknown to them, each governed by a clan of mercenaries.

We also know that these characters are motivated by a desire for revenge, but also to discover the past.

The world is also populated by enemies, all different from each other, but also by the native peoples of the three kingdoms that the player must save, as well as the kidnapped villagers of the abandoned village.

Will they in turn help the player to move forward in his quest?

INTENTIONS

DRAGONS started from the intention of creating a simple and fun, but above all exciting game that remains in the memory of players, even years later.

A game that the player can master, and in which he feels rewarded for completing a level, or simply for solving one of the many puzzles or secondary quests.

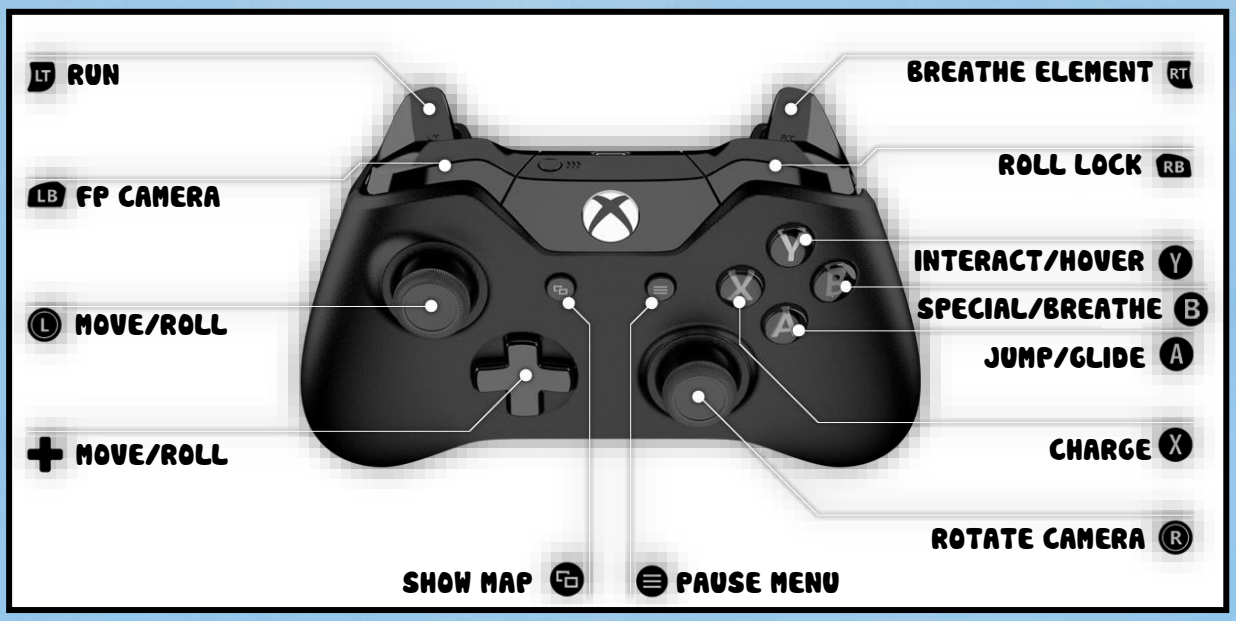
The gameplay is inspired by games such as Spyro or even Croc.



GAMEPLAY

DRAGONS is a game with a Third Person view.

CONTROLS



This game has seven different aspects of gameplay, other than moving, easy to handle, since it is intended for children.

The character moves as a four-legged animal would, if the player decides to go back, his dragon will pivot on his hind legs to turn around.



ELEMENTAL BREATH/SPECIAL

Each dragon masters one of the three elements of the Ancient Earth, lightning (electricity), fire (flame) and water (ice).

By pressing the bumper RT or button B (without having the special ability activated), the incarnated character will spit out his element, which will hurt the enemy in front of him, destroy an obstacle, or solve a puzzle.



To activate his dragon's special ability, the player will need to find an orb of power.

By pressing the button B with the special ability activated, the incarnated character will spit out a larger and more powerful form of his element (ball of fire, ice or electricity).

Special ability is required in some battles, especially boss battles, because it allows more significant damage to be inflicted, or in other special situations.

JUMP/GLIDE/HOVER

The game is a Platformer, so the player will have to jump from platform to platform to complete the level, or glide to reach the most distant ones, to navigate in it.

By pressing A, the embodied dragon will jump, the more the player will keep the button pressed, the higher his character will jump.

If the player presses A again while the dragon is in the air, he will start gliding forward, gradually decreasing in altitude until he touches the ground.



If the player presses Y while the dragon is gliding, he will kick his wing to slightly climb up in altitude, before descending faster, allowing him to reach platforms that he otherwise would not have been able to reach.



CHARGE

The player will have to collect gems to progress in the game. These gems can be found in several places, including in broken chests only when loaded.

By holding X, the dragon will start charging (running with his head down) straight in front of him, this will allow him to break metal objects, but also to injure certain enemies, or to destroy or move an obstacle.

The character runs fastest when charging, but will have trouble turning to the right or left, but can jump while charging.



ROLL

Some areas of the game are accessible only through small openings, too big for a dragon to walk through.

By holding down the trigger RT, the player activates the roll mode, in which he simply points in the direction he wants with the stick L or pad ✚ (four possible choices: up, down, left, right) and his character will roll in that direction.

A roll will allow the player to access places otherwise inaccessible, but also to avoid, during a fight, a blow from an enemy.



INTERACT

The player has the opportunity to interact with all the allies he will meet.

By pressing the button Y while the dragon is not in the air, if an ally is close to him, he begins to interact with him.

This can allow the player to advance on a quest related to that ally, or to get information that can help him solve a puzzle or move an obstacle, or just talk to him.

Each of the three elementary dragons has a companion who follows him wherever he goes, helping him to accomplish his quest.

By holding down for a few seconds the button Y, at any time while the player is playing, his character can interact with him, and his companion will give him advice on what to do.

From time to time, the companion may start talking with his dragon, or with someone close to him or even alone, talking about everything and anything.

In some special cases, by pressing Y in front of a diverging quest object, the character will swallow this object, to take it with him, or pull it on something or someone.



Illustration de **Bus** le compagnon bourdon de **Saphira**



Illustration de **Flor** la compagne colibri de **Moon**



Illustration de **Phal** le compagnon papillon de **Thorn**

RUN

For certain moments during the game, the player will have to move his character quickly, but not have reduced maneuverability, as when he is charging.

By holding down the trigger LT, the incarnated character starts running, doubling his speed of movement, and will keep the same maneuverability as when he walks.

This will allow the player to move faster through a level, not being limited by the walking speed of the character, but also to accomplish some specific quests (races, chasing...).

Running is slower than charging, but is more practical thanks to the handling not being reduced.



FP CAMERA

To complete a quest or simply look around, the player will have to look in directions not suitable for a third person camera.

By pressing the button LB, the player's view becomes a first person view, which can then be directed like for the third person camera with the stick R.

By pressing LB again, it becomes a third person view again.

While the player is in the first person view, the only actions he can take are jumping and shooting.

CHARACTER SWITCH

The player will play, in relation to to the kingdom in which it is located, the corresponding dragon.
(Saphira: Seas, Thorn: Storms, Moon: Volcanoes)
But in each level there are altar-shaped teleporters, which allows the player, if he walks on them, to have the option of exchanging his dragon with another one during the time of the level.



Example illustration of a teleporter

This can be useful in cases where to advance through the level, or solve a puzzle for example, the character needs to melt a block of ice, and must therefore play Thorn, the fire dragon.

LEVELS

The game consists of one large world per kingdom, called the Portal World, with portals scattered throughout them, each leading to a level.
In each of these levels lives a unique people, who will need the player's help for one reason or another.
This is the main quest, and once this help is given, the level is completed and a trophy is given to the player.



Example illustration of an Ocean Portal

There is also a variable amount of secondary quests per level, which will yield one orb for each secondary quest completed.
Once all the trophies have been collected, they will be used as a key to open the kingdom's Boss portal.

BOSSES

Each kingdom is occupied by a large clan of mercenaries, and each clan is obviously led by a leader.
At some point, the player will find himself face-to-face with one of these leaders, whom he will have to fight in a big boss fight, to be able to access the next kingdom and continue his quest.



Example illustration of the Volcano Boss

Bosses are the greatest challenge of each kingdom, and each clan leader is harder to defeat than the previous one.

Each boss has its own particularity of combat, adapted to the kingdom in which it is located. There are 5 boss fights in total in the game.

HEALTH

The incarnated character has three life points, if he is injured three times, he is knocked out.

So that the player always knows how much health points he has, the color of the dragon's tail determines it.

The dragon's tail alternates between three different colors representing the three points of life (Black: 3, Green: 2, Purple: 1).



If the player is knocked out, he reappears at the beginning of the area of the level in which he fainted.

PICKUPS

GEMS



Illustration of the different gems

The size of one of the character's leg, gems are a currency that the player collects throughout the game.

There are nine different colors of gems, and each one is equivalent to a different amount of currency for the player.

They will allow him, if he has enough, to access the next parts of the game, but also if he finds and collects all the gems of a level, he will be rewarded.

The dragon's companion helps the player to pick up all the gems near the the character, like a magnet.

DRAGON FRUIT

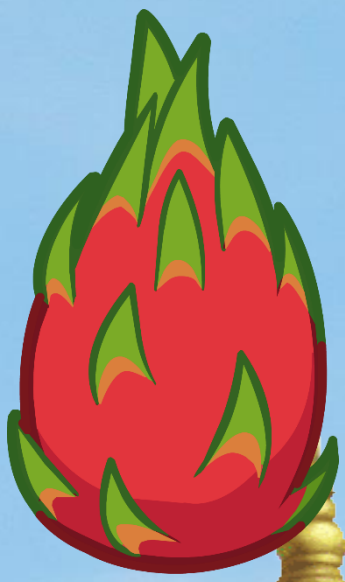


Illustration of a dragon fruit

Double the size of a gem, dragon fruits (the dragons' favorite food) are used to activate the special ability of the character.

The player will find few, and not necessarily in each level.
He'll need it to face some bosses, or to solve some quests.

A dragon fruit, except in special cases, activates the special ability for a limited time.

FAIRIES

Fairies, the size of a gem, are rare, but they can be found by breaking containers.

Once picked up by colliding with it,

a fairy restores all the life points of the character.



Illustration of a fairy

ORBS

Orbs are used to show the player's progress in the level and in the game.

They can only be obtained by completing secondary quests. Some levels are unlockable only by owning a certain number of orbs.



Example illustration of an orb

During any level, the player can see how many orbs he needs to get in total and how many he has already collected to know his progress.

TROPHIES

The trophies are intended to indicate to the player which levels have been completed. At the entrance of a level, if the player approaches it, the trophy of this one will appear if it is already completed.

They are obtained only after completing the main quest of a level, and each trophy is customized according to the level to which it belongs.



Example illustration of a trophy

Some levels are unlockable only by owning a certain amount of trophies.

HUD

The HUD of the game is very refined, no information is constantly present on the screen.

HEALTH BAR

The player always knows the life of his character by looking at the color of his tail.

GEMS, ORBS, TROPHIES

The number of gems and orbs collected by the player during a level is displayed each time he picks up a new one, then disappears afterwards.

If the player wants to see how many gems or orbs in total he has, he can see it in the pause menu, in which he can also see if the trophy of the level he is playing if it has already been won.



Overview of DRAGONS

FACTIONS

ANCESTRAL DRAGON



Example illustration of an Ancestral Dragon

The ancestral dragons are creatures of a formidable power, but also of remarkable wisdom, they have existed since the dawn of time, and have always ruled the world. They live together in harmony and ensure peace. By most, they are worshipped as gods, but by creatures living in abandoned lands, they are hated.

Until before the war, there were many different kinds, all of them having a unique attribute, but there were above them the elementary dragons.

There are and must always be three elementary ancestral dragons in the world, because they represent the balance of nature and the world itself. Each elemental dragon lives in the kingdom that corresponds to him and must make sure that nothing bad happens there.

Now there is only one great ancestral dragon left, and none of the three kingdoms knows where the three elementary dragons are located.

ABANDONED CREATURES

All creatures living in abandoned lands are called abandoned creatures.

Among the abandoned creatures, there are many different species, having no connection between them except hatred for dragons.



Example illustration of abandoned thieves



Example illustration of an abandoned gobelin



Example illustration of an abandoned tortoise

They are the ones who named the abandoned lands, expressing their feeling of being abandoned by the ancestral dragons, whom they hate and will do everything to destroy them.

But despite their large numbers, they were not strong enough to face the ancestral dragons, and when they caused war by stealing their eggs, they were largely destroyed.

Today, apart from the species that have now become solitary, there is only one village left in the abandoned lands, headed by the wise turtle Tortimer.

MERCENARIES

When the war ended, since the last of the ancestral dragons had disappeared in his palace, mercenaries gradually appeared, originating from the abandoned lands, they wanted a better life, and eventually settled in the three kingdoms.

There are three great mercenary clans, one controlling each kingdom, and they are all equally cruel. They have fun martyrising the native peoples of these regions, and have since put them to forced labour.

But not all clans have the same power. The clan of the Kingdom of the Seas is the weakest, then comes the clan of the Kingdom of Storms, then finally comes the strongest of the clans, the one occupying the Kingdom of Volcanoes.



Example illustration of mercenaries of the Ocean Kingdom



Example illustration of a mercenary of the Volcano Kingdom



Example illustration of a mercenary of the Storms Kingdom

KINDGOM FOLKS

In the three kingdoms there are dozens of villages, in which there is for each of them a group of folks made up of a single specie, because they do not particularly like to mix.

Despite this, they coexisted in harmony and each had a place in the functioning of the Celestial Domain, until the war and the arrival of the mercenaries. Now they are all trapped by these thugs, waiting for someone to help them.



Example illustration of folks from the Kingdom of Oceans



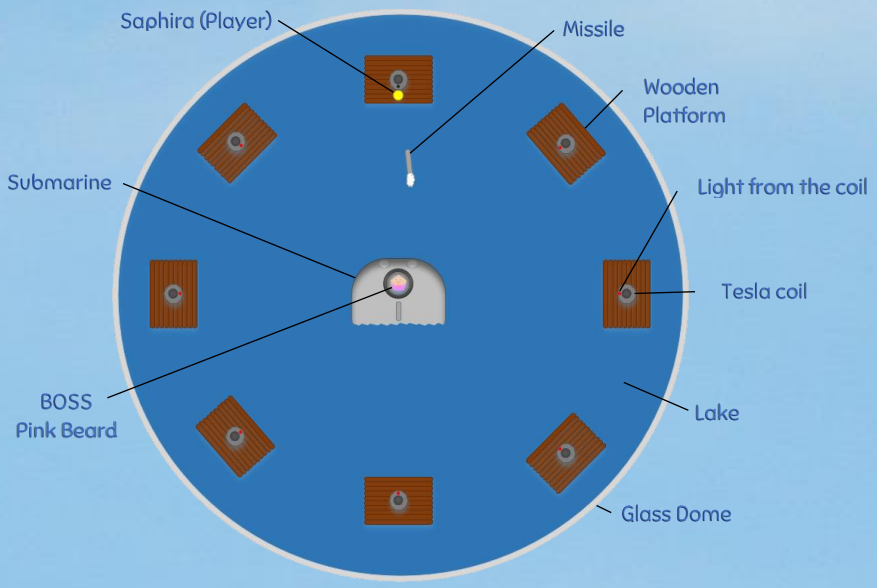
Example illustration of folks from the Kingdom of Storms



Example illustration of folks of the Kingdom of Volcanoes

LEVEL DESIGN

OCEAN BOSS



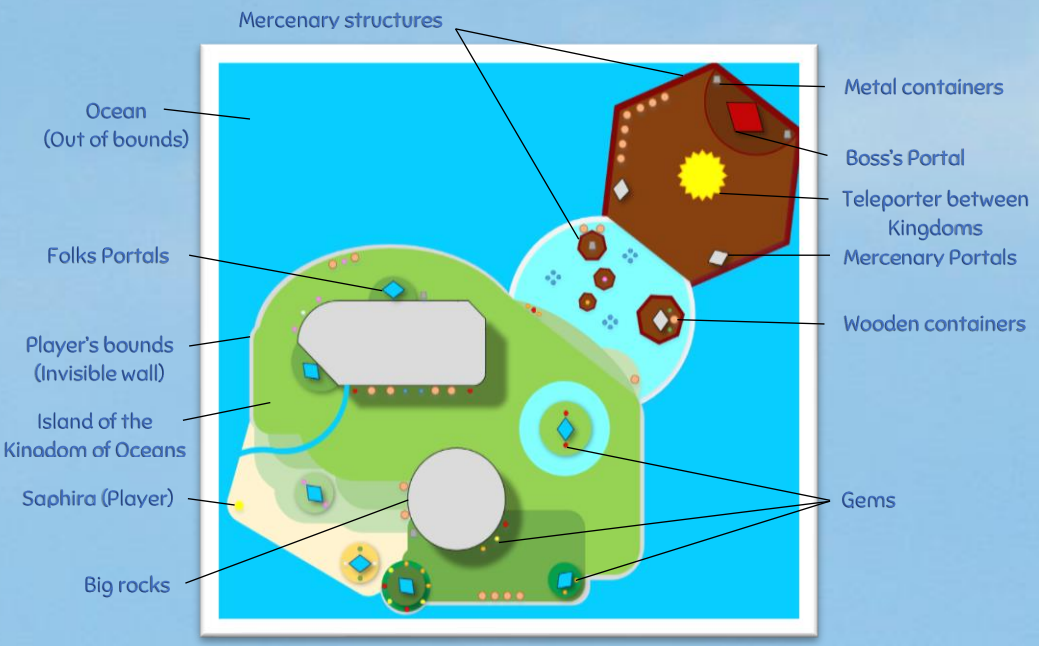
Here the player faces his first Boss, the great Pink Beard, in the kingdom of the Seas.

They are both in a glass dome under the ocean, and while the player is on a wooden platform, the Boss is in a massive submarine.

To beat him, the player must activate all the tesla coils one by one with his elementary breath, once a coil is activated, it throws a lightning bolt into the water, damaging Barbe-Rose, while at the same time avoiding repeated attacks by the Boss.



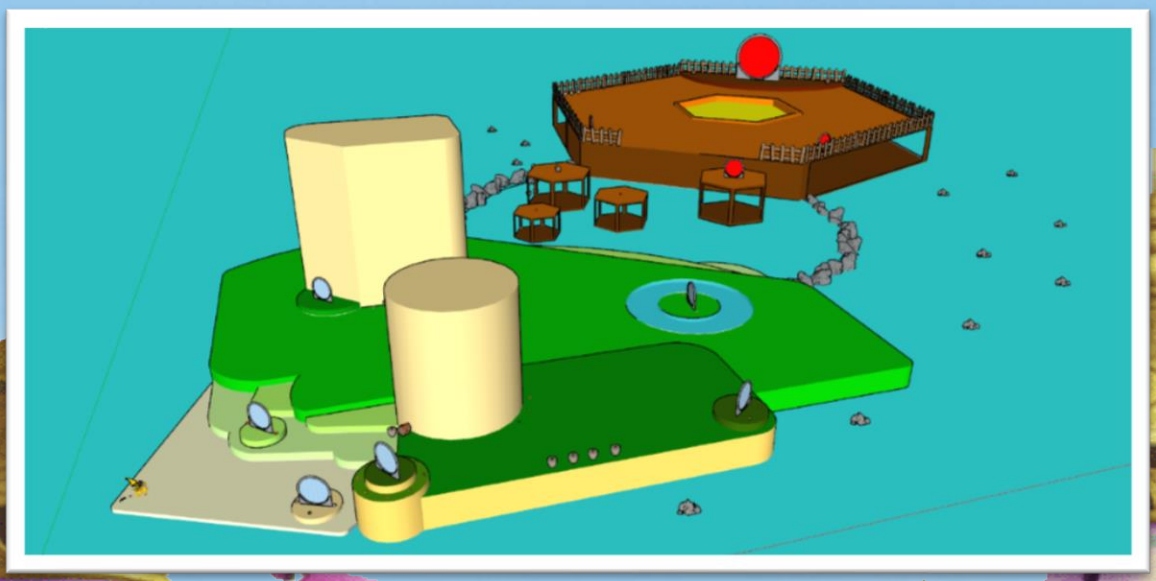
OCEAN PORTAL WORLD



Here are two representations, one from above and the other in isometric view, of one of the Worlds of Portals, the one of the Kingdom of Oceans. It is here that the player will access all levels of the Kingdom of Oceans, thanks to the eleven portals that can be seen.

Seven belonging to the folk of this kingdom (blue), one for each of them, in which the player will help them by repelling the mercenaries martyrizing them, then three mercenary portals, bringing the player to their landmarks, where he will make sure to put all this to an end, and make these bandits flee.

And finally the great Boss portal, which will open once all the other levels are completed, and will do everything in its power to stop the player in his quest.



EXAMPLES OF GAMEPLAY

In order to better understand the gameplay, here are three examples, spread over the entire duration of the game.

15 FIRST MINUTES

The game starts with a cinematic.

The camera flies over the abandoned land, showing a dense forest, then arrives at the last abandoned village.

It goes down and enters the village, following a dirt road, and shows a place full of life, with creatures all living in harmony, each doing his or her daily tasks.

The camera turns around the villagers to avoid them and continues on its way, after a few moments, it unveils in the distance the three elementary dragons, walking and having fun together.

The camera moves up to them and stops, along with the three dragons, who were wondering what they wanted to do today.

Saphira wants to go into the forest, and the other two dragons agree, but as they were about to leave, they are interrupted, the camera turns to reveal Tortimer, the village chief, who, after talking to them, still advises them to be careful, as wild creatures lurk in the woods.

But these creatures obviously don't stand up to dragons, so they leave the camera field and the game begins. The player controls Saphira, followed by the other two dragons and all their companions.

To get to the forest, the player crosses the village, stops to listen to a conversation or two, explores a little, then leaves the village.

Once in the forest, the player is overtaken by Moon, inviting him to run a race. A sign appears saying "Keep LT pressed to run" and the player starts running after Moon, while Thorn, shy by nature, gently follows them.

If the player wins the race, Moon congratulates him, otherwise he teases him. Then they continue their walk together and arrive at an upside down tree trunk, on which Thorn climbs, and asks Saphira if she can break it.

Another sign appears saying "Keep X pressed to charge" and the player charges on the trunk, and hits it hard, knocking Thorn over on the other side of it, but it will take several shots to destroy it, and once successful, the player is congratulated by Moon and Thorn.

They continue their walk again, but suddenly a cinematic starts and a nasty laugh is heard and then three goblins appear from behind a bush while the camera quickly zooms in on them.

The player takes control and as the goblins approach him, another sign appears saying "Press RT to breath lightning" and as the first goblin was about to attack him, the player knocks him out.

He tries to do the same on the next one but it is covered with wooden armor and is not afraid of lightning, so a sign appears saying "Press RB and R› to roll" and the player rolls to the right, dodging the goblin's blow.

After that, Thorn shouts to Saphira that he taking care of it, and the player sees himself changing character and now plays Thorn, and spits fire on the goblin, who is also knocked out.

Then the third one arrives, with a fire spear and the player becomes Moon, then turns off the spear and then knock out the last enemy.

The dragons, filled with adrenaline, start talking about what just happened, but they barely have time to start when an explosion is heard in the distance, coming from the village!

The dragons, worried, run towards their home. They arrive at the edge of the forest, but unfortunately too late...

MEDIUM SITUATION - OCEAN BOSS

The player has just finished the last level of the Kingdom of Oceans.

He leaves the portal and knowing that he has all the trophies, runs to the portal of the Boss of the Oceans to fight him.

On the way there he picks up some last gems that he hadn't noticed before, and a sign appears indicating that he has picked up all the gems from the big world in which he finds himself.

Once arrived in front of the gate, a cinematic starts and the camera shows Saphira in profile looking at the big evil portal.

Then comes out of her all the trophies she has obtained in the kingdom of Oceans, they revolve around her before entering and dissolving in the extinct portal, gradually activating it.

The portal is now open, and the player takes back control and enters the portal. A loading time starts during which the player sees his character fall into a black void.

The level begins, and the player falls into an underwater arena, composed of eight wooden platforms arranged in a circle, each with a tesla coil on top, all equipped with a red light, floating on a lake.

There begins a cinematic, the camera shows a metal fin approaching the player, and then a large submarine with the boss inside, a big pirate with a gold tooth and a pink beard, while he laughs evily, a sign appears below him indicating his name "Pink Beard".

The player takes back control, the boss's life bar appears at the top of the screen and the fight begins.

The player does not yet know how to inflict damage on the boss, so he jumps into the water to approach him, hoping to damage him with Saphira's lightning.

But as soon as the player touches the water, Pink Beard launches a shock wave with his submarine that sends Saphira to the platform where she was, without damaging her. The player jumps again, but exactly the same thing happens.

The player now understands that he will not be able to beat him in this way, and turns to the coil on his platform, and decides to spit lightning on it.

Immediately the light from the coil turns green and it fires a flash into the water, which damages the Boss and reduces its life bar, then the light explodes and turns off.

The player understands that he has just activated one of the tesla coils, and that it is by activating each one that he will beat Pink Beard.

But suddenly, while he's still looking at the coil, an explosion occurs, Pink Beard has just hit him with one of his homing missiles, and Saphira's tail is now green, meaning that she only has two life points left.

He thinks he has to be careful now, and jumps and glides to the next platform, where he then activates the second coil, which also changes color and another flash hits the water, damaging and lowering Pink Beard's life bar again.

And this time, the player turns around to face Pink Beard, who, like last time, sent him a missile right on Saphira, but the player is ready, he waits for the missile to approach and rolls to the left, thus avoiding the projectile, which explodes on the platform behind him.

Then quickly, he jumps on the next platform and activates the third tesla coil, and immediately afterwards decides to activate the fourth and succeeds, narrowly dodging the missile in the air.

Seeing that his tactics were working, he continued, but now Pinkbeard pulled a long metal stick out of his submarine with a large round ball at the end.

Once in place, it activates and projects a series of laser walls separating each platform, and the player who has already left for the next coil bangs and hurts himself. Saphira's tail is now purple, because she only has one life point left.

As the player begins to worry, the Boss takes advantage of the walls being activated to send him a series of missiles, one after the other.

The player fortunately knows how to avoid them and does several rolls, one passes him by, then two, but as he tries to dodge the third, he hits the coil and gets hit by the missile.

The world freezes around Saphira, who begins to turn on herself, dizzy and ends up falling out of control, a music is played and a sign indicating "GAME OVER" appears, as well as another "Retry?" then below A.

The player's lost, but he presses to try again, assured that he will beat Pinkbeard this time!

HARD SITUATION - BONUS WORLD

The player has already beaten the final boss and saved the Celestial Domain.

He returned to the levels of the three realms to complete all the secondary quests and find all the gems.

The player now returns to the Royal Palace, with 100% of the game completed, in itself the most difficult thing to accomplish in the game (all the trophies, orbs and gems collected, as well as all the bosses beaten), because he can open a new portal.

In the World of Portals of the Royal Palace, there are 4 gates, a massive leading to the inside of the Palace, where Evros, the ancestral dragon, is located, before the last Boss of the game.

But before being able to access it, the player had to complete the other two portals, which gave him two key halves, opening the Palace gate.

And then there is the last one that, even after the last having beat the last boss, does not open, and when the player approaches it a sign indicating a percentage appears in the middle of the off gate, informing the player how many percents he has completed the game (information that can also be found in the pause menu).

The player now approaches it, and the sign appears indicating "100%", then the gate behind it is violently activates and the sign is sucked through the gate. The player can now access the Bonus World.

It enters the gate, and after the usual loading time, a cinematic starts.

The camera flies over the new world, a magnificent Portal World, filled with greenery, pink trees, magical architecture, and above all, gems. Also present are all the different characters from the three kingdoms, met by the player during the game, all chatting, playing together.

The camera eventually reveals ten portals, in which must be levels and rewards as grandiose as this World of Bonus Portals.

The cinematic ends and the player takes back control, he feels extremely satisfied with this reward, that all his efforts are not for nothing, and he is eager to discover what this world has to offer!

CONCLUSION

DRAGONS is a game that rewards the player. For completing a quest, he gives it a reward equal to the difficulty of the task.

Although it is a linear game, it gives the player a certain freedom, with its original secondary quests, giving the player several different perspectives on the same level.

Levels that are great and full of enemies, rewards, puzzles, secrets, entertaining the player for a long time.

Speaking of time, the game will not be completed in a day, the player has more than 35 levels to enjoy, including 5 boss fights, all more interesting than the other. In addition to all this, there is obviously the Bonus World.

When starting the game, the player has dozens of hours of fun in front of him. He will embody and meet attractive, charming characters who together create a true alchemy.

In addition to this, the player will experience a remarkable story that will take him on a unique journey, which few games nowadays can offer children.

DRAGONS is a memorable game, which players will not forget, even years later, and when they play it again, they will experience all the same emotions they experienced the first time they played it.



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