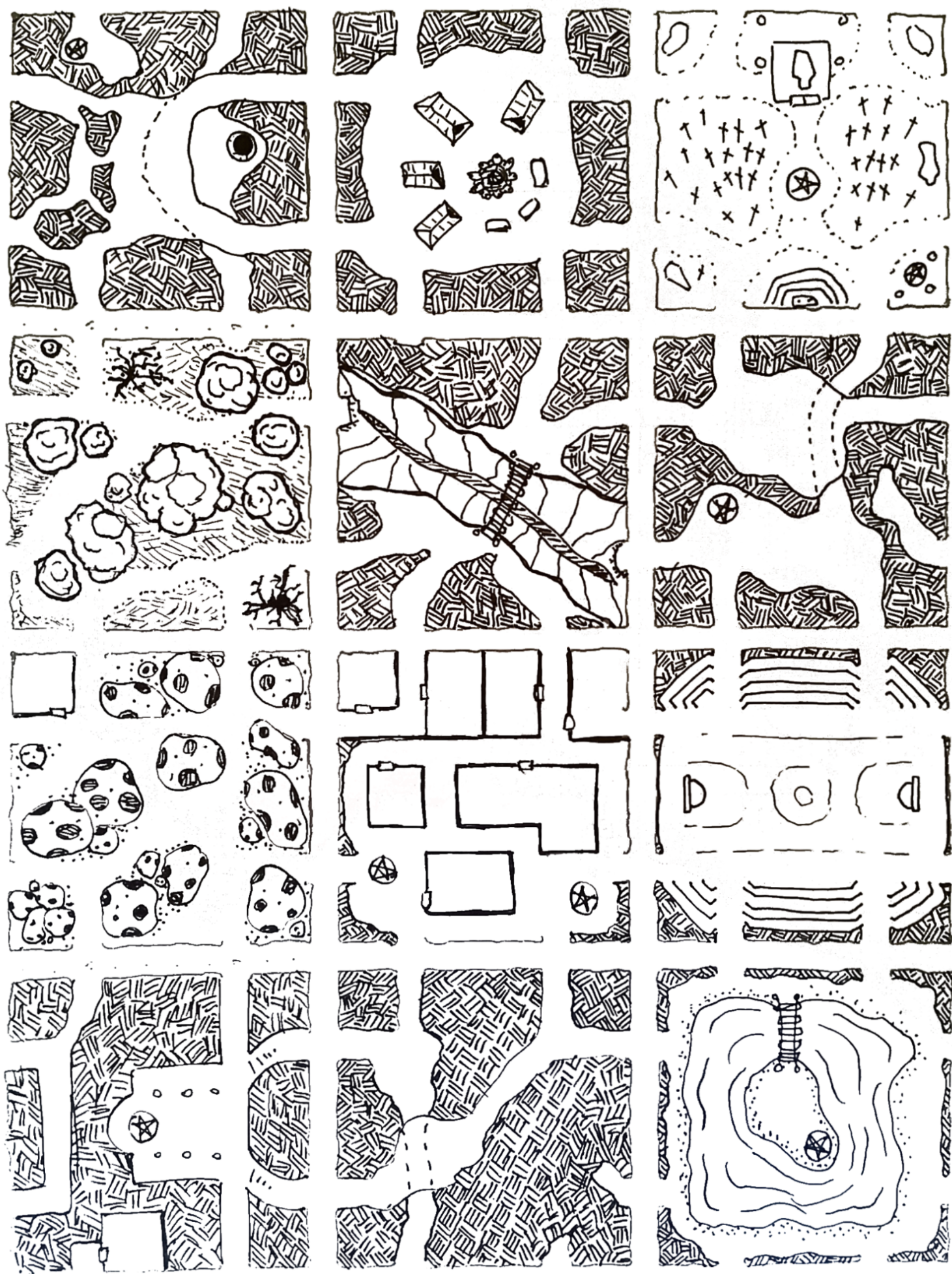




1

1

1

1

1

4

2 4

2

2 4

3

2 4

4

2

3

3

3

3

1

1

1

1

5

4

2 4

6

2 4

7

2 4

8

2

ROLL 1D12 TO PICK A TILE, THEN ROLL 1D4 TO DETERMINE THE NORTH SIDE

3

3

3

3

1

1

1

1

9

4

2 4

10

2 4

11

2 4

12

2

3

3

3

3