

Doubles Dungeon



16	18	20	2	10	6	4	12	14
14	Roll a 10-sided die (0 is 10). Double the number you roll. Move to the next space with that number. If you land on a red number, go back 3 spaces. If you land on a green number, go ahead 2 spaces. Start here ↓							8
12	10	8	6	4	2			18
								6
16	8	12	4	14	10	20	2	16
6	To win, land on the star by rolling and doubling any number not on the path ahead of you any more! Finish here ↓							
2	18	14	20	6	4	8	12	★

Red= go back 3 spaces

Green= go ahead 2 spaces