







Scoresheet CAVERNA

Name					Name				
per Farm animal and Dog	1				per Farm animal and Dog	1			
per missing type of Farm animal	2				per missing type of Farm animal	2			
per Grain (rounded up)	1/2				per Grain (rounded up)	1/2			
per Vegetable	1				per Vegetable	1			
per Ruby	1				per Ruby	1			
per Dwarf	1				per Dwarf	1			
per unused space	1				per unused space	1			
Furnishing tiles, Pastures, Mines					Furnishing tiles, Pastures, Mines				
 for Parlors, Storages and Chambers					 for Parlors, Storages and Chambers				
Gold coins and Begging markers					Gold coins and Begging markers				
Total					Total				

Total					Total				
Gold coins and Begging markers					Gold coins and Begging markers				
 for Parlors, Storages and Chambers					 for Parlors, Storages and Chambers				
Furnishing tiles, Pastures, Mines					Furnishing tiles, Pastures, Mines				
per unused space	1				per unused space	1			
per Dwarf	1				per Dwarf	1			
per Ruby	1				per Ruby	1			
per Vegetable	1				per Vegetable	1			
per Grain (rounded up)	1/2				per Grain (rounded up)	1/2			
per missing type of Farm animal	2				per missing type of Farm animal	2			
per Farm animal and Dog	1				per Farm animal and Dog	1			
Name					Name				

Name					Name				
per Farm animal and Dog	1				per Farm animal and Dog	1			
per missing type of Farm animal	2				per missing type of Farm animal	2			
per Grain (rounded up)	1/2				per Grain (rounded up)	1/2			
per Vegetable	1				per Vegetable	1			
per Ruby	1				per Ruby	1			
per Dwarf	1				per Dwarf	1			
per unused space	1				per unused space	1			
Furnishing tiles, Pastures, Mines					Furnishing tiles, Pastures, Mines				
 for Parlors, Storages and Chambers					 for Parlors, Storages and Chambers				
Gold coins and Begging markers					Gold coins and Begging markers				
Total					Total				