# Diagram of Graph (Nodes as actions)

2nd part of turn

Better chances

Win fight

Draw door card

Throw cards

Pick treasure cards

End Turn

Fight monster

Flee

Loose fight

# Diagram of Graph (Edges as actions)

Play card =

**G**

**H**

**F**

**E**

**D**

**C**

**B**

**A**

Turn is not started

Turn is ended

2nd part of turn

Flee calc. fail

Choice

Calculatedd

Draw door card

(monster card)

Draw door card

(Anything but monster)

Dead

In fight

Fight ended with defeat

Fight ended with victory

Throw dice

Throw monster card

Calculated

Fleeing

Flee calc. succeed

Calculatedd