A cell's G-score is the cost of getting to said cell from the start (1 – g-scores.png).

pygame window

0 (face)	1	2	3	4	5	6	7	8	9
1	2	3	4	5	6	7	8	9	10
2	3	4	5	6	7	8	9	10	11
None	None	None	None	None	8	9	10	11	12
14	13	12	11	10	9	10	11	12	13
15	14	13	12	11	None	None	None	None	None
16	15	14	13	12	13	14	15	16	17
17	16	15	14	13	14	15	16	17	18
18	17	16	15	14	15	16	17	18	19
19	18	17	16	15	16	17	18	19	(cake)

A cell's H-score is the absolute distance between said cell and the end goal (2 – h-scores.png).

pygame window

18 (face)	17	16	15	14	13	12	11	10	9
17	16	15	14	13	12	11	10	9	8
16	15	14	13	12	11	10	9	8	7
None	None	None	None	None	10	9	8	7	6
14	13	12	11	10	9	8	7	6	5
13	12	11	10	9	None	None	None	None	None
12	11	10	9	8	7	6	5	4	3
11	10	9	8	7	6	5	4	3	2
10	9	8	7	6	5	4	3	2	1
9	8	7	6	5	4	3	2	1	(cake)
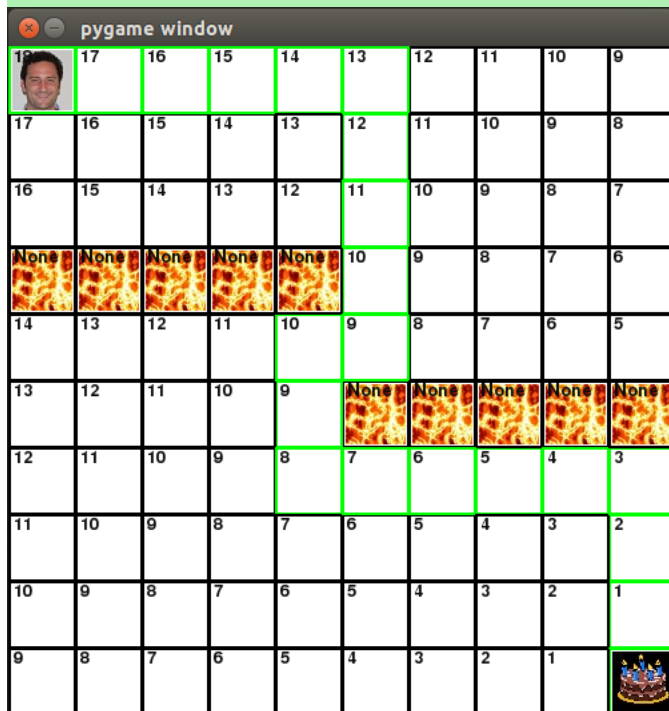
A cell's F-score is a 'goodness' estimate, combining ease of reaching said cell from the start and the absolute distance between said cell and the end goal (i.e. G + H) (3 – f-scores.png).

The lava forces Paul to make a diagonal move, increasing the overall cost to reach the goal (4-diagonals.png).
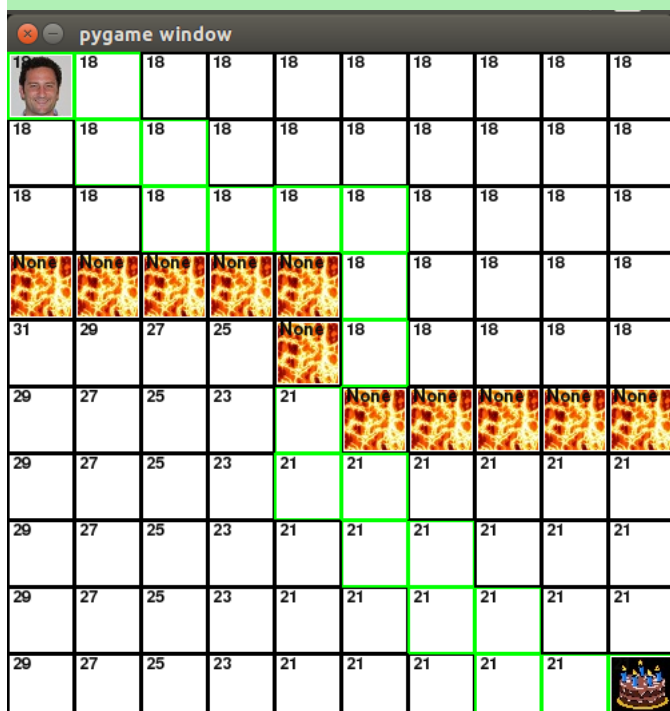
It's more efficient to just hop over the lava than walk all the way left and then right again, so Paul does that (5-hops.png).

Finally, swamp is just a pain and Paul prefers not to walk on it if he can. He'll choose to walk on blank tiles unless he has no choice (6 – swamp.png)