# Layouts

```
var boardlen = 10;
var minmonsters = 1;
var maxmonsters = 36;
var mintreasures = 1;
var maxtreasures = 36;
var players = 1;
var badplayers = 1;
var totalcomb = 0;
var boardsize = boardlen * boardlen;


print("==================================================");
print("Board: " + boardlen + "x" + boardlen + "(" + boardsize + ")");
print("Players: " + players + " good, " + badplayers + " bad");
print("Monsters: " + minmonsters + " to " + maxmonsters);
print("Treasure: " + mintreasures + " to " + maxtreasures);
print("==================================================");
print(" Calculating...");
for (var m = minmonsters; m <= maxmonsters; m++) {
    for (var t = mintreasures; t <= maxtreasures; t++) {
        var comb_mt = factorial(boardsize - 2 * boardlen)/(factorial(m)
* factorial(t) * factorial(boardsize - 2 * boardlen - m - t));
        var comb_good = factorial(boardlen)/(factorial(players) *
factorial(boardlen - players));
        var comb_bad = factorial(boardlen)/(factorial(badplayers) *
factorial(boardlen - badplayers));
        totalcomb += (comb_mt * comb_good * comb_bad);
    }
}
print(" Finished.");
print("==================================================");
print("Possible board setups: " + totalcomb);
print("==================================================");
```

**Output:**

```
==================================================
Board: 10x10(100)
Players: 1 good, 1 bad
Monsters: 1 to 36
Treasure: 1 to 36
==================================================
 Calculating...
```

```
 Finished.
==================================================
Possible board setups: 1.4453152948804915e+40
==================================================
```