

Azrael, Beelzebub, Charon, and Dave all settled down for a nice game of a popular board game. Dave noted that it used the standard spaces for the most common US version. Charon warned Dave not to spend a whole lot of time "noting things."

1. On each player's turn, that player rolled two 6-sided dice and then moved his piece that many spaces. (Dave joked it should be three 6-sided dice, and Azrael cut out his tongue as punishment.) They went in alphabetical order, with Dave last, and played 10 rounds.
2. No one ever landed on a space that anyone else had already landed on. (This includes the Go! square, which everyone began in, but which only one player landed on later in the game.) No one rolled doubles, not even Dave, who would pay dearly for this affront.
3. Dave noted that throughout the game, everyone else's roll included one die value from that player's previous roll (e.g. if Azrael rolled 1-2 during the first round, he rolled 1-X or 2-X during the second round). None of those players rolled the same die value in three consecutive rounds (e.g. if Azrael rolled 1-2, then 2-3, he would roll 3-X in the next round). Azrael assumed Dave was accusing them of cheating, and cut off his head and used his empty skull as a pretzel dish.
4. In the first round, the six numbers rolled by Azrael, Beelzebub, and Charon were all different. Beelzebub moved 1 more space than Charon, who moved 1 more space than Azrael. Azrael's die roll consisted only of odd numbers. Dave rolled an 11 on the first turn, and Beelzebub diced up his fingers as punishment.
5. In the second round, Azrael and Beelzebub had the same die roll as each other (i.e., the same numbers on each die), and moved more than 7 squares. Charon rolled only even numbers on his second roll, while Dave's second roll equaled the value of one of the dice from his first roll. Bored during Dave's turn, Charon set all the hairs on Dave's back ablaze.
6. In the third round, Charon ended his turn between the spaces occupied by Azrael and Beelzebub at the beginning of the turn. Dave, whose die roll in the third round was the average of his first and second round die rolls, noted that Azrael moved twice as many spaces in this round as Charon did, so Azrael ripped out Dave's heart and turned it into guacamole. Beelzebub ended one space behind Azrael.
7. In the fourth round, Azrael and Beelzebub again had the same die roll as each other. Charon moved at least one more space than they did, while Dave managed to move into the lead by more than one space. Dave gloated over his lead, so all three demons tore off his limbs and julienned them into snacks.
8. In the fifth round, Azrael's and Beelzebub's die rolls shared one die in common. Dave's roll was the average of Azrael's and Beelzebub's die rolls, and it allowed him to be the first to pass Go! (although he did not land on it, for which Beelzebub force-fed him his toenails). One of Charon's dice had a higher value than any other die that round.
9. At the end of the sixth round, Charon, Dave, Beelzebub, and Azrael were on consecutive squares, in that order, with Charon in the lead. Dave squealed with glee over being in second, so Beelzebub shaved off his ears with a scythe.
10. In the seventh round, Dave moved 3 more squares than the others, all of whom had the same die roll as each other. Azrael dipped Dave into a bucket of hot tar and smeared him with feathers as a lesson for taking the lead.
11. In the eighth round, Dave moved 3 times as many spaces as Charon, who responded by attaching leeches to Dave's nether regions. Dave did not move the most squares this round.
12. In the ninth round, Azrael and Beelzebub had the same die roll as each other for the fourth straight round. When Dave noted this, Azrael responded by plucking out his eyes and throwing them onto a nearby craps table. Dave moved one more square than Charon did.
13. In the tenth round, Azrael landed one square ahead of where Beelzebub landed. Charon landed on a corner square that forced him to move to the corner diagonally opposite (without passing the starting square). Dave completed two laps exactly (a total of 80 spaces). Frustrated, the three demons gathered together, tore Dave to shreds, reassembled him, and forced him to solve this puzzle. Meanwhile, Charon started writing on the game board.

What Charon Writes

On A1, D3-3	On B4, B3-2	On C7, A10-2
On A3, B5-1	On B5, B4-4	On D1, D8-2
On A7, B9-5	On B6, C2-3	On D2, A9-1
On A9, C4-1	On B8, C8-1	On D3, D4-2
On A10, A1-8	On B9, C3-1	On D5, D2-(penultimate letter)
On B1, C7-1 (of picture, not name)	On C2, B1-6	On D7, D1-1
On B2, C6-1	On C3, D5-2	On D8, C5-1
On B3, D9-5	On C5, B6-1	On D9, A8-1