

	1	2	3	4	5	6	7	8	9	10	11
A			↓	A		COIN	COIN	B		LOOT	
B	LOOT						←				
C	D				↓			LOOT			←
D									COIN		
E			A	LOOT							B
F	←					SKULL					
G		F						LOOT			COIN
H			D							C	
I		DRAGON	↓				↑				LOOT
J				E				COIN		E	
K		F		COIN		LOOT					↑

SCORING

1.		+5 for each COIN your path is drawn through ONLY IF your path is also drawn through the SKULL	###
2.		+2 for each LOOT your path is drawn through (double this score if your path is drawn through the DRAGON)	###
3.		+1 for each WEAPON your path is drawn through	###
4.		+4 for each MONSTER your path is drawn through that has the same letter as a WEAPON scored in item 3	###
5.		-2 for each MONSTER your path is drawn through that does not match a WEAPON scored in item 3	###
6.		+1 for each unused entryway arrow	###
7.		-2 for each unused card	###
8.		-3 for each Trap that hits you	###
			FINAL SCORE (total)

