



SCORING

1.	<input type="text"/>	+1 for each crossed-out DIAMOND your path is drawn through	##
2.	<input type="text"/>	+X for each DIAMOND your path is drawn through that is NOT crossed-out (X = total # of DIAMONDS that are NOT crossed-out)	##
3.	<input type="text"/>	+5 for each COIN your path is drawn through ONLY IF your path is also drawn through the SKULL	##
4.	<input type="text"/>	+2 for each LOOT your path is drawn through (double this score if your path is drawn through the DRAGON)	##
5.	<input type="text"/>	+1 for each WEAPON your path is drawn through	##
6.	<input type="text"/>	+4 for each MONSTER your path is drawn through that has the same letter as a WEAPON scored in item 5	##
7.	<input type="text"/>	-2 for each MONSTER your path is drawn through that does not match a WEAPON scored in item 5	##
8.	<input type="text"/>	+1 for each unused entryway arrow	##
9.	<input type="text"/>	-2 for each unused card	##
10.	<input type="text"/>	-3 for each Trap that hits you	##
		FINAL SCORE (total)	

