



SCORING

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

FINAL SCORE
(total)

