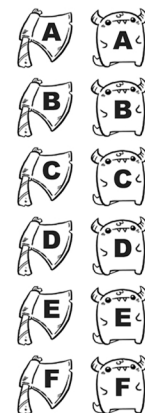


SCORING

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)



**STEVE JACKSON GAMES**