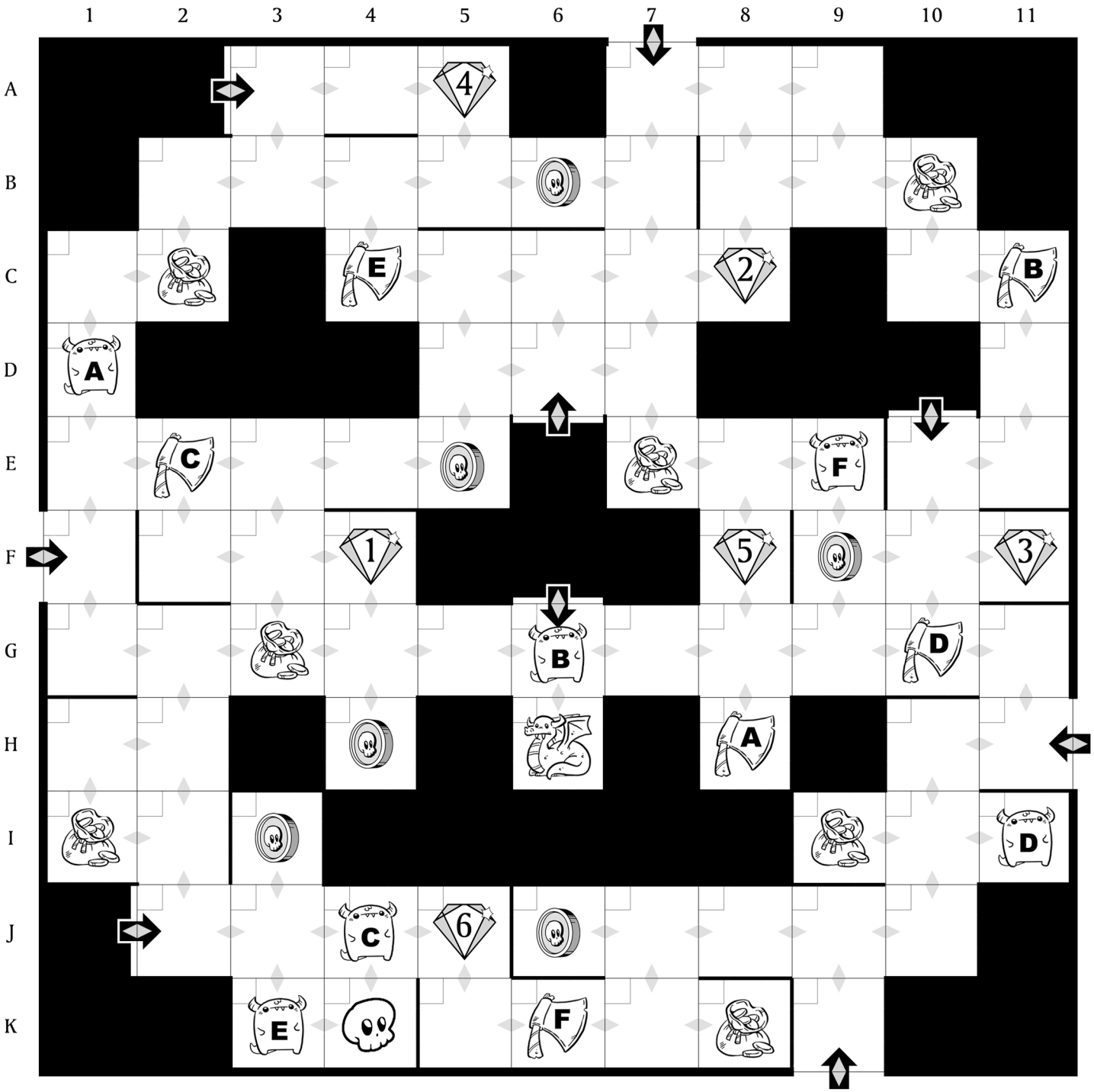

At the start of each round, roll a **standard six-sided die**. Cross out the Diamond that matches the number rolled. If you roll a number for a Diamond that is crossed-out, do not cross out any Diamonds for that round.

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.		+5 for each COIN your path is drawn through ONLY IF your path is also drawn through the SKULL	
4.		+2 for each LOOT your path is drawn through (double this score if your path is drawn through the DRAGON)	
5.		+1 for each WEAPON your path is drawn through	
6.		+4 for each MONSTER your path is drawn through that has the same letter as a WEAPON scored in item 5	
7.		-2 for each MONSTER your path is drawn through that does not match a WEAPON scored in item 5	
8.		+1 for each unused entryway arrow	
9.		-2 for each unused card	
10.		-3 for each Trap that hits you	

FINAL SCORE (total)

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