var square = [10, 5, 5, 5, 5, 5, 10, 5, 5, 5, 5, 5];

var playerScore; (an integer value)

function scoreDecrease() {

if (square[1] == 0 && square[2] == 0 && square[3] == 0 && square[4] == 0 && square[5] == 0) {

playerScore = playerScore – 5;

square[1] = 1;

square[2] = 1;

square[3] = 1;

square[4] = 1;

square[5] = 1;

}

}