# Scoring

* Earn points for each enemy killed, items collected, levels passed.

# Enemies

* 5 types of enemy
  + Type 1 = 200
  + Type 2 = 500
  + Type 3 = 750
  + Type 4 = 1000
  + Type 5 = 2500 (boss)

# Items

* Coins = 100
* Rubies = 200
* Sapphires = 300
* Hearts = 300 + 1 Life
* Emerald = 500

# Miscellaneous

* 100 coins = 1 life
* Falling off screen, being touched by an enemy or their projectile = death
* Player can kill enemies with sword?