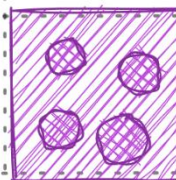# Letter Labyrinths

Rulebook

Letter Labyrinths is a cooperative word-building dungeon-crawling game.

Rumors have spread of creatures roaming around the ancient dungeons. While usually impossible to traverse, a mystic artifact known as the "Origami Fortune Teller" allows your party to move through the ruins. Only after crafting words will players be able to navigate the ruins, defeat enemies, and solve the LETTER LABYRINTHS!
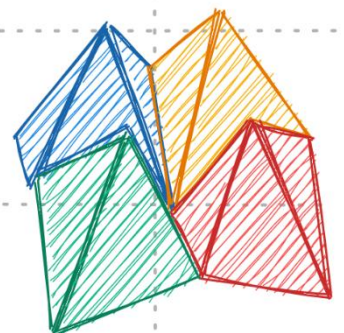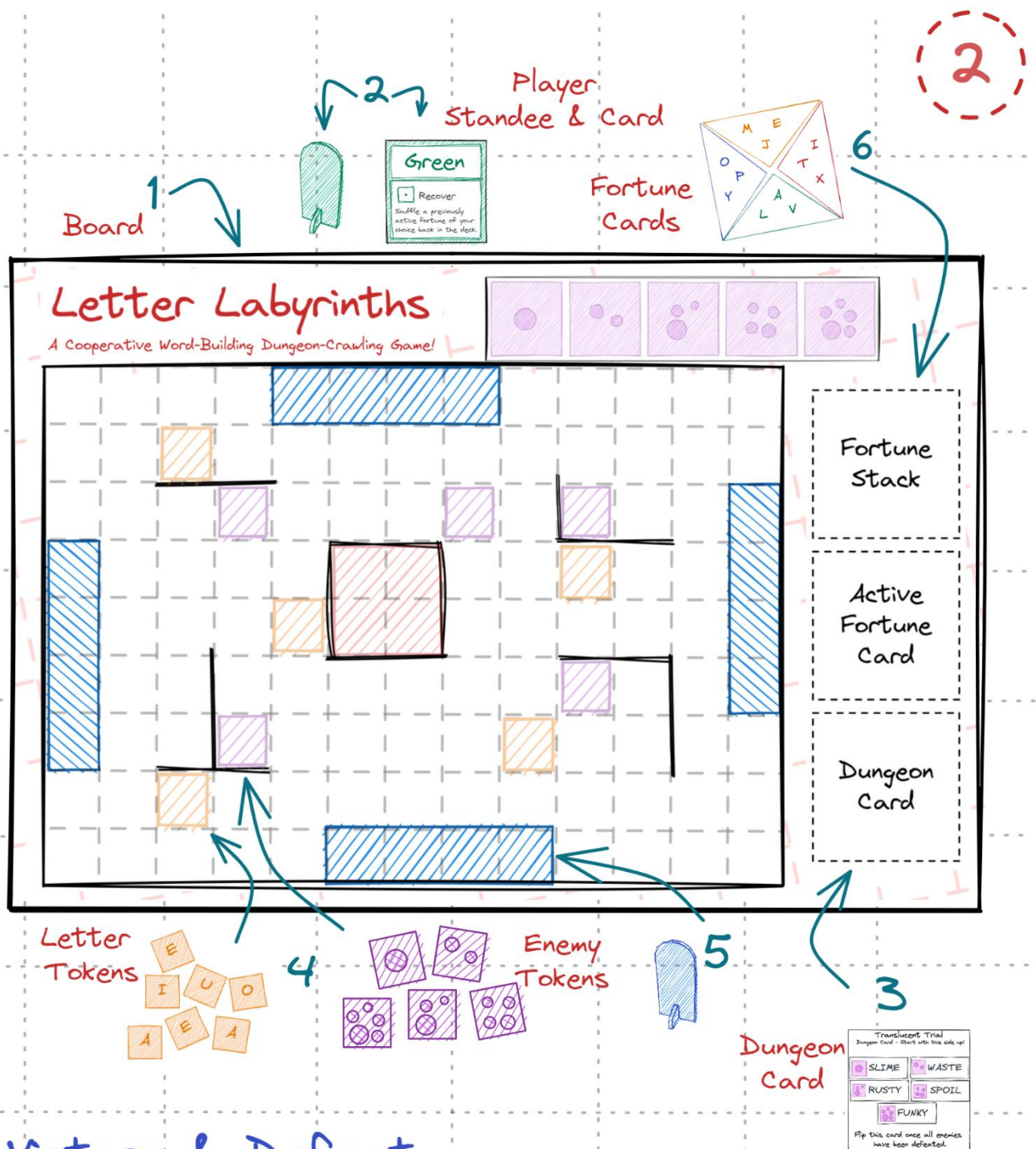
Setup

See Page 2 for visuals of these steps!

1. Set the board in the center of the table.

2. Each player takes a player standee and player card.

3. Pick a dungeon card and place it next to the board with the dungeon side face up.

4. Place enemies and letter tokens randomly on the spaces that are highlighted on the board.

5. Players place their token anywhere on one of the blue starting zones.

6. Shuffle the fortune cards, and make a face-down stack based on the number of players (returning the rest to the box). Flip over one, and place it on the active fortune card spot on the board.
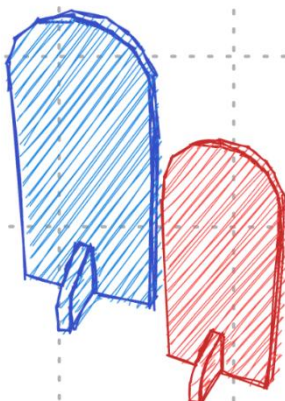
1 Player	15 Fortune Cards
2 Players	12 Fortune Cards
3 Players	10 Fortune Cards
4 Players	9 Fortune Cards
5 Players	8 Fortune Cards
6 Players	7 Fortune Cards

1 Board

2 Player Standee & Card

Green

☐ Recover
Shuffle a previously active fortune of your choice back in the deck.

Fortune Cards

M E
J I
O T
P X
Y A
L V

6

Letter Labyrinths
A Cooperative Word-Building Dungeon-Crawling Game!

Fortune Stack

Active Fortune Card

Dungeon Card

Letter Tokens

E
I U O
A E A

4

Enemy Tokens

5

3

Dungeon Card

Translucent Trial
Dungeon Card - Start with this side up!

SLIME	WASTE
RUSTY	SPOIL
FUNKY	

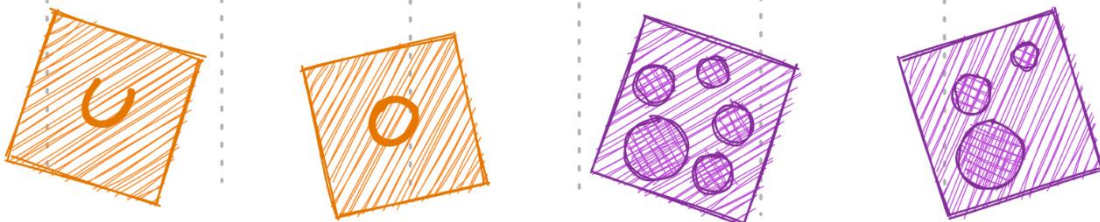Flip this card once all enemies have been defeated.

Victory & Defeat

Players either all win together or lose together. They lose if there are no more fortune cards at the end of the Enemies Turn.

Dungeons each have their own victory condition, which involves clearing an initial challenge on the front, and then flipping the card over for a final challenge!

Rounds

Rounds are broken up in two phases, the Player's Turn, and the Enemy's Turn.

The Player's Turn

At the beginning of every round, each player makes a word and decides how and when they want to move. There is no specified turn order, players can go as soon as they have decided on a word, see Word Selection below.

Each player may use an ability once any time during this phase, see the section on Player Abilities on page 5.

Word Selection

The word chosen determines what directions that player moves along the map. For each letter that matches a letter on the fortune card, they move on the map one space in that direction, either up, down, left or right.

Words can have letters not on the fortune card, but won't move a player in any direction. If a letter would move a player into a wall, skip and go to the next letter.

Players can make a word up to 8 letters long, and they must be from an agreed upon dictionary or ruleset.
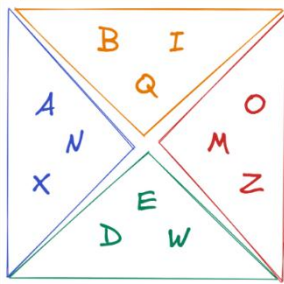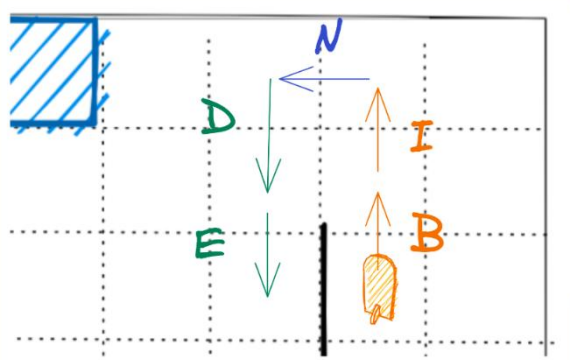
In the example on the left, Alice makes the word BINDER.

B moves her up one
I moves her up one
N moves her left one
D moves her down one
E moves her down one
R does not move her

Players & Enemies

When a player would move into an enemy, instead of moving into that space, that enemy takes damage. When this happens, place a damage counter in the area on the top-right of the board. The player stays in the space they were on before moving into the enemy. If the player placed a fourth damage counter for an enemy, that player takes the enemy token and continues movement as normal.
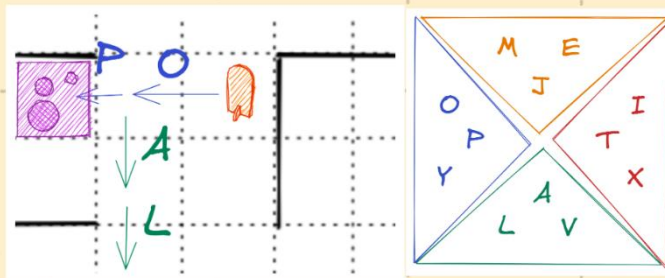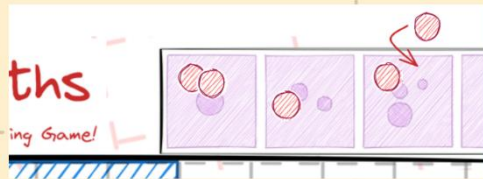

In the example on the left, Becca makes the word OPAL.

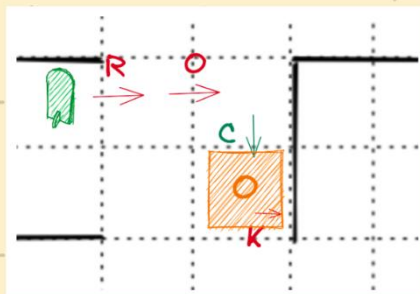O moves her left one
P bumps her into the enemy

She puts a damage counter on the space for the enemy and stays where she was

A & L move her down two spaces

Players & Letter Tokens

When a player would move onto a letter token, if the letter on the token is in the player's word, then they pick up that token.

In the example on the left, Claire makes the word ROCK.
R & O moves her right.
C moves her down, and since her word has an O she picks up the token.
K moves her right (but is blocked by the wall)

Players & Other Players

Players may move through other player standees, but they may not end their movement in the same space.

Player Abilities

Every player card has one ability that the player can use. These can be triggered by discarding one of the bonus tokens received from enemies or letters and returning them to the box. Players can trigger these abilities at any time during the round. Each player may only trigger one ability per round.
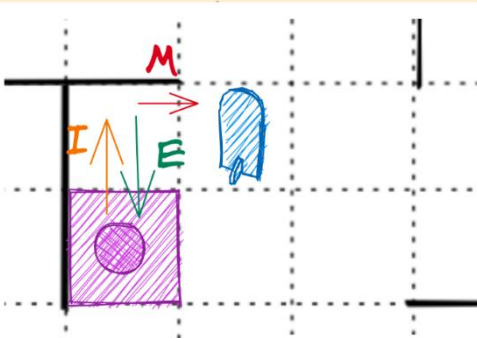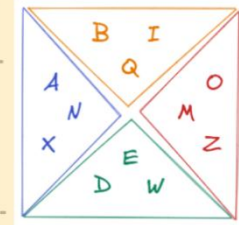
The Enemy's Turn

After all the players have each made a single word, then the Player's Turn ends, and the Enemy's Turn begins.

First, remove the top Fortune Card from the stack, and put it over the current active Fortune Card. The new active Fortune Card determines how the enemies will move.

Then, resolve the movement for each enemy that is still on the board, using the Dungeon Card to determine what word they will use for movement.

When enemies run into players, they stay in the space they were on, and the top card of the Fortune Stack is discarded back to the box.

In the example on the left, enemy 1 is using SLIME:
S & L don't go anywhere
I moves it up one
M bumps it into the player

The top fortune card is removed from the stack.

E moves it down one

Translucent Trial
Dungeon Card - Start with this side up!

SLIME   WASTE
RUSTY   SPOI

Bosses

If you should encounter a boss, place it in the red space indicated on the board (or as directed by the dungeon card), only after completing the initial conditions of the dungeon.
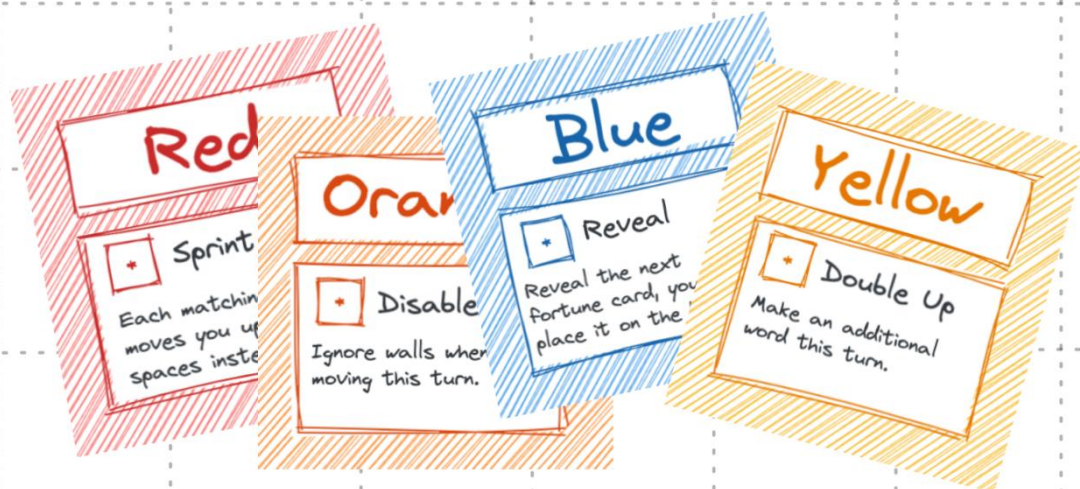
Bosses will have multiple words, and each one is evaluated in-order during the Enemy's Turn.

Bosses will have unique conditions for defeat, four damage counters won't cut it for these guys!

The Translucent Trial

The first included dungeon is the Translucent Trial. The number of fortune cards is limited – so move quickly, defeat the enemies, and discover what's behind the mysteries of the LETTER LABYRINTHS!

Red
□ Sprint
Each matchin
moves you u
spaces inste

Oran
□ Disable
Ignore walls when
moving this turn.

Blue
□ Reveal
Reveal the next
fortune card, you
place it on the

Yellow
□ Double Up
Make an additional
word this turn.

Blank Board

The blank side of the board is for any future dungeons, or for any custom dungeons that you create!

Feel free to define new walls, starting positions, and words for the enemies to use!

Components

1 Rulebook	1 Dungeon Card
1 Board	10 Letter Tokens
6 Player Standees	5 Enemy Tokens
6 Player Cards	1 Boss Token
23 Fortune Cards	20 Damage Counters

Special Thanks

Special thanks go out to the following people:
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Will Ornelas, Allen Sanford, Shannon McIntosh

AND YOU!
Thank you for playing!