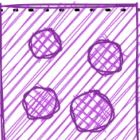
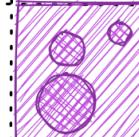


Letter Labyrinths

E



A



Letter Labyrinths

Rumors have spread of mystic creatures roaming around the ancient dungeons. While usually impossible to navigate, a mystic artifact known as the "Origami Fortune Teller" allows your party to traverse the ruins. Only after forming the correct words will players be able to navigate traps, capture enemies, and solve the LETTER LABRYINTHS!

Setup

1. Setup the Map in the center of the board.
2. Each player takes a player token and class card.
3. Pick a dungeon card and follow the setup instructions on the front face of the card.
4. Players place their token anywhere on one of the starting zones.
5. Shuffle the fortune cards, and make a stack of based on the number of players (returning the rest to the box)

1-2 Players

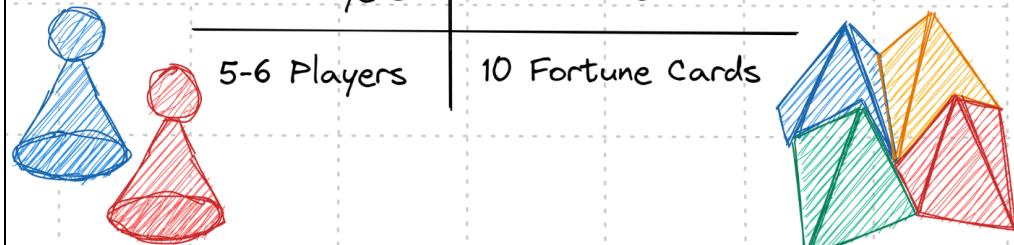
15 Fortune Cards

3-4 Players

12 Fortune Cards

5-6 Players

10 Fortune Cards



Victory & Defeat

Players either all win together or lose together. They lose if there are no more fortune cards to draw on the Enemies turn.

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



Rounds

Rounds are broken up in two phases, the Players Turn, and the Enemies Turn.

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The Players Turn

At the beginning of every round, the players pick words for their characters, and decide 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.

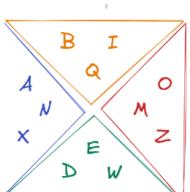
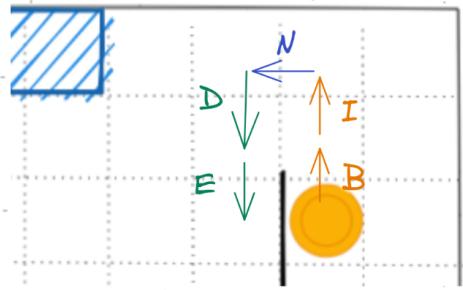
Each player may optionally use a class ability once any time during this phase if they have a bonus token.

Word Selection

The word chosen dictates what directions the 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.

Letters that aren't on the compass are still valid, but don't cause the player to move. Walls also prevent movement in a specific direction.

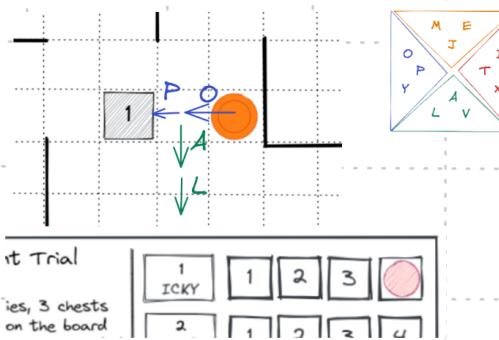
Players can make a word up to 8 letters long, and they must be from an agreed upon dictionary or ruleset.



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 doesn't 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 token on the highest number next to the enemy on the dungeon card. The player stays on the space they were on before moving into the enemy. If that damage would fill the row on the dungeon card for that enemy, then that player captures the enemy token.



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

O moves her left one
P moves her into the enemy

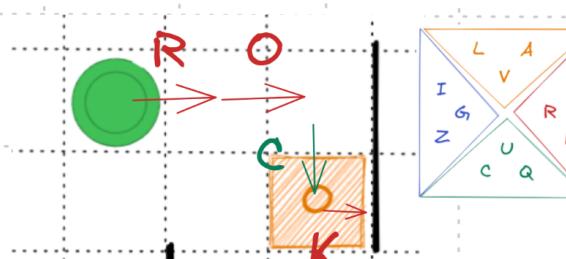
She puts a damage counter on the enemy and stays where she was

A & L move her down two spaces

Players & Traps

When a player would move onto a trap, if the letter on the trap is in the player's word, then they remove the token and continue movement as normal.

If the letter is not in the player's word, then the player stops their movement before the token, and the top card on the compass stack is discarded.



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

Players & Other Players

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Players may move through other players, but they may not end their movement on the same space.

Player Abilities

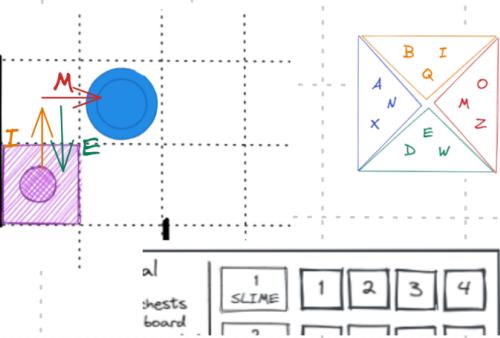
Every player card has a few abilities that players can use. These can be triggered by discarding one of the bonus tokens (received from traps, chests, or enemies) and returning them to the box. Players can trigger these abilities at any time during their turn. The player may only trigger one ability per round.

The Enemies Turn

After all the players have made a single word, then the enemies have a chance to move.

First, reveal a new Compass Card that will dictate the movement of enemies. Then, going in order from top to bottom, resolve the enemies that are still on the board, using the Dungeon Card to determine what word they will use for movement.

When enemies run into players, they stay on the space they were on, and the top card on the compass stack is discarded.



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 compass card is removed from the stack.
E moves it down one

Enemies & Traps

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If an enemy would move into a trap, they move onto the space. They do not take damage or stop movement.

Frequently Asked Questions

Components

1 Rulebook
1 Map
15 Trap Tokens
5 Enemy Tokens
1 Boss Token

32 Fortune Cards
6 Player Pawns
6 Player Cards
25 Damage Tokens
2 Dice (12 Sided)

Special Thanks

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AND YOU! Thank you for playing!

