

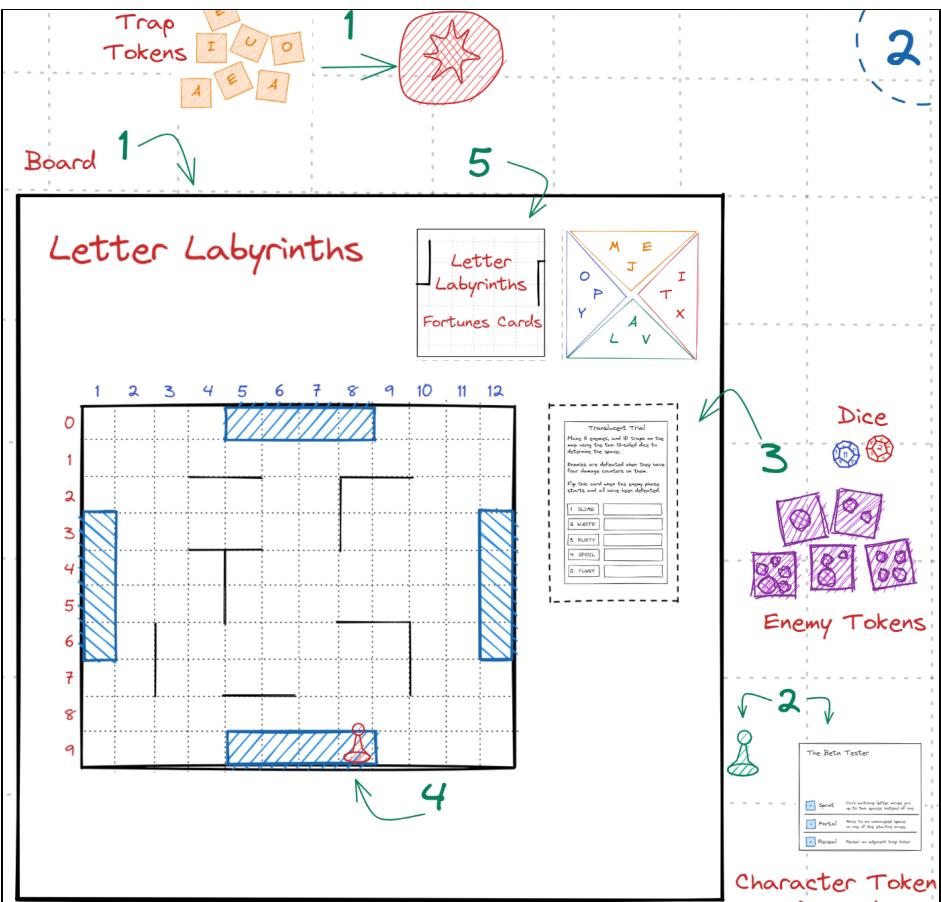
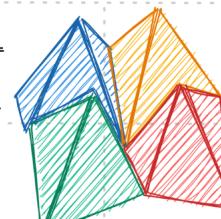
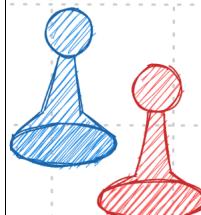
1) Letter Labyrinths is a cooperative WORD-building dungeon-crawling game.

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 board in the center of the table, and place all trap tokens in the bag.
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 blue starting zones.
5. Shuffle the fortune cards, and make a stack based on the number of players (returning the rest to the box)

1 Player	12 Fortune Cards
2 Players	11 Fortune Cards
3 Players	10 Fortune Cards
4 Players	9 Fortune Cards
5 Players	8 Fortune Cards
6 Players	7 Fortune Cards



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!



3)

Rounds

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

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.

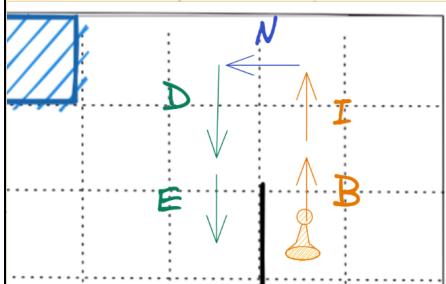
Each player may spend a bonus token to use a class ability once any time during this phase.

Word Selection

The word chosen determines 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 fortune cards 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.



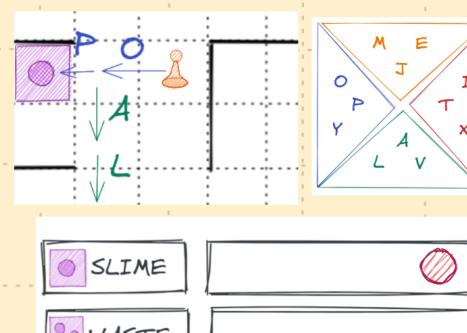
In the example on the left, Alice makes the word BINDER.

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 does not move her

4)

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 in the box next to the enemy on the dungeon card. The player stays in the space they were on before moving into the enemy. If that damage would defeat the enemy (based on the dungeon rules), then that player captures the enemy token.



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

O moves her left one
P bumps her into the enemy

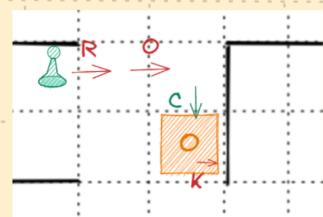
She puts a damage counter on the enemy and stays where she was

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 return the token to the bag, and continue movement.

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 fortune deck is discarded.



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 removes the trap.
K moves her right (but is blocked by the wall)

5 | Players & Other Players

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

Player Abilities

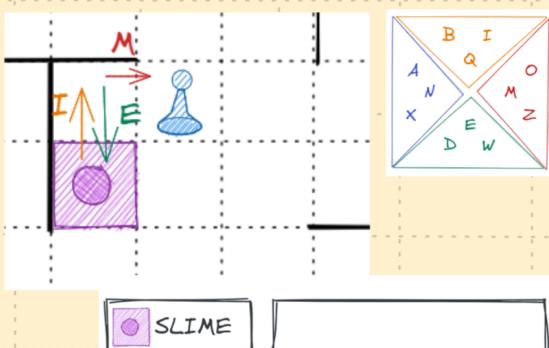
Every class card has a few abilities that players can use. These can be triggered by discarding one of the bonus tokens received from enemies and returning them to the box. Players can trigger these abilities at any time during the round. Each player may only trigger one ability per round.

The Enemies Turn

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

First, reveal a new Fortune Card that will determine the enemies movement. Then, resolve the movement for each enemy that is still on the map, 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 deck 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 fortune card is removed from the deck.

E moves it down one

6 | Enemies & Traps

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

Frequently Asked Questions

During setup, what if an object already exists on a space chosen by rolling dice?

Simply re-roll the dice for a new location.

What if there are no more damage tokens?

There should always be enough damage tokens, if you run out, feel free to use other tokens, or move the tokens so that it's obvious a whole enemy has been removed.

Can you rotate the fortune cards?

No, there should be an agreed upon direction for the map such that up, down, left, and right are the same direction for all players.

What if a player exists on a space that an enemy is trying to spawn in?

Sometimes (often when flipping over a dungeon card), you will have to introduce new enemies. If it's by dice, just re-roll the dice for a new location. If it's a specific location (e.g. center of the board) push all players away to an adjacent space (of the player's choice).

Components

- | | |
|----------------|------------------|
| 1 Rulebook | 32 Fortune Cards |
| 1 Board | 6 Player Pawns |
| 1 Bag | 6 Player Cards |
| 15 Trap Tokens | 20 Damage Tokens |
| 5 Enemy Tokens | 1 10-sided Die |
| 1 Boss Token | 1 12-sided Die |

Special Thanks

Special thanks go out to the following people:
Tina Howard, Ethan Jurman, Ricky Kendrick, Will Ornelas

AND YOU! Thank you for playing!

