

START→

WORD DUNGEON

by Joe Shimwell



DISCOVERIES

1		
2		
3		
5		
7		
9		

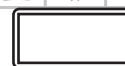


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MONSTER KILLS

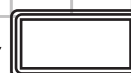
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		K	V	P	B		5
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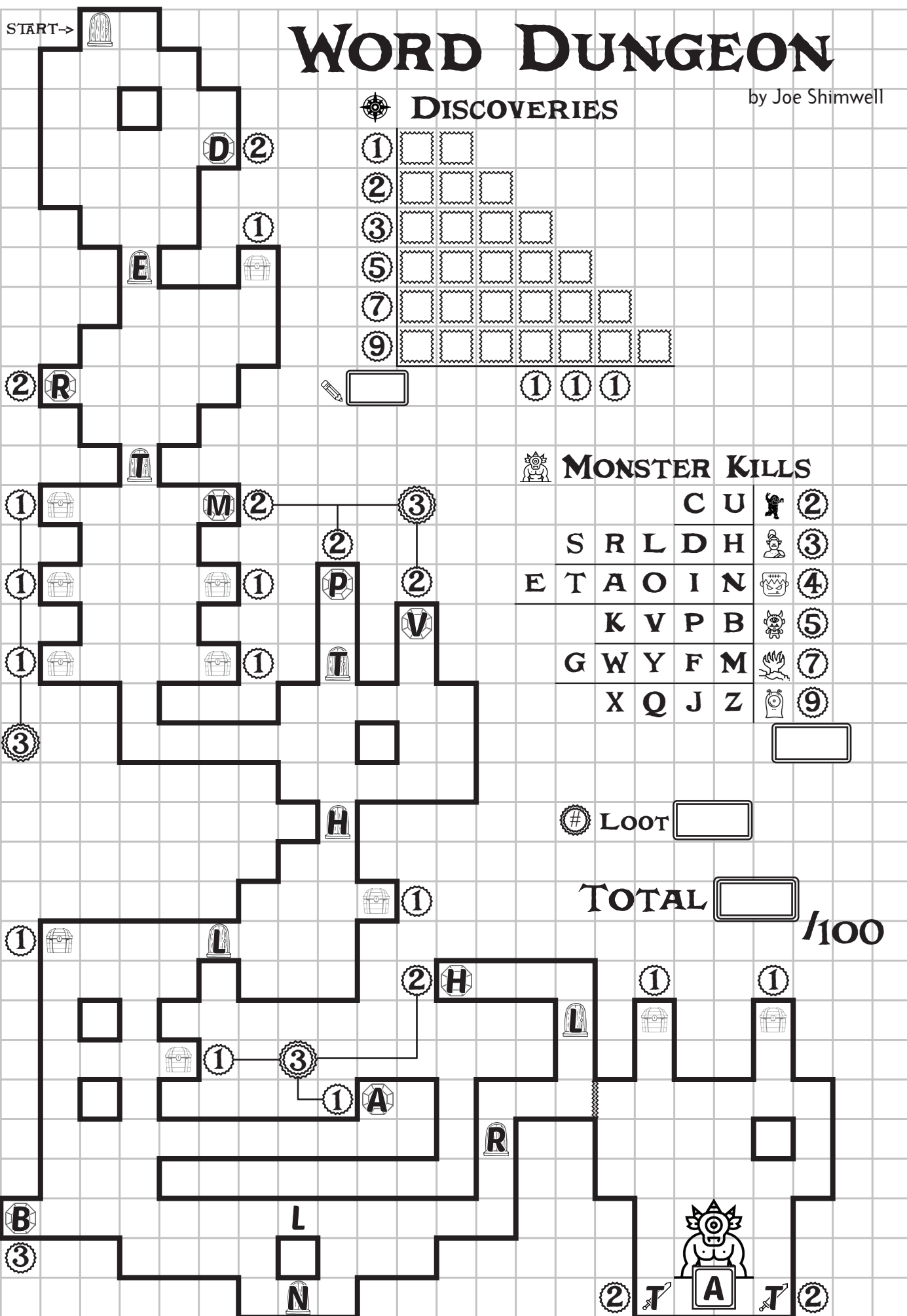
LOOT



TOTAL



/100



WORD DUNGEON

A WORDY SOLO PRINT-AND-PLAY DUNGEON CRAWLER BY JOE SHIMWELL

Word Dungeon combines the strategic word-building with the adventure of dungeon crawling.

Navigate through the dungeon, scoring points by creating words, collecting treasures, defeating monsters, and finally defeating the terrible boss monster.

HOW TO PLAY

Word Placement Rules

Beginning at the Start space, words in Word Dungeon follow similar rules to Scrabble:

- Words must read left to right or top to bottom
- Every letter placed must form part of one or more valid words.
- You do not have to fill all the space with letters
- Each word place must connect to a previous word (apart from the first word placed)
- All words must be unique. Plurals do not count as a new unique word. No proper names or abbreviations are allowed

Moving Through Doorways

To pass through a doorway, you must place a word across it so that the door's letter matches exactly with a letter in your word. Example: If a doorway has the letter E (see diagram), you could place the word TEARS across the doorway, ensuring the E lands exactly on the door square.



Room Restrictions

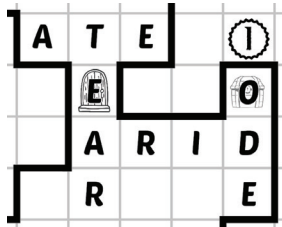
Once you exit a room through a doorway, you cannot write any more words inside that room. You can, however, enter the two small antechambers containing gemstones, and then return to the previous room.

SCORING OPPORTUNITIES

LOOT

Treasure Chests

- Any word that reaches a treasure chest earns you the points shown next to that chest.
- Some rooms offer bonus points for collecting multiple treasure chests.



Gemstones

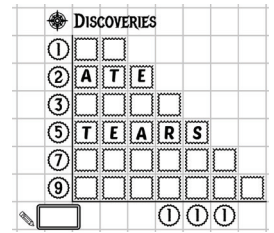
- Higher value than treasure chests, but more challenging
- You must place a word where the gemstone's letter matches exactly with a letter in your word to score the points next to it



Discoveries

The Discoveries section allows you to record words that you have used during your dungeon crawl for bonus points:

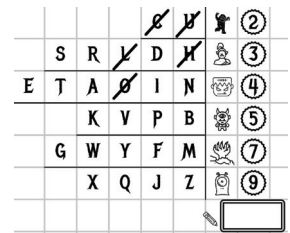
- One word of each length: 2, 3, 4, 5, 6, and 7 letters
- Vertical Bonus: If you can spell a word vertically using letters from your recorded discoveries
- Once recorded, discoveries cannot be changed



Monster Kills

As you place words throughout the dungeon, cross off any letters from those words that appear in the Monsters section:

- Each monster requires specific letters
- Cross off matching letters from your placed words
- When all letters for a monster are crossed off, you defeat it and earn the points shown

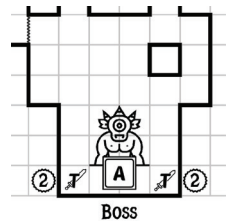


WINNING THE GAME

Defeating the Final Boss

To complete the Word Dungeon and defeat the final boss:

- Create a path of connected words from the starting square to the boss chamber. The entrance to the boss chamber is shown by zig-zag lines
- Once in the boss chamber, be careful. Using the boss letter (A) anywhere in the room will wake it and lose you the game
- Place words so that they end with the correct letters on both sword squares to defeat the boss.



FINAL SCORING

Add up all your points from: Discoveries, Monster defeats and Loot - can you achieve a Dungeon Score of 100?