

ONE HUNDRED DUNGEONS

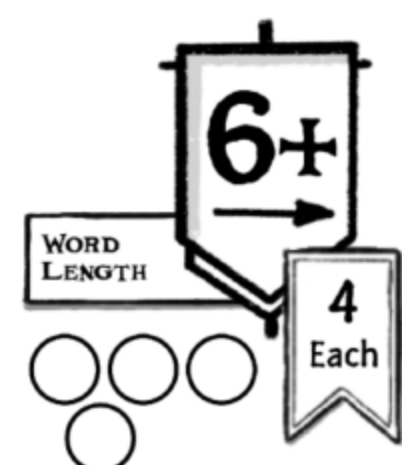
This is the interactive PDF variant of the One Hundred Dungeons teaser puzzles. This short guide will help you get to grips with this new, digital format so you can quickly get playing on your computer, tablet or phone. The format new so there may be teething problems, all feedback is welcome as I develop it further.

HOW IT WORKS

Each of the dungeon maps has been overlayed with PDF Form Boxes. These boxes mean that you can write letters and tick things off directly in the PDF. How these display on your device will depend on what software you use.

Sometimes you see translucent blue boxes which indicate you can type in a space, in other software you won't see anything at all. When you tap or click on a grid space in a dungeon, you will be able to type a letter into that space.

Try it in this grid and with the boxes on the word length score.



If you can't get the grid to work, you might need to download the file to your device and open it in a PDF viewer. Most devices have a PDF viewer already installed, but there are lots of different viewers you can download for free. These dungeons have been tested on the Adobe Acrobat PDF viewing software and several common browsers including Chrome, Edge, Safari and Firefox.

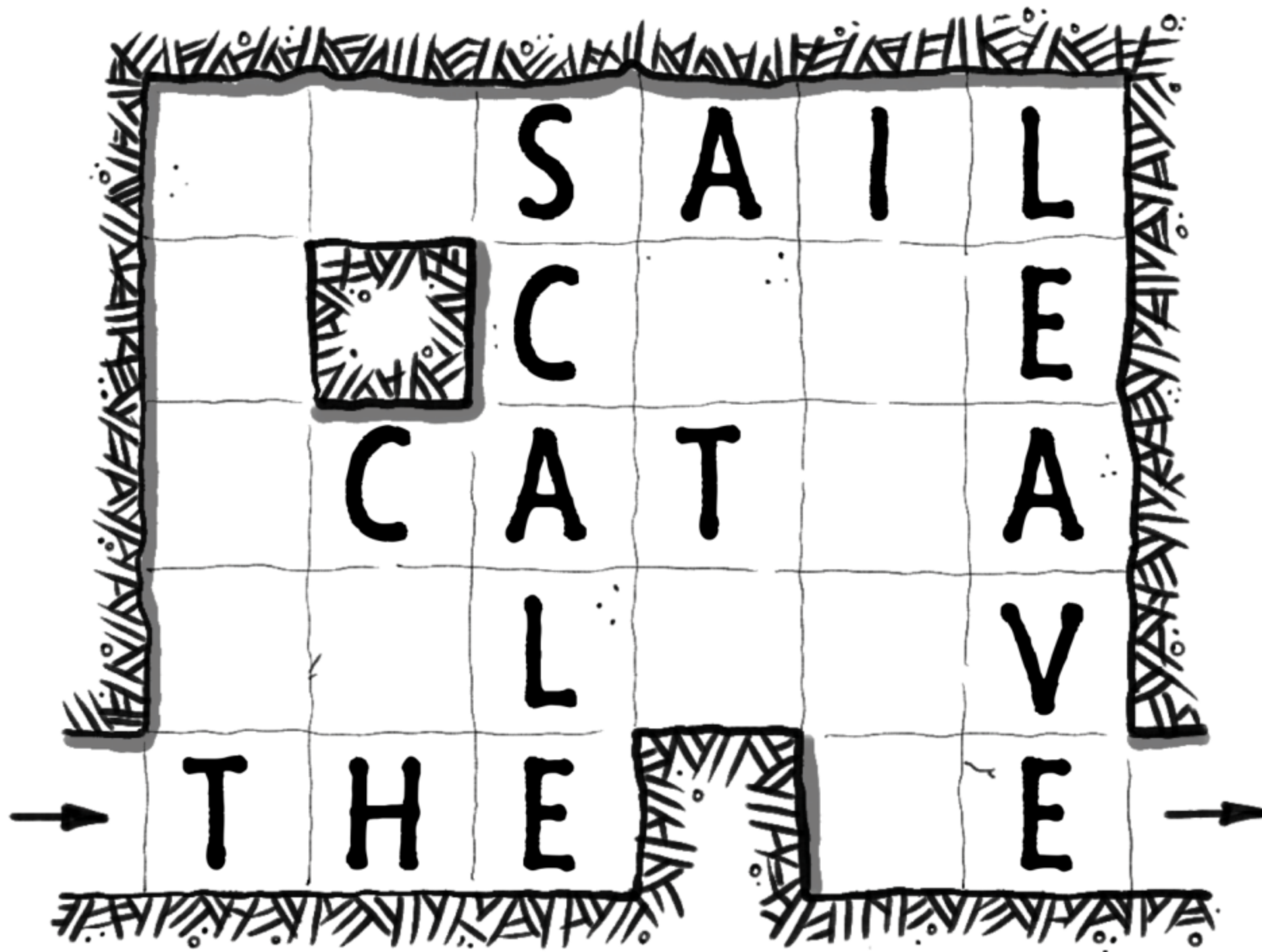
SAVING YOUR GAMES

On the next pages are the core game rules and 5 dungeons for you to try out. As you play, make sure you save your game regularly as sometimes when you close your PDF viewer you can lose your progress.

Good luck in the dungeons!

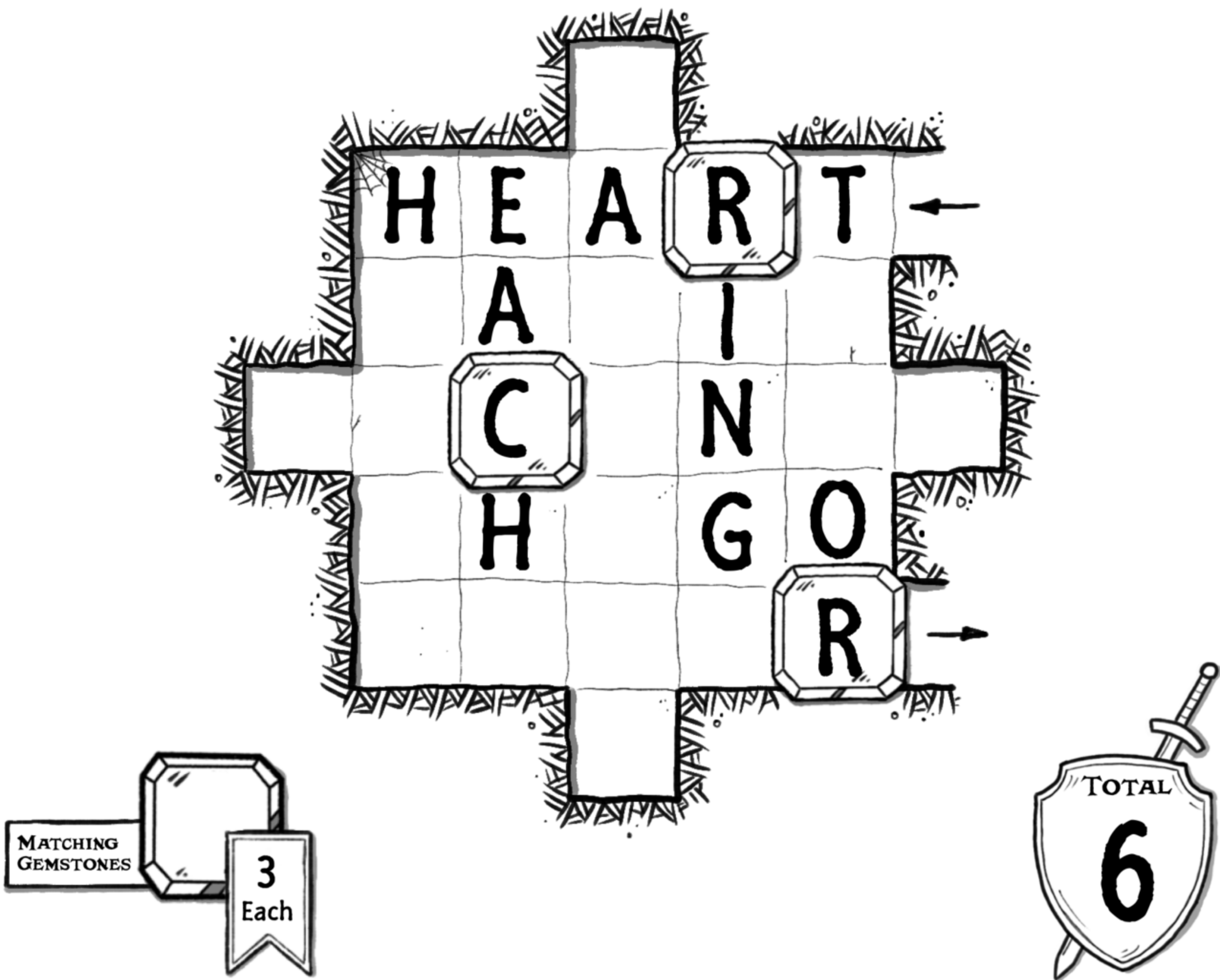
HOW TO PLAY

Each turn, place a word horizontally or vertically on the map. Your first word must cover the square next to the entrance arrow. Every word must connect to any previous word by sharing or touching a letter, all words on the map must be valid at the end of each turn, and each word can only be used once. When a word reaches the exit arrow, you're out and can't play any more words.



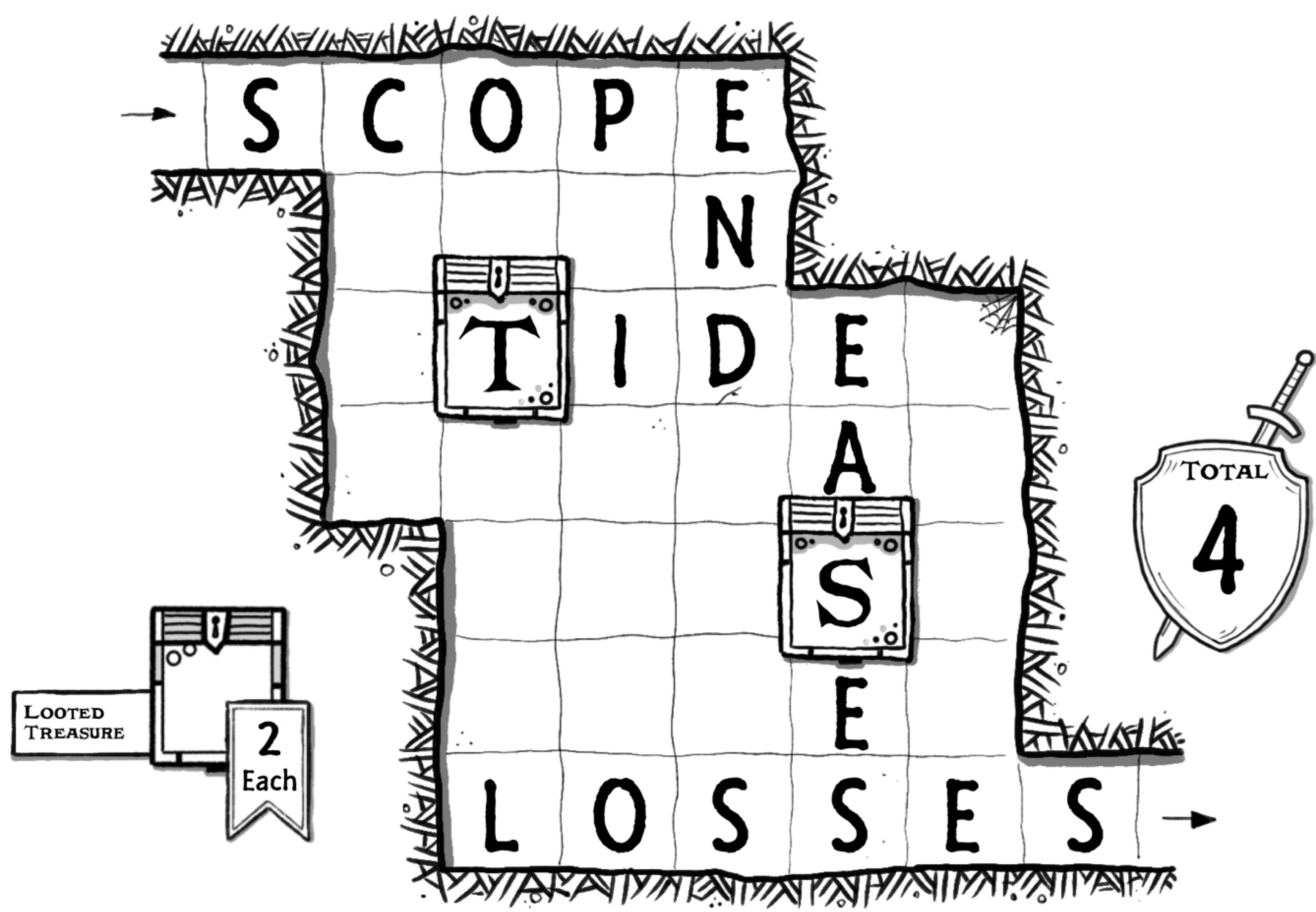
COLLECTING GEMS

Gemstones start empty. As you play, fill them with any letter that forms part of a valid word. At the end, find your most common letter across all gems and score 3 points for each one.



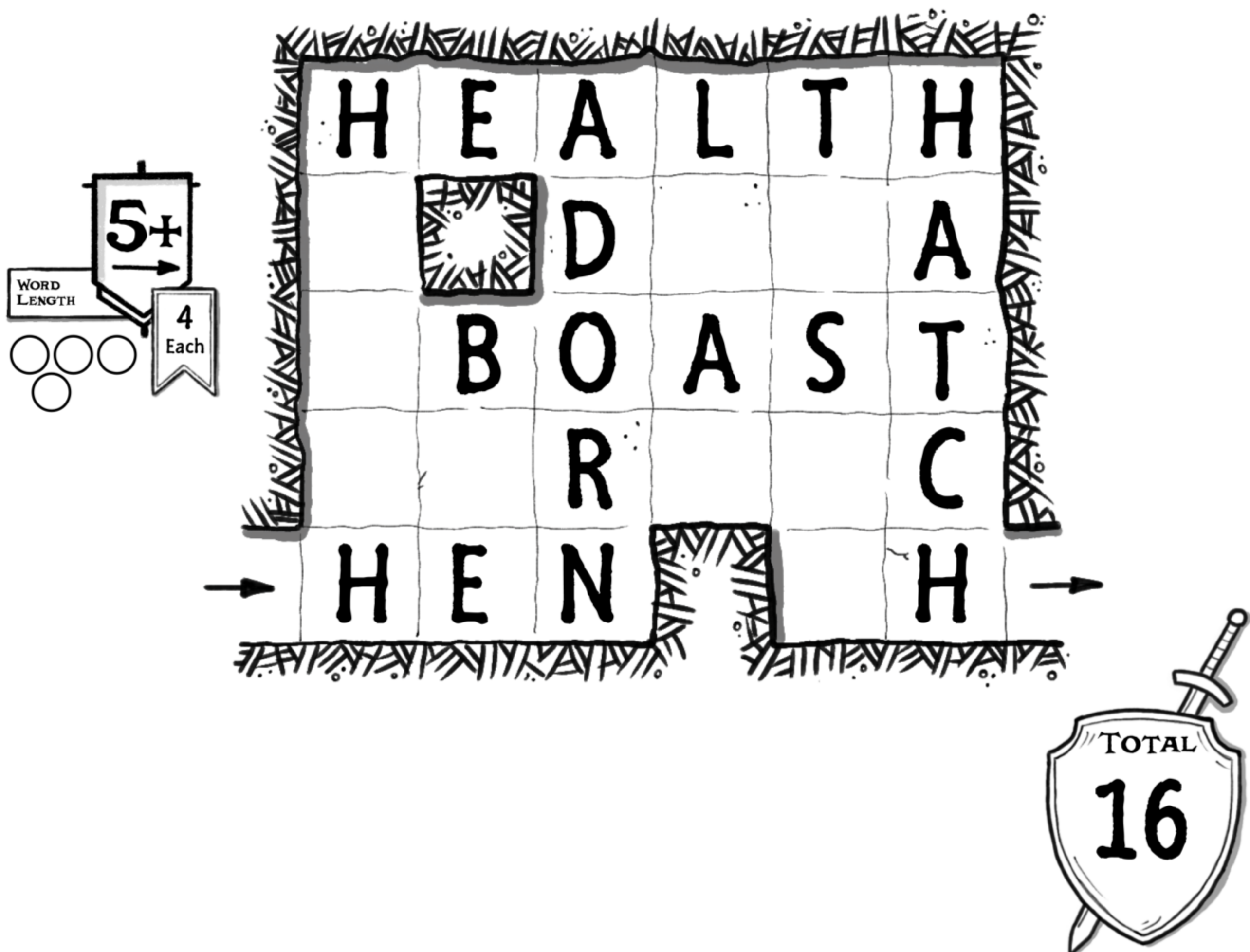
LOOTING TREASURE

Treasure chests already have a letter in them. To collect a chest, place a word that connects to that letter and uses it as part of a valid word. You score 2 points for each chest collected before you exit.



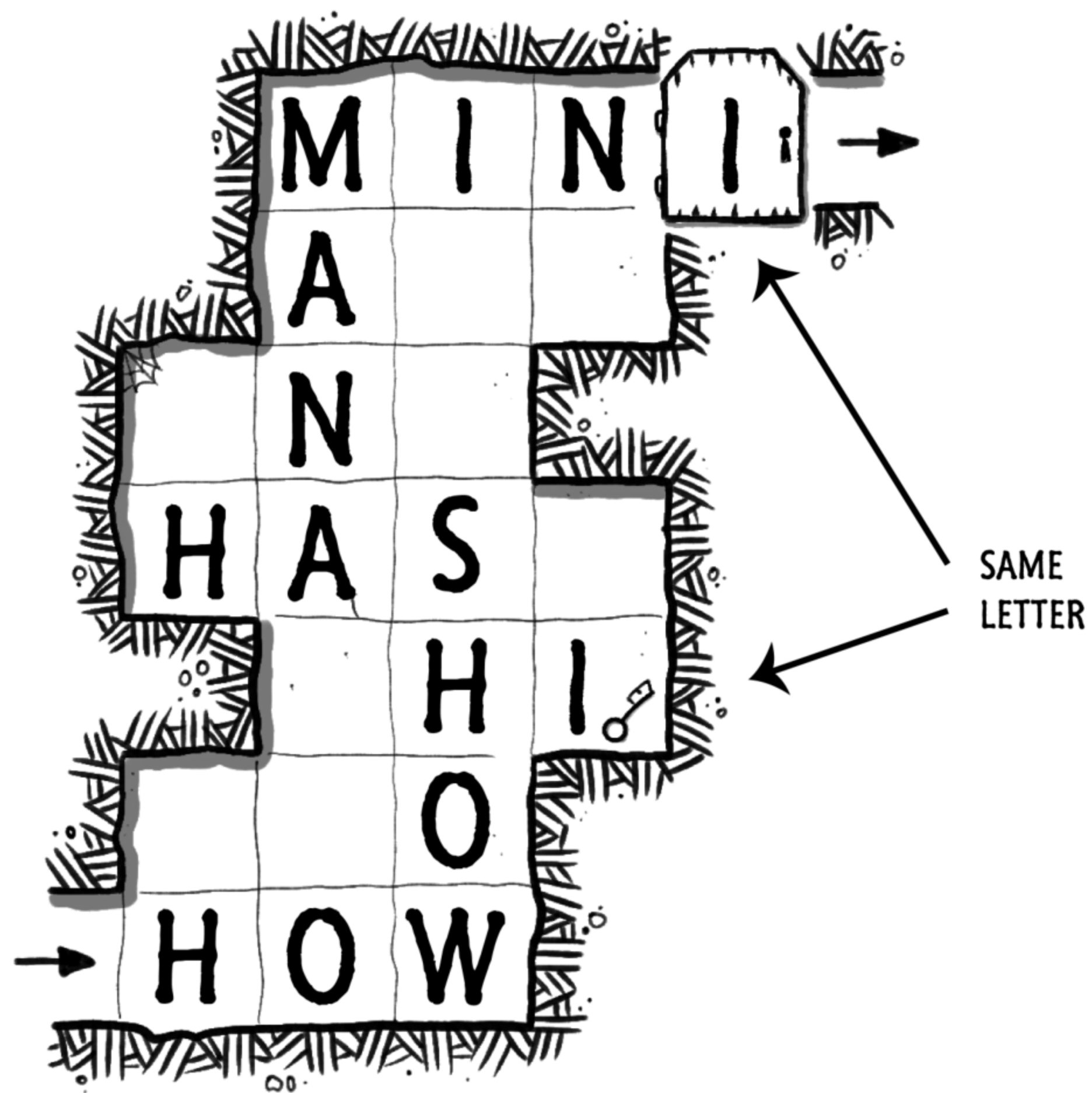
WORD LENGTH

Words that meet or exceed the length shown in the banner score 4 points each. Check the circles to see how many times you can score this in the dungeon. In this examples its 4 times. Count them up once you've left the dungeon.



OPENING DOORS

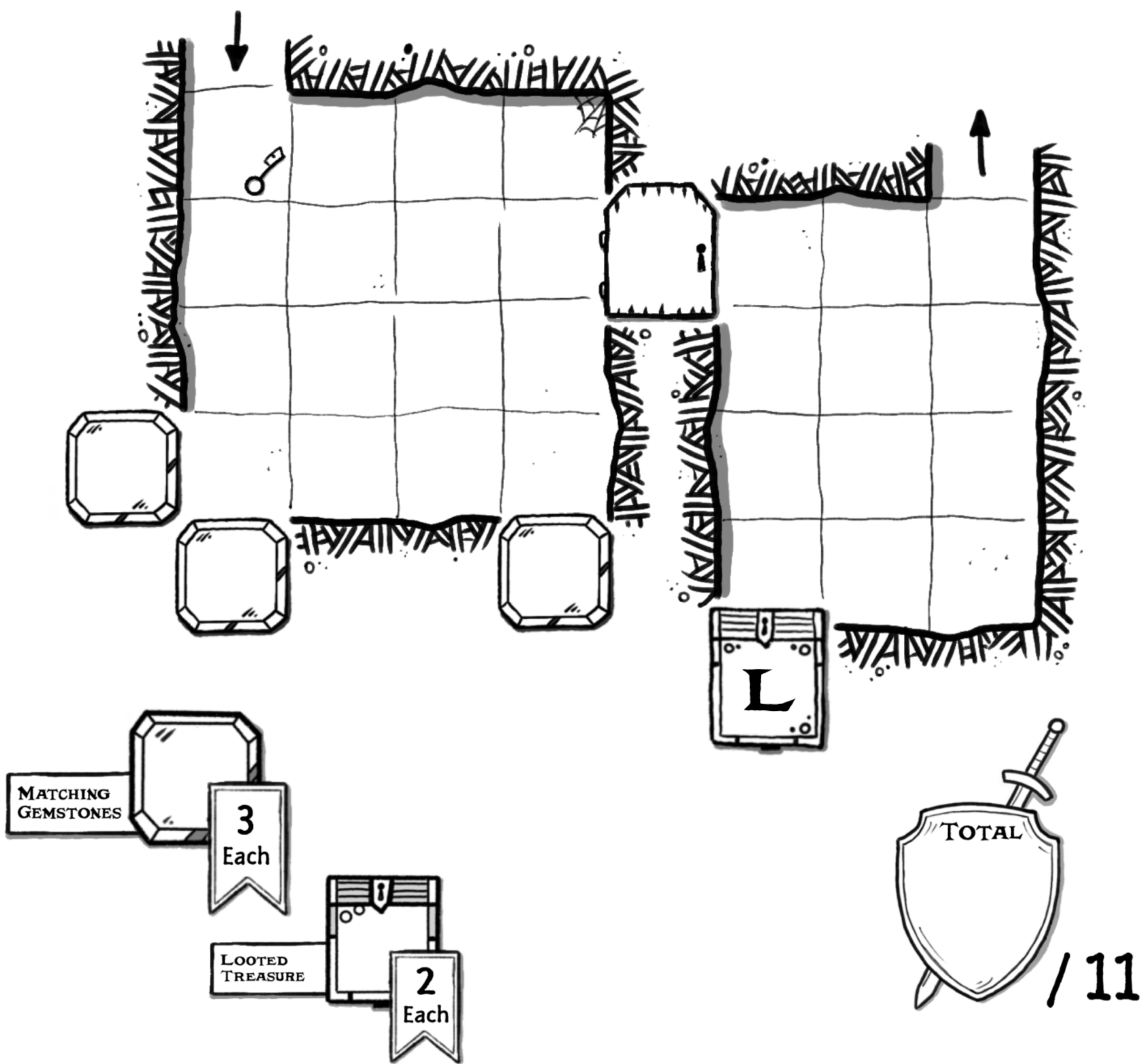
To open a door, place a letter as part of a word onto a key. The same letter that is placed on the key, must be placed onto the doorway to move through it.



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BACKERKIT

Sunday #1

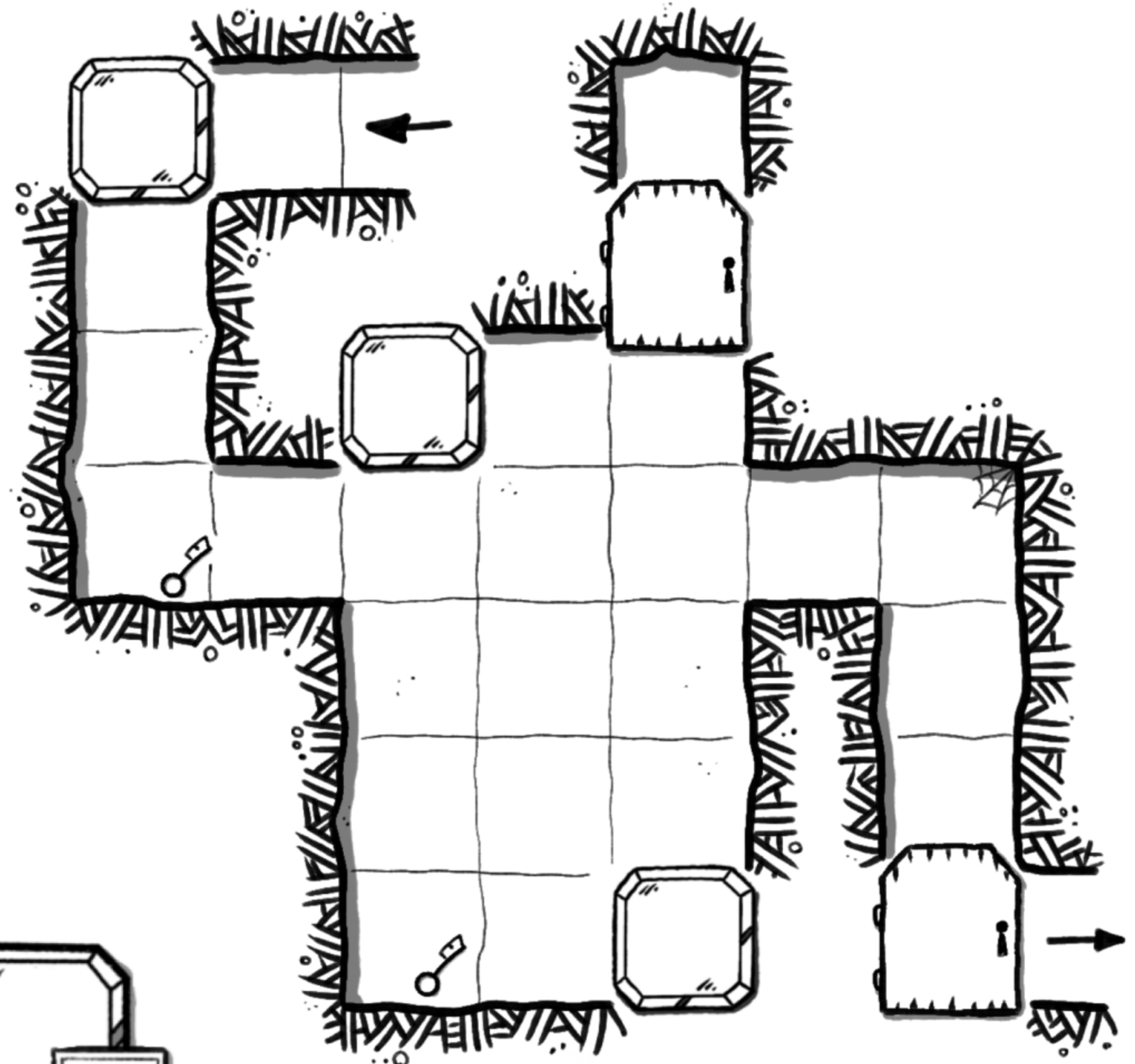
ONE HUNDRED DUNGEONS



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Sunday #2

ONE HUNDRED DUNGEONS





MATCHING
GEMSTONES

3
Each



WORD
LENGTH

7+
4
Each





TOTAL

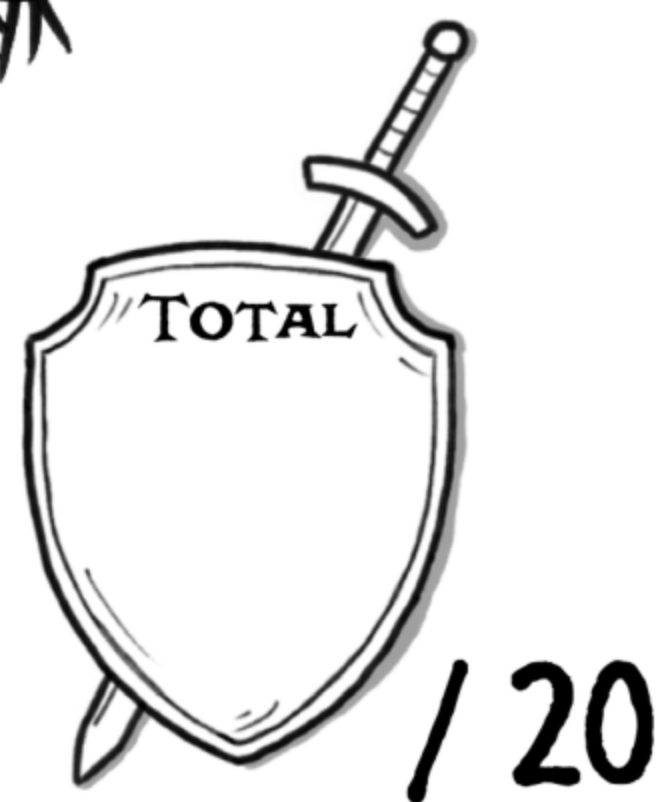
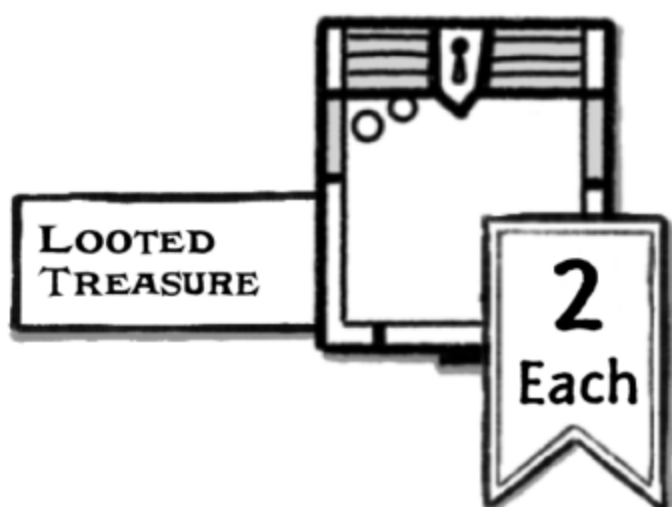
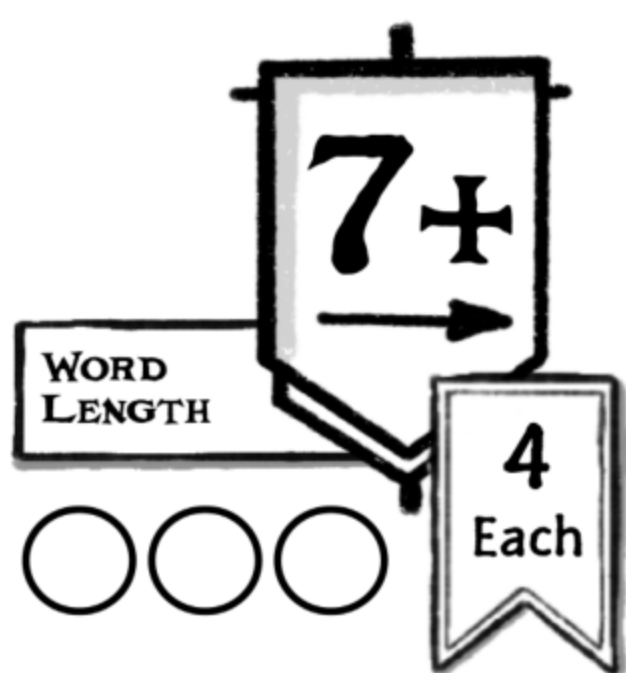
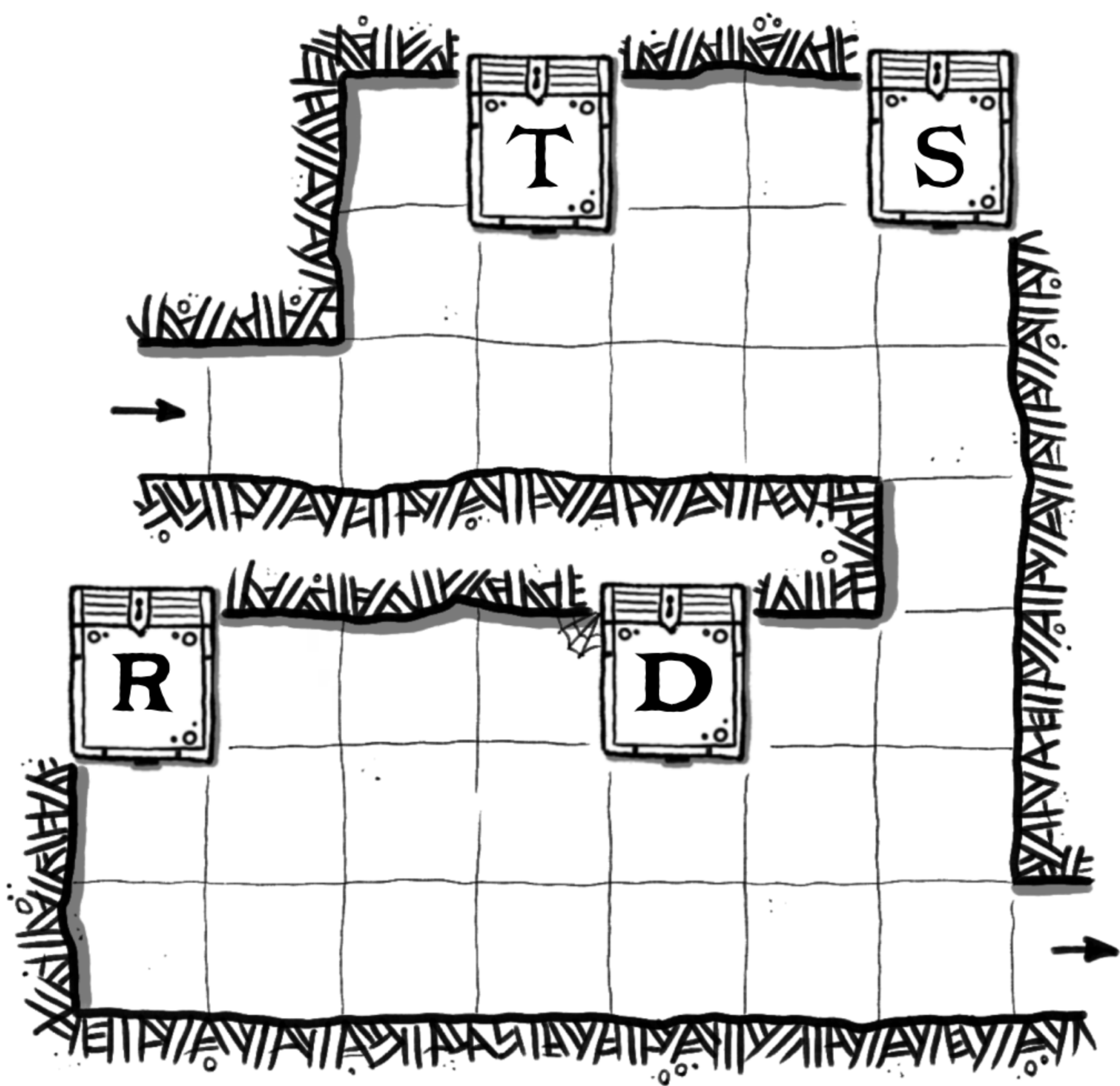
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BACKERKIT

Sunday #3

ONE HUNDRED DUNGEONS



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