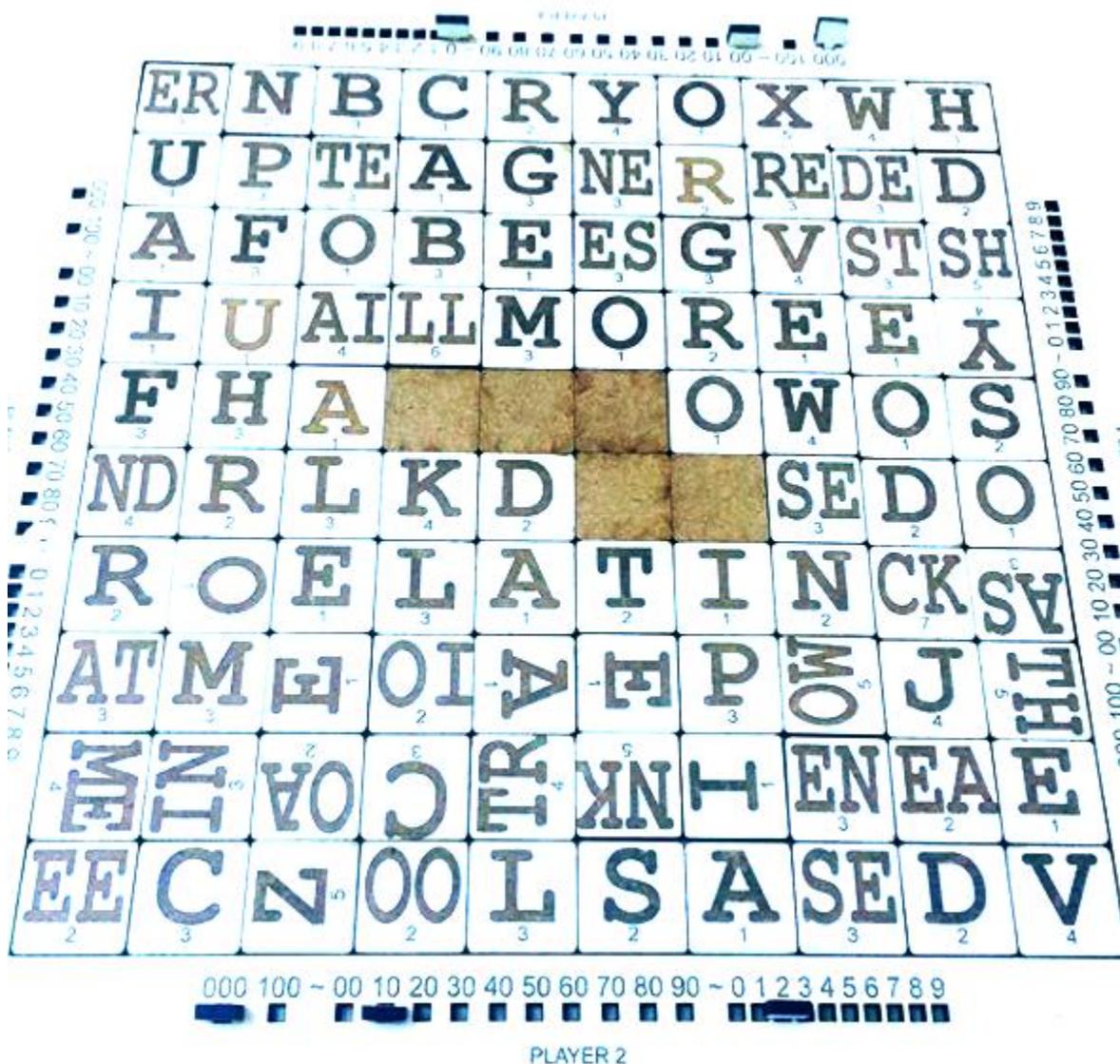


LETRIX WORD SEARCH

(August 11, 2020)

LETRIX is a dynamic word search game for one to four players, ages 8+. Swap and meld adjacent letters into words.



Lasercut Components:

- 112 single letter (A-Z) and dual-letter (bigram) tiles
- game board with built-in scoring tracks for four players.

Goal:

Find and score words from adjacent letters. Words can be in any direction and must have at least two letters. The first player to exceed 199 points wins.

The goal when playing a solitaire game is to end up with no letters (all tiles face down).

Setup:

Randomly place 100 letter tiles onto the board. The remaining letters are not used. Reset all four scorekeepers to 000, 00, 0. Decide whether acronyms and names are allowed as valid words.

Game Play:

Players take turns (60 seconds max) to:

- Find a word from adjacent letters or
- Swap two tiles and make one or two words.

When a word is made, all letters are turned upside down.

When swapping with an upside down tile, that tile must be turned face up to reveal its letter(s).

Solitaire: Set up the board as above. Start making words. No scoring is needed. Attempt to eliminate all letters to win.

Making Words: Words are formed from adjacent tiles in any direction including backwards and diagonally. Think of connected paths of adjacent letters. Examples:

Left to Right	ROPE	R O P E 2 1 3 1
Right to Left	SEAT	ATSE 3 3
Tetris Style	ROPED	R O P 2 1 3 Y V E D 4 4 3
Backwards and diagonal	ROCK	CK K H 7 4 3 TH O P 5 1 3 RE Y R 3 4 2
Mixture of directions	TIMERS	OOME R 2 4 2 ND I S 4 1 2 T P TH 2 3 5
Tetris Style	SENDER	S A R 2 1 2 E N D E 1 2 3
Backwards and upside down	MONK	NK O M 5 1 3 rotate the letters ... KN OM 5 1 3

Important: You must make a word after a swap with at least one of the letters swapped.

Swapping Tiles: Swap any two tiles to make or attempt to make a word. When swapping an upside down tile, flip it over before placing. Examine the two tile locations to find a word at each location. If a word intersects with or touches the tile, it's yours.

For example



Grabbing the “K” makes WOK, but as a bonus HALE is also made.



Strategies:

1. Always look at both tiles to see if a word can be made at either location.
2. Try to remember key letter locations after tiles are flipped.
3. Use tough letters like “QU” early and don't swap afterwards.
4. Don't forget to look diagonally.

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