

SCRxBBLE® LABYRINTH #1



LABYRINTH

Two or more players enter their own labyrinths to connect words to rescue trapped letters and collect coins.

SET UP

Select and print the same labyrinth for each player.
Flip all 98 Scrabble® letter tiles face down between the players.

RULES

Playing simultaneously, players each grab five tiles per turn.
Place letters along all the empty passageways to form words, from top to bottom and left to right. The first letter for each word must be placed on its starting arrow before adding adjacent letters.
Letters may be moved and replaced as needed to form words.
Releasing higher-valued coins early is a good strategy.
Always maintain five tiles.

RESCUING TRAPPED LETTERS

Trapped letters have a coin valued between 10 and 50 points. Place a matching tile on a trapped letter at any time. Connect a trapped letter to a passageway with a word. To rescue a trapped letter, dig towards it by adding letter(s) that will form a valid word. Once connected, the value of the coin is released.

WINNING

Any player can declare the round over when all of their passageways are filled with valid words and at least one trapped letter has been rescued.

Play one more turn, then score your game.

All players add up the value of all completed words plus the value of released coin(s). Record and accumulate the score for each player. Play three rounds with different labyrinths to determine the overall winner.

In this example, four trapped letters (red) must be rescued by connecting to passages. Words are built along passages, then new passages were "dug" to connect to the isolated letters.

