



INTRODUCTION

Letter Snake is a roll-and-write word game. Roll the dice and slither around the grid by inking in words. Complete the objectives shown on the sheet to win the game.

PLAYER COUNT: 1 to 99 players

GAME LENGTH: 5 to 20 minutes

AGES: 12+

COMPLEXITY: Light

COMPONENTS



Game requires one 6-sided dice



Game requires a pen or marker









A game sheet

SETUP

Choose a plain square to start on. Ink in the letter on the chosen square.

GAMEPLAY

At the start of each new turn, roll the 6-sided dice and perform the corresponding action.


-  Move one square left, right, up or down
-  Move one square diagonally
-  Ink in a word 3 letters long
-  Ink in a word 4 letters long
-  Ink in a word 5 letters long
-  Ink in a word of any length

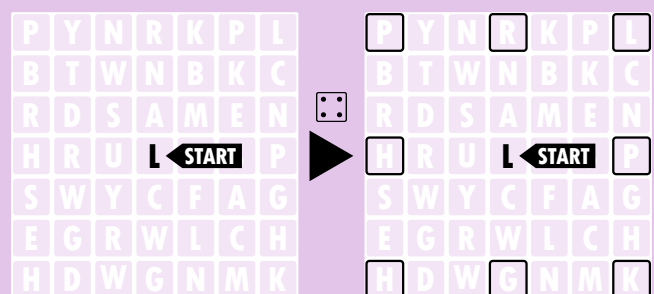
After performing the action, roll the dice again. If you are unable to ink in a word, you lose. If you complete all the objectives listed on the game sheet, you win

INKING IN WORDS

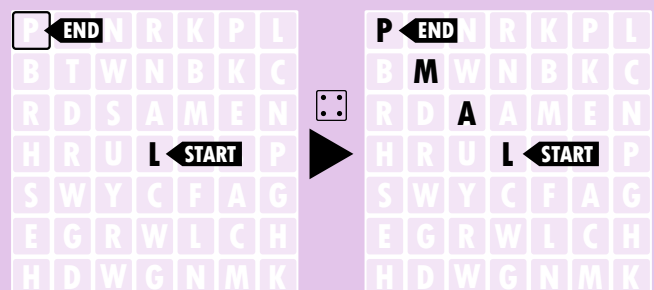
To ink in a word, the word must:

- Start with the letter you're on
- Be the word length specified by the dice
- End in the letter word length away from the square you're on going up, down, left right or diagonally.


Assuming the dice had rolled a , in the example below, the highlighted squares are the squares the word must end in if you started on the centre L square.

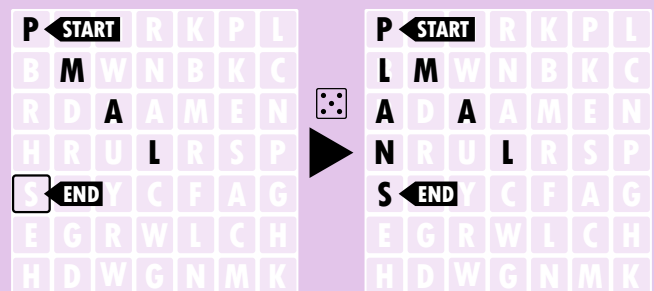


In the example above, LAMP could be inked in. When inking in the word, ink over any spaces that haven't been inked in. See example below.



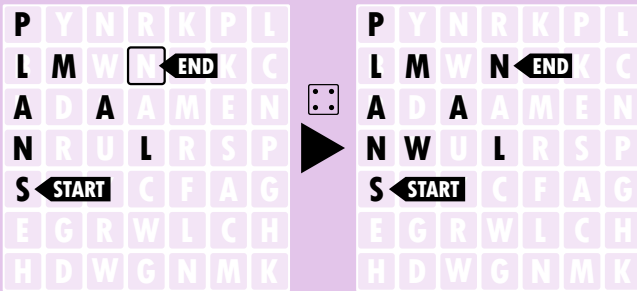
Note: The starting and ending letters do not change

The end of the last word is the new square you are on. If the next dice rolls a , PLANS could be inked in. See example below.



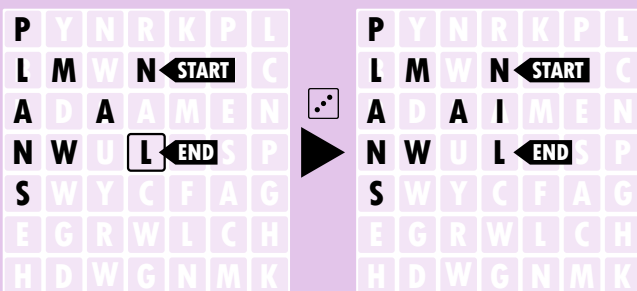
INKING IN WORDS (CONTINUED)

To cross over a previously inked letter, the word being inked in must use the letter at its position. For instance, if another 1:1 was rolled, SWAN could be inked in. See example below.

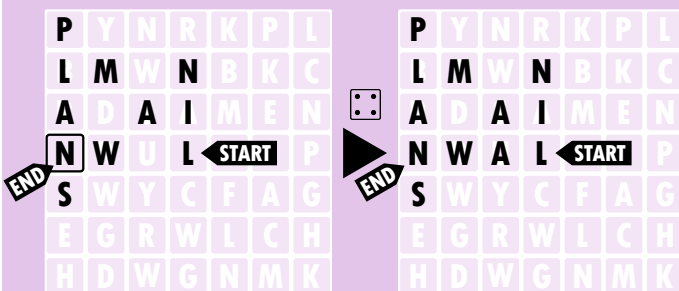


Note: Inked in letters can never be changed

It is possible to end a word on a letter that is inked in. For instance, if 1:1 was rolled, NIL could be inked in. See example below.



It is possible to cross over multiple inked in letters. For instance, if a 2:2 was rolled, LAWN could be inked in. See example below



Note: It is possible that when inking in a word, all the letters in the word are already inked in.

MOVING

When a 1:1 or a 1:2 is rolled, you will be required to move. If you moved into a square that hasn't been inked, ink in the letter on the square. You may choose to move into a square that is already inked.

COLLECTING THINGS

To collect things (e.g. Hearts [♥], Coins [♠], etc.), simply ink in the square the thing is on.

HEARTS ♥

Hearts can be collected over the course of the game, and they can be used at any time.

After using a Heart:

- You may immediately move to any surrounding square (left, right, up, down or diagonally)
- The may choose to perform the action specified by the dice or ignore it and skip your turn.

WORD RESTRICTIONS

When inking in a word:

- The word can not have already previously been inked in. All inked in words must be unique.
- The word must be commonly used or be found in a dictionary.
- If an objective asks for words from a category (e.g. countries, city names, etc.) then those words are allowed.

GAME END

To win the game, complete all the objectives listed on the game sheet. You lose if you are unable to ink in a word after being prompted to do so by the dice.

MULTIPLAYER GAME

To play multiplayer, give each player a game sheet, all game sheets should be the same.

- Roll one dice, all players must perform the action specified by the dice.
- The winner is the player to complete all the objectives first.
- If all players except one have lost due to not being able to ink in a word when prompted, the remaining player wins.