

L I T E R A T I O

A WORD GAME of KNOWLEDGE, VOCABULARY and STRATEGY™

- RULES -

- GAME OVERVIEW -

Literatio™ is a game of word creation where 2 to 4 players build words from cards drawn with cards used from preceding players words to ultimately achieve the highest score. A player's word is scored by the numeric value of each letter **plus** the total number of cards used. Each word played after the first must contain **at least** one card from the previous word and **at least** one card from his hand.

- PLAYING -

Choose a flat playing area approximately 2' x 1' within easy reach of all players. Each player blindly draws one card from the bag of cards. The player closest to "A" will play first. In the event of a tie, a second card is drawn to determine who plays first. Each player blindly draws additional cards from the bag to hold a total of seven cards. Each player keeps his cards hidden from other players.

Player One builds as high a scoring word as he can. For example, he can play the following word for a score of 14. 8 points for the total of the numerical values of the letters **plus** 6 points for the number of cards used. He then blindly draws six cards from the bag to once again have seven cards. Play continues clockwise.

P₃ R₁ I₁ S₁ O₁ N₁

Player Two **discards** one card from Player One's word (the "I") into a used letter pool and **rearranges** the remaining letters as follows:

O₁ P₃ R₁ N₁ S₁

Then, using five cards from his hand, **completes** his word for a score of 22. 12 points from the total value of the letters plus 10 points for the total number of cards used.

O₁ P₃ E₁ R₁ A₁ T₁ I₁ O₁ N₁ S₁

Player Two then draws five cards from the bag to replace his played cards. Play continues to a third player who may create a word by simply adding two of his cards. For example, Player Three could score a total of 24 points if he discards the "S" and has an "A" and "L" to place at the end to make the new word "OPERATIONAL". He then draws two cards to once again hold seven cards. Play continues clockwise.

Proper names are not allowed. Only words found in a reasonably modern dictionary are allowed. A spelling can be challenged by any player or players immediately after it is built but before the next player plays his word. If no dictionary is available, majority rules.

If a spelling is challenged, the word is looked up and if found to be incorrect, the player takes back the cards he used and the previous word is rebuilt. That player loses his turn and has 10 points deducted from his score. This is the only time cards from the used letter pool are brought back into play. If the word is found to be spelled correctly, it stands and the challenging player(s) lose their next turn and have 10 points deducted from their scores.

Once a word has been played, that exact same word may not be played again by any player, although variations like the preceding example are allowed.

If a player cannot make a word he forfeits his turn. If he cannot make a word for three consecutive turns he may then draw cards from the bag until he can. After which, he draws to replace his used cards to once again hold a total of no more than seven cards.

The blank card may be used for any letter, has a point value of 3 and also counts as 1 in the letter count portion of the score. Once assigned a letter, the blank remains that letter for use in any subsequent words played thereafter.

If a player uses all seven of his cards to make his word, in addition to the numeric and count values, the player is awarded 20 additional points.

Play continues until all cards have been drawn and one of the players has used all of his cards or until all possible words are played. The value of the unused cards that players are unable to play are subtracted from their scores. The player with the highest score wins!

There are no time constraints although players may use a timer if desired.

Additional score sheets can be downloaded at www.literatio.com.

Warning: Game contains small parts that may pose a choking hazard. Please keep cards out of reach of children under 5. The pencil point can damage the cards if not stored properly. Please take care when storing by covering the pencil point.