

Quick Tips (use along with the original instructions)

Illiterati (1-5 players) (a co-operative game where you work together!)

Setup:

- See p. 3 of instructions for a picture of how to **set up the components of this game**. There is also a QR code for a video tutorial on the same page (video length 4:56 mins).
- **Draw letters** depending on the number of players. Note symbols on them (e.g., cloud).
- Each player takes **1 book card** that has a **first objective** on the left side (e.g., animal, 3+ letters, 4 clouds meaning a word for an animal, with more than 3 letters and using letters to add up to 4 clouds) and more challenging **final chapter objective** on the right side.
- Decide on number of books to be bound per player (2 easy/4 hard/6 legendary)

How to Play:

- Working together: this game is played in 3 stages. (More details in instructions as noted)

1. Word Building Phase – Timed Phase (Instructions p. 4-5)

- Try to form words using your letters to protect them in later attack phase. Begin with words for first objective (left side) that get you closer to final chapter and book binding.
- You can meet the objectives via multiple words that each meet part of the objective!
- Players can freely move letters and entire words amongst each other.
- **Before the timer ends**, be sure to store up to maximum number of letters of allowed in the **Library** to protect them from being “burned” (removed) at the end of the phase.
- When the timer ends, remove any unused ‘burned’ letters from the game.

2. Book Binding Phase (Instructions p. 5):

Skip this phase and go to Attack Phase if any letters were burned in the first Phase.

- To bind a book, you must meet your book’s first objective (left side).
- If you bind a book, flip it over and draw a different-coloured book than the one you just finished (blue or red).
- Once everyone has bound all the required books per player, you move on to the **Final Chapter** and the end of the game.

3. Illiterati Attack Phase (Instructions pg. 5):

- Draw an illiterati villain, read its effect (e.g., discard vowels), and carry it out.
- Oh no! If you draw the **same villain** as in a previous attack phase, stack the new one on top. This triggers all previous powers from the most recent villain to the oldest villain!

Final Chapter (Game End):

- Once each player has bound the required number of books, the team must bind one last book together. Draw 1 book **as a team** from whichever book deck.
- Read **Final Chapter (right side) objectives**.
- Each player must complete the **Final Chapter** as if it were their own book. To win, all players must bind the **Final Chapter** during the **same round**.