

## **LitJam Rules:**

### **Setup phase:**

All Author, title and Motif cards are shuffled into a single deck. Each player is then dealt 5 cards from the deck. If a player has no Author cards in their hand they may display their cards, reshuffle the deck and draw a new starting hand of 5 cards. This continues until each player has a hand consisting of at least one Author card.

### **Turn structure:**

- The player going first then draws a card into their hand. They must then play an Author to begin constructing a “Work”
- Each subsequent player follows suit for the first round.
- On the second turn the player may add a Motif or Title to the Author in order to progress the work or they may place another Author to begin a second work.
- Players may have up to 3 different authors in play simultaneously and thus be constructing 3 works.
- Card effects that occur are activated in a 'last in, first out' sequence allowing for the use of cards to counter the effects of others.
- When instructed by a card effect a player may draw a card from the “Criticism deck”. Cards from the Criticism deck are capable of being played at any moment of the game.
- If the main deck is entirely expended to the Graveyard it is reshuffled and play continues as normal with the Graveyard being considered empty.

### **Scoring:**

Each Author, Title and Motif card is affiliated with a particular genre. Players completing works score points based on genre affinities and card effects. The following scoring system applies to completed works;

- A work of 3 differing genres: 3pts
- A work comprised of 2 similar genres and 1 distinct genre: 4pts
- A work consisting of 3 similar genres: 5pts

### **Victory conditions:**

The recommended goal for scoring is between 15-20 points for games lasting 10-30 minutes.