



A library card game for between 2 and 6 players.

This is designed to be played as part of a teaching session. After the game ends your instructor will lead a discussion based on the issues raised by the game.

Objective

The first player to reach 10 points wins.

Components

Two decks of cards - the standard deck and the wildcard deck. 60 coloured tokens.

Setup

Shuffle both packs of cards (separately) and place the pack of wildcards face down in the middle of the table.

Each player is dealt two cards from the main deck, with the remainder placed in the middle of the table.

Place the coloured tokens in the middle of the table.

The person who most recently borrowed a book from the library goes first and play then progresses to the player's left.

Playing The Game

Each turn the player decides which card in their hand to play, choosing **any other player** to answer the question on their card.

If the player chosen answers correctly, they get 2 points. If the answer is incorrect, the questioner claims 2 points.

Use the coloured tokens to keep track of how many points each player has.

The card is then discarded face up next to the main deck and the player draws a fresh card.

If all cards have been drawn, the discard pile is shuffled and turned over to continue play.

Wildcards

Some cards instruct you to draw from (or nominate another player to draw from) the "wildcard" deck.

If you choose to play one of these cards, discard it after play and draw a fresh card, as normal.

Follow the instructions on the wildcard when drawn. Discard the wildcard once it has taken effect.

Winning And Losing The Game

The first player to gain 10 points wins.

Credits

Game Concept: Andrew Walsh
Creator: Tanya Williamson
Backers: The Indiegogo backers
- Thank you!