

Literature

6-8 players

48 cards

Difficulty: Medium

Duration: Medium

Be the first team to claim 5 of 8 half-suits by deducing card locations.

SETUP

- Use a 48-card deck (standard deck minus 8s) with 6 or 8 players in two teams.
- Deal all cards evenly; teams sit alternating around the table.
- Each suit is split into minor (2-7) and major (9-A) half-suits.

SCORING

- A correct declaration claims the half-suit for your team.
- An incorrect declaration gives the half-suit to the opposing team.
- First team to claim 5 of 8 half-suits wins.

Tip: Track every question asked by all players to build a mental map of card locations.

ON YOUR TURN

- Ask any opponent for a specific card; you must hold a card from that half-suit.
- If they have it, take it and go again; if not, the turn passes to them.
- Declare a half-suit by naming which teammate holds each of its 6 cards.

Literature is a team-based card game popular in southern India where players ask opponents for specific cards to complete 'half-suits' of six cards each. It combines memory, deduction, and team communication into an engaging format that rewards sharp recall and clever questioning.

Objective

Be the first team to claim the majority of the eight half-suits by correctly declaring which team member holds each card in a half-suit. A team needs five of the eight half-suits to win.

Setup

1. **Players:** 6 or 8 players divided into two equal teams, seated alternating around the table.
2. **Deck:** 48 cards (standard 52-card deck with the 8s removed).
3. **Deal:** All 48 cards are dealt evenly among players (8 cards each for 6 players, 6 cards each for 8 players).
4. **Half-suits:** Each suit is split into a minor half (2-7) and a major half (9, 10, J, Q, K, A), creating 8 half-suits total.

Gameplay

1. **Asking:** On your turn, ask any opponent for a specific card. You must hold at least one card from that half-suit to ask.
2. **Receiving:** If the opponent has the card, they must hand it over and you take another turn.
3. **Failing:** If the opponent does not have the card, your turn passes to that opponent.
4. **Declaring:** At any point during your turn, you may attempt to declare a half-suit by naming which player on your team holds each of the six cards.
5. **Successful declaration:** If correct, your team claims the half-suit and those cards are set aside.
6. **Failed declaration:** If incorrect, the opposing team claims that half-suit.

Scoring

- **Half-suit claims:** Each successfully claimed half-suit counts as one point for the team.
- **Winning:** The first team to claim 5 of the 8 half-suits wins the game.

Variations

- **Four-player Literature:** Adapted for two teams of two with slightly larger hands.
- **Timed Literature:** Each turn has a time limit, preventing lengthy deliberation.

Tips and Strategies

- Pay close attention to every question asked, even between other players, as each question reveals information about card locations.
- Coordinate with teammates through strategic asking patterns to signal which cards you hold without directly stating it.
- Declare half-suits as soon as you are confident, because waiting risks opponents gathering enough information to block you.

Tips & Strategy

Memory is your greatest asset. Track every ask and transfer to build a mental map of where cards are located. Coordinate with teammates using subtle asking patterns.

The most critical skill is knowing when to declare. Declaring too early with incomplete information gifts the half-suit to opponents, but waiting too long lets them gather the cards themselves.