

Illimat is a game designed to feel like a relic from another time, a mysterious card game you might find in your grandparent's attic.

The game is an all-star collaboration between game designer **Keith Baker** (*Gloom*, *Eberron*), Caldecott-winning illustrator **Carson Ellis** (*Home*, *Du Iz Tak?*) along with bestselling author **Colin Meloy** (*The Whiz Mob and The Grenadine Kid*, *The Wildwood Chronicles*) and his band The Decemberists.



Illimat is reminiscent of classic card games like Hearts or Rummy—but with dynamic new twists and an enigmatic flavor. A multi-generational game for both experienced modern gamers and those who enjoy playing classic card games like Hearts, Gin, or Cribbage with friends and family.

Get a fifteen-minute demo of Illimat from designer Keith Baker and his company Twogether Studios in the ALA Gaming Lounge inside the expo hall or at ALA Play on Friday night.



Visit Twogether Studios at booth 3633J in the Gaming Grove for show specials and programing resources on how to incorporate Illimat in your library.

