

paper in New Language
alphabetical order, using the
alphabet tokens.

Choose Basic vs Expert game mode.

Set up the triangular Civilisation board. **Basic:** empty circle side up.

Expert: decorated circle side up.

Basic: Play 4 level 1 cards, 2 level 2, 1 level 3. **Expert:** Play 4 level 1 cards, 5 level 2, 3 level 3, 2 level 4, 1 level 5. Each card is a separate round.

Choose a first Mentor; they get the octagon token.

Round

Mentor takes a card of the

appropriate level and chooses a line on it. (The full line will be what goes on the slip at the end of the round, but only the noun needs to be guessed.) They fill in the left half of a vocabulary slip with a New Language word. They may also choose a related supporting word, and fill in a slip with a New Language word for that.

Add Enlightenment (hand) tokens from stock, circle up, to the centre of the Civilisation board: 6 -

current level, or as many as are available if fewer.

Mentor describes the word using existing New Language words.

Players and Mentor may only communicate via New Language words. (At levels 1-2, Mentor may use gestures.)

To make a guess, turn one Enlighten token to its cross side and give it to Mentor, say “I know” in New Language and then Old Language word. Mentor replies “yes” or “no” in New

guessed correctly, the game is won.

Basic: If the level 3 word is

End game

Mentor passes one place clockwise.

others to stock.

scoring.

Leave any unused Enlightenment tokens in the centre of the Civilisation board, but remove all

Retain Used tokens for final

word to the vocabulary. **Expert:**

All players may spend tokens: one purple, or two matching of any other colour, may be flipped to the duller Used side to add one more

Language, possibly with more elucidation.

Basic: To ask for a hint, turn one Enlighten token to its cross side and place it on the appropriate corner of the Civilisation board. Each corner can only be used once per round. **Finger:** Mentor looks at the picture sides of the large cards and indicates one drawing. **Pen:** Mentor writes down meaning of support word. **Alphabet:** Mentor looks at the vocabulary slips and indicates one letter.

Expert: Hints cost variable numbers of Enlightenment tokens.

tokens shown by it.

not.) If the word was guessed correctly, the players collectively receive the

word.

If the word is guessed correctly or there are no more Enlightenment tokens, the round ends and the word is filled in and added to the dictionary. (The support word is

1 gets Finger: Mentor looks at the picture sides of the large cards and indicates one drawing. 2 gets Pen: Mentor writes down meaning of support word. 3 gets Alphabet: Mentor defines a new vocabulary



https://tekeli.li/rogers-rules/
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Gibberers