

Gibberers

<https://tekeli.li/rogers-rules/>

Last edited 2026-10-07



Setup

Collectively build an 18-word vocabulary (in both New Language and Old Language, the latter being English) which must be able to express the concepts “Yes”, “No” and “I know”. The words on the back of the large cards are some suggested Old Language meanings, and more are in the basic rules. Arrange slips of

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 the Old Language word. Mentor replies “yes” or “no” in New

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.

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 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 not.)

If the word was guessed correctly, the players collectively receive the tokens shown by it.

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 word to the vocabulary. **Expert:** Retain Used tokens for final scoring.

Leave any unused Enlightenment tokens in the centre of the Civilisation board, but remove all others to stock.

Mentor passes one place clockwise.

End game

Basic: If the level 3 word is guessed correctly, the game is won.

Expert: Score tokens, used or not:
3 points per purple token and 1
point for each other. Then score 4
more points per set of one each of
red, orange-brown, green and
blue, using purples as wildcards to
complete sets. Score brackets are
 ≤ 23 , 24-34, 35-66 and ≥ 67 .