

GIBBERERS

EXPERT RULES



This product, “Gibberers”, is a replica of relic 22B4MS2, excavated from [redacted] ruins located [redacted] in Sankura-shi, Esashi Prefecture. [redacted] ruins are believed to date back to around [redacted] and 22B4MS2 was discovered in the center of the hall of the ceremonial site A20. This document is an instruction manual to reenact how 22B4MS2 was used.

The researcher who is reading this document should read out the following to all participants:

Gibberers is a cooperative word game where all players work together to create a language and civilization. All players play as a group of wanderers with no common language or culture. One player will be the mentor and other players will act as a Student. Players will repeat to “Enlighten” the others, where the Mentor will share a piece of Knowledge and the Word that refers to it, and Students will listen to the explanation and unravels the Meaning of the Word, thus creating a new language and advanced civilization. Through this game, you will experience the process of how wanderers could achieve mutual understanding.



C O N T E N T S

59 Knowledge Cards from 0 to 5th Generation



5 Gen 0 cards



17 Gen 1 cards



17 Gen 2 cards



21 Gen 3 cards



14 Gen 4 cards



7 Gen 5 cards

10 Index Tiles



5 Enlighten Tokens



1 Mentor Marker



1 Civilization Board



61 Development Tokens



Daily



Concept



Military



Science



Wonder

5 Pronunciation Generator Cards



5 Word Sticky Notes



1 Civilization Record Booklet



In addition, prepare some writing utensils for all participants to use.

It is also recommend for Wanderers to have access to any medium that allows Wanderers to look up for Knowledge (such as a dictionary or a machine that could connect to the Internet). If you run out of Word Sticky Notes, use any Sticky Notes available instead.



P R E P A R E

Dictionary Area



Out of Dictionary Area



In front of Participants



In front of Mentor





Dictionary Area

① Arrange all **Index Tiles** in alphabetical order. Leave some space between each **Index Tiles**. This area will be the **Dictionary Area**.

Out of Dictionary Area

② Place **Generation 0 Knowledge Cards** with the **Drawing side** facing up. Divide the remaining **Knowledge Cards** into **Generations 1 to 5**, shuffle them separately, and lay them **face down** into 5 different **deck**. Arrange this 5 deck according to the order of **Generation**.

④ Sort the **Development Tokens** by type.

⑤ Place the **Civilization Board** with the ☺ side in the center facing up, and place all **6 Enlighten Tokens** on the center of the board.

For Each Participant

Each **Participant** takes a stack of **7 Word Sticky Note**, **8 a Word Generator Card**, and a writing utensil. The remaining **Word Sticky Notes** and **Word Generator Card** will not be used.

Choose a Mentor

The **Participant** reading this booklet will be your **first Mentor**.

Additionally, **Mentor** takes the **9 Civilization Record Note** and the **10 Mentor Marker**.

G A M E T E R M I N O L O G Y

Before beginning the game, ensure all Participants are familiar with **the terminology** explained in this instruction manual.

Term	What it means
New Language	The language that all Participants cooperate to create.
Old Language	The lingua franca that all Participant used to communicate. A native or common language.
Word	A word created in the New Language.
Pronunciation	The pronunciation of a Word.
Meaning	The meaning of a Word.
Mentor	The Participant who is teaching a new Word from a Knowledge Card.
Students	All Participants except the Mentor.

K N O W L E D G E C A R D S

Knowledge Cards are divided into Generations 0 to 5, where higher numbers indicating more advanced civilizations. Each Knowledge Card consist of 5 pieces of Knowledge on it, and the classification of that Knowledge is indicated by its **Development Icon(s)**. All Participants should check what level of Knowledge are included in each Generation.

Generation	Comparison with modern civilizations - examples of Meaning
Generation 1	Primitive to ancient era - "Ants", "Sun", "Battle", "Board"
Generation 2	Medieval era - "Sugar", "Wine", "Weapon", "Jewelry"
Generation 3	Modern era - "Violin", "Solar Eclipse", "Gasoline", "Camera"
Generation 4	Current era - "Franchise", "Hypnotism", "Revolution", "Allergy"
Generation 5	Future era - "Influencer", "Heart Transplants", "Optical Camouflage", "Global Warming"

Development Icons (5 Types)



生活



思考



武力



科学



オーパーツ

Civilizations become more advanced and a single Knowledge will have multiple Development Icons in Generation 4 & 5. Plus, Knowledge classified as Wonders consist of subject which doesn't belong to that generation or are fictional.

P H A S E D E V E L O P M E N T

Participants are divided into **Mentor** (the person with Mentor Marker) and **Student** (all remaining participants). All Participants work together to create a new language and civilization. During the beginning of the game, all Participants will conduct **Generation 0**, the repeat the **Development Phase** for each Generation until their conditions are met.

After the final Development Phase, Participants calculate their **Civilization Potential** to see how well their civilization did during the Civilization **Tallying Phase**.

G E N E R A T I O N 0 P H A S E

3 steps would be conducted in **Generation 0 Phase** to build the foundations of your new language and civilization. These 3 steps are "**Birth of Civilization**", "**Creating Basic Word**", and "**Ritual of Encounter**".

Birth of Civilization

All participants discuss to find a **name for the civilization** they are going to develop and record it along with the **names of all participants** in a page of the **Civilization Record Booklet**. Next, tick the box written **EXPERT**.

This Civilization Record will not be used until the Civilization Tallying Phase. Set it aside for now.

実験報告書 書	
実験年月日 _____	
ハヤワカリ	文明
<input type="checkbox"/> CASUAL	<input checked="" type="checkbox"/> EXPERT
<input type="checkbox"/> 成功 <input type="checkbox"/> 失敗	(点)
実験参加者	
慶星 有島 暴轟カ 驛嬢?	

Creating Basic Word

Create **18 Words** that will form the foundation of the **New Language**. A Word must consist of a "**Pronunciation**" and a "**Meaning**". Use **Word Sticky Note** to record the Words created.

Participants create these 18 Words one by one in clockwise order, starting from the Mentor. Participants are free to discuss what Word to create.

To create a Word, first **create a Pronunciation**, then **choose a Meaning** for the Word. Refer to the next page for further details. End this step once you have created all 18 Words and recorded them on Word Sticky Notes.

PRONUNCIATION	...	ヒビキ	MEANING	🍎	イト
ヌポイザザ			大きい		

Rumors said that a set of "Casual Rules" is also discovered in the same site and it includes an appendix that helps Participants to Create Basic Word. It seems that certain subject bear intention to spread this experiment, but I have no idea what their purpose is.

That manual should be included in this box too, take a look if necessary.

Creating Pronunciation

Write down the 'Pronunciation' on the left side of the Word Sticky Note. There are **3 rules** while creating Pronunciation.

- Use the same kind of wordings to make all Pronunciation (do not mix multiple Old Language)
- Creating any Word with the "same Pronunciation" as any Words which already exists in the New Language are prohibited.
- Do not choose any Pronunciation that is same or similar to the Meaning of the Word.

The length of the Pronunciation are not fixed, but it is advisable to keep it between 1 to 4 syllables to make Words easier to pronounce and distinguish. Plus, Participants are **recommended to choose a Pronunciation that have no meaning in the Old Language.**

You may also use the **Pronunciation Generator Cards** to choose any sequence of letters to create a Pronunciation.

Choosing a Meaning

Record the Meaning of the Word on the right side of a Word Sticky Note with it's Pronunciation.

Look at the Drawing side of any Generation 0 cards and choose anything that you think is necessary as the basic of your new language and civilization.

However, Participants must include Words with these 4 Meanings, "Yes", "No", "I", and "Know" within the 18 basic Words.

Once all 18 Word Sticky Notes with Pronunciation and Meaning are recorded on them, place them in the **Dictionary Area under their appropriate Index Tiles** according to the first letter of the Pronunciation of the Word.



Professor Keisei created a Pronunciation "Ufaru" and chose the Meaning as "Lively." Creating any Pronunciation such as "Rikely" or "Livelily" for "Lively" is prohibited, since the Pronunciation and Meaning are similar. "Ufaru" is a good choice.

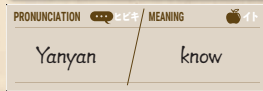
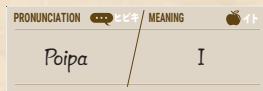


Ritual of Encounter

During our first attempt, it seems that the mood of the participants changed after carrying out this "Ritual." Is this really just an self introduction?

Starting from the Mentor, Participants take turn in clockwise order to make a self introduction using only the basic words. The Words to use is "I" and "Know". After all Participants introduced themselves, proceed to Development Phase.

Since Professor Keisei is the first Mentor, he introduced himself by saying "Poipa Arishima" along with some gestures. Then the Students answered "Yanan" .



DEVELOPMENT PHASE

The **Development Phase** is carried out using **Knowledge Cards** from Generation 1 to 5, and is repeated until certain conditions are met. Each Development Phase consists of three steps: **Prepare**, **Enlighten**, and **Apply**. **During the Enlighten step, Participants are only allowed to speak using the New Language. Any usage of the Old Language is strictly prohibited.**

After **one Knowledge Card from Generation 5** have been played, the Development Phase ends and proceed to the Civilization Tallying Phase.

Prepare

During Prepare Step, split Participants into Mentor and Students.

◇ Mentor Preparation

Draw a card from the **deck of Knowledge Cards with the lowest number** and look at it without revealing it to anyone. Choose a Knowledge from any of the 5 Knowledge on the Knowledge Card and place it face down in front of you. **Create a new Pronunciation to represents that Knowledge and write the Pronunciation on a Word Sticky Note, then show it to the Students.**

For once only, Mentor may redraw a Knowledge card. To do so, draw one additional card from the same deck, and choose either Knowledge Card to use. Return the Knowledge Card not chosen to the bottom of it's deck.

◇ Students Preparation

According to the **Generation of the Knowledge Card drawn by the Mentor**, **Students add a number of Enlighten Token** to the center of the Civilization Board. If there are any Enlighten Token left on the board from previous Development, **keep those Enlighten Token on the board** and add the indicated number of tokens. If there are insufficient Enlighten Tokens, add as many as possible.

After adding the tokens, any remaining Enlighten Tokens will not be used in this Development Phase. Keep them aside for now.

Generation	1	2	3	4	5
No. of tokens	5	4	3	2	1

Once the Mentor and Students finished their preparation, move on to **Enlighten Step**.

During the Enlighten Step, Participants are not allowed to speak in Old Language until the step is completed.



Professor Keisei drew one Generation 2 Knowledge Card and chose “Cat” as the Knowledge to share during this Development Phase. He places the card face down in front of him and writes “Toporla” on the Pronunciation side of a new Word Sticky Note, leaving the Meaning section blank.

There are three Enlighten Tokens left on the Civilization Board from previous Development. Students should add 4 Enlighten Tokens, but since there are only 2 Enlighten Tokens left outside the board, they add 2 tokens only instead.

If everyone agrees, you may set a time limit using something such as a timer.

Enlighten

During the Enlighten Step, Students should listen to the Mentor's explanation and guesses what Knowledge the guide is explaining and reveal it. All participants are allowed to ask questions, but they can only speak with New Language.

◇ Mentor during Enlighten Step

The Mentor must explain the selected Knowledge during Prepare Phase in New Language only.

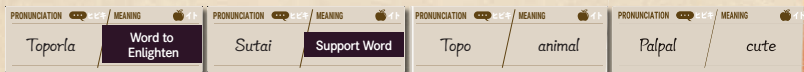
During Enlighten Phase, Mentor is allowed to add one new Word to help making explanation. This Word are known as **Support Word**. To add a Support Word, **write down a Pronunciation only on a new Word Sticky Note without writing the Meaning**, and place it under the appropriate Index Tile in the Dictionary Area.

|| **Special Rules for Generation 1 & 2**

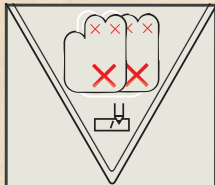
|| *Only during Generation 1 and 2, Mentor is allowed to use gesture while explaining.*

|| **Word Sticky Notes in Dictionary Area**

|| *Participants are allowed to move any Word Sticky Notes in the Dictionary Area.*



During an Generation 2 Enlighten Step, our Mentor, Professor Keisei, announced “Toporla” and began his explanation. He said “Toporla Topo (animal)” and added “Sutai” as a Support Word. Since Generation 1 and 2 allows the Mentor to use gestures, he tries to explain “Sutai” using gestures. He then explained “Toporla Sutai Palpal Topo”. It seems that Toporla is a (?) (cute) (animal).



The Students weren't able to guess the answer, so they decided to use a hint, “Telepathy”. They take two unused Enlighten Tokens from the Civilization Board, flip them over to their used sides, and place them on the “Telepathy” area. The Mentor, Professor Keisei, wrote “Small” on the Support Word “Sutai.” In other words, “Toporla Sutai Palpal Topo” seems to mean “Toporla is a small, cute animal.”



A Student, Professor Arishima, said, “Poipa Yanyan (I know)”, and handed one unused Enlighten Token on the Civilization Board to the Mentor, Professor Keisei, and answered “Dog.” Upon hearing this answer, the Mentor replied, “Suttai Pegoshi (small) (no)”. Seems like the answer is not a dog, but it must be close. Again, Professor Arishima said “Poipa Yanyan (I know)”, and handed another unused Enlighten Token. This time, he answered “Cat.” The Mentor replied “Pero (Yes)”. So, Toporla turns out to be a “Cat”.



◇ Students during Enlighten Step

Students listen to the Mentor's explanation and guess the Meaning of the Word the Mentor is explaining. During Enlighten Step, Students may use Enlighten Token to answer and use hints. In addition, as long as all Participants uses the New Language, Participants are free to consult with each other and ask questions.

Enlighten Token

The Enlighten Token has an **unused side** and a **used side**. During the Enlighten Step, Students may use the Enlighten Tokens in the center of the Civilization Board to **Answer** and **Use Hints**.



Used

Unused

Answering the Meaning

If any Students understand the Meaning of the Word explained by the Mentor, one Student will represent the group and answer the Meaning.

The Student who is going to announce their answer says "I Know" in the New Language, and pass one Enlighten Token from the Civilization Board to the Mentor, then announces the answer in Old Language.

The Mentor must response in **New Language** to tell the group whether the answer is correct or not.

*As long as only New Language are used, the Mentor could **response anything to the answer**, such as "Close".*

The Student's answer does not have to match exactly the Word written on the Knowledge Card. **If the Mentor thinks that the answer is about right, they could consider the answer as correct.** In addition, if the chosen Knowledge contains multiple set of Words on the Knowledge Card, the answer is correct as long as it fits any set of Word.

If the answer is correct, the Enlighten Step ends and proceed to **Apply Step**. If the answer is incorrect, the Mentor places the Enlighten Token they received in front of them with the **used side** facing up.

Using Hints

If all Participants agree, Participants could **acquire hints**. There are three types of hints, and **each hint can only be used once per Knowledge**. If any Participant thinks they need a hint, they place the required number of Enlighten Token(s) in the hint area of their choice. If all Participants agree, they turn the Enlighten Token(s) in the hint area to its **used side** and acquire that hint.



1 Enlighten Token: Ancestor

Look at the drawing side of all Generation 0 Knowledge Cards, choose one, and point at a drawing.



2 Enlighten Tokens: Telepathy

The Mentor writes down the Meaning of the Support Word added during this Knowledge.



3 Enlighten Tokens: Inspiration

Add a new Word to a new Word Sticky Note and place it under the appropriate index in the Dictionary Area. Participants may use this new Word from this Enlighten onwards.

Apply

Participants are allowed to use Old Language during Apply Step.

Depending on the result of the Enlighten, steps are different according to "Success" or "Failure."

Success

If the Students get to answered the correct Knowledge, the Enlighten is successful. In this case, Participants takes Development Token(s) according to the Development Icon(s) shown next to the chosen Knowledge on the Knowledge Card and place them face up.

Failure

If the Students are not able to figure out the correct answer for the Knowledge after running out of unused Enlighten Token on the Civilization Board, the Enlighten fails. Participants will not receive any Development Token.

Recording Word Sticky Note

Regardless of success or failure, write down the Knowledge on the Word Sticky Note on it's Meaning side. If there are multiple Meaning, write down all of them.

Check Generation Growth

Regardless of success or failure, check if the Generation will move on to the next Generation. Sort the used Knowledge Card according to Generation and place them facing up on the side of the table. If the number of cards of the current Generation reached a certain number, remove the Knowledge Cards deck for the current Generation from the game.

After one Knowledge Card from Generation 5 have been Enlightened, the Development Phase ends and proceed to the Civilization Tallying Phase.

Generation	1	2	3	4	5
No. of cards	4	5	3	2	1

Development Bonus

After checking the Generation Growth, Participants may use Development Token(s) to gain Development Bonus. By flipping over 2 Development tokens of the same kind, or 1 Wonder Development Token from it's unused side to it's used side, Participants may discuss together to create one new Word. Be careful not to return any used Development Tokens. The Mentor will decide the Pronunciation of this new Word. Participants may use Development Bonus multiple times in the same Development Phase.



Preparing Next Development Phase

Move all Word Sticky Notes to the Dictionary Area according to their Index. Then, the Mentor passes the Mentor Marker to the Participant on their left to switch roles. After the Mentor has changed, a new Development Phase begins.



CIVILIZATION TALLYING PHASE

After playing one Generation 5 Knowledge Card during Development Phase, calculate your score to check your result, then complete the Civilization Record Note, thus ending this experiment.

Counting Development Tokens

Count the Development Tokens obtained, including the Development Tokens that had been used for Development Bonus (used side facing up) to calculate your score.

Scores through Development Token

Daily , Concept , Military  and Science  are worth 1 point each, and Wonder  are worth 3 points each.

Scores through Sets

Gain 4 points for each set of Daily , Concept , Military  and Science  tokens.
Wonder  tokens could be used to substitute any kind of tokens

Calculating Civilization Potential

Once calculating your scores, check your Civilization's Potential using the Civilization Tallying Table below.

Score	Evaluation
67 pts and above	Level 3 - A civilization with potential to capture energy emitted by the galaxy. 驕酷s縫?縫?縫? 干縫輔▲縫輔→菴懈・-纏貞? 髭九@縫?縫上□縫輔>?
35 pts and above	Level 2 - A civilization with potential to consume a star energy. Seems that your team are ready for the challenge.
24 pts and above	Level 1 - A civilization with potential to access energy available on its planet. Seems that this civilization have advanced technology to control natural events.
Below 19 pts	Level 0 - A civilization with potential to develop till earth civilization. Thank you for reproducing this experiment.

Recording the result

Complete the Civilization Record booklet written during Generation 0, filled with the name of your civilization and names of all participants.

Record your score at the score column below "EXPERT".

Finally, Participants discuss about which Word(s) created during this Civilization is a great Word and write them down on "The Great Words" and how they used it.

This concludes the experiment. Thank you for participating.

CASUAL EXPERT
 成功 失敗 (42点)

創造された代表的なコトバ
チビチャ: やばい
ベルベルベグシ: おしい

Development Phase: Prepare

Mentor

Draw a Knowledge Card and choose a Knowledge
Write a Pronunciation on a Word Sticky Note

Students

Keep the remaining tokens
(up to 5 tokens)

Gen	1	2	3	4	5
No	5	4	3	2	1

Development Phase: Enlighten

Mentor

Explain the selected Knowledge in New Language
May add a Support Word

Gestures are allowed during Generation 1 & 2

Student

Listen to Mentor's explanation and guess the Knowledge
May use New Language to ask questions and get information

Use Enlighten Token to **Answer** or **Use Hints**

Answer

Pass 1 unused Enlighten Token to the Mentor and announce the answer in Old Language
Mentor evaluates the answers using New Language



Using Hints

Use a number of Enlighten Token to **get hints**
3 kinds of hints are available, and each hint could only be used once per Knowledge



1 Enlighten Token: Ancestor

Point at a drawing on any Generation 0 Knowledge Cards



2 Enlighten Tokens: Telepathy

Mentor writes down the Meaning of the Support Word



3 Enlighten Token: Inspiration

Mentor adds a new Word using a new Word Sticky Note and place it in the Dictionary Area

Development Phase: Apply

Success or Failure

If **success**, receive Development Token facing up and write the Word on the Word Sticky Note
If **failed**, just write the Word on the Word Sticky Note Do not receive any Development Tokens



Generation Growth

Arrange the Knowledge Cards used according to Generation
If the required number of cards is reached, return the Knowledge
Deck of that Generation to the box

Gen	1	2	3	4	5
No	4	5	3	2	1

Unused

Development Bonus

Use **one Wonder Token** or **2 Development Tokens of the same kind** to create
a new Word. Turn over the used Development Tokens to used side (do not return them)



Used

Civilization Tallying Phase

Development Token Score

Daily, Concept, Military and Science are worth 1 point each
Wonder are worth 3 points each



Daily Concept Military Science

Token Set Score

Each set Daily, Concept, Military and Science are worth 4 points per set
Use Wonder as a Substitute for any kind of Token



Wonder

During Enlighten Step, you may only speak New Language