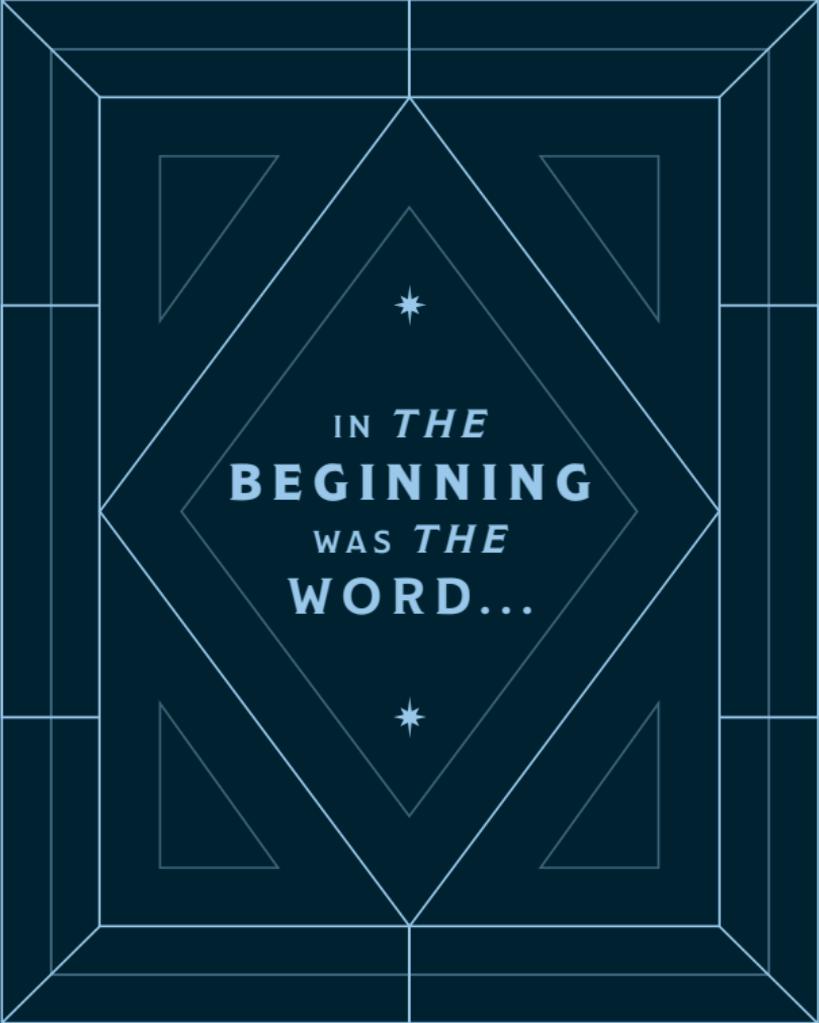




LEAGUE
— OF THE —
LEXICON

RULES & MORE





IN *THE*
BEGINNING
WAS *THE*
WORD...

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LEAGUE OF THE LEXICON

THE GAME

— How many is a MYRIAD? —

What does the WIKI of Wikipedia mean?

And where does the word KETCHUP originate?

If you have an inkling of an idea - or an idea what an INKLING is - then League of the Lexicon, a quiz game about words and language, is for you.

League of the Lexicon, by Two Brothers Games,
is made by word-lovers, for word-lovers.

Our ambition was to make the ultimate game about words. With contributions from linguists and lexicographers around the world, and our stellar team of writers, designers and artists, we've made a language game unlike any other.

With two thousand questions in five devilish categories, even seasoned wordsmiths will find themselves tested. And with two levels of difficulty, everyone can join in.

Welcome to the League of the Lexicon.



INSIDE:

Four hundred Question Cards
Forty-five rare lexical Artefacts
Six Character Cards
One die.

MEET THE LEAGUE



There is a story amongst lexicographers...

Words are magic, it is said, and those who master words possess the deepest magic. Their written works retain this enchantment, but so too do the extraordinary objects held by a true Master of Words. Such objects have become known as the **Artefacts**.

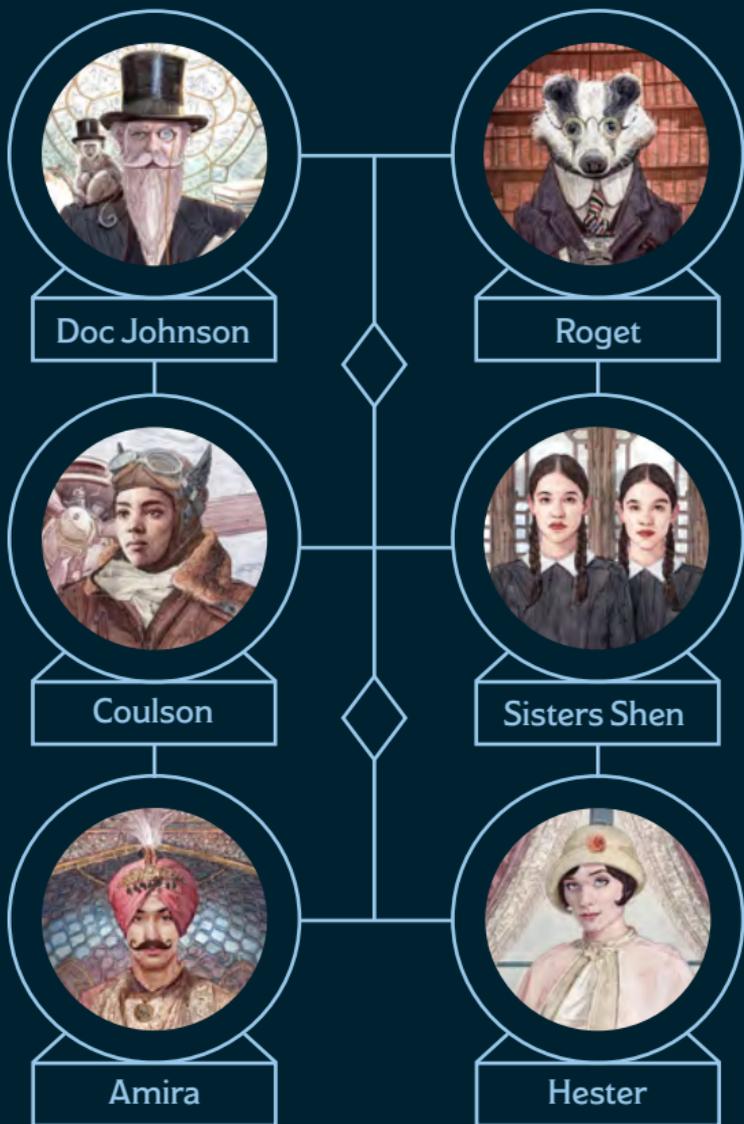
Dante's quill, Baudelaire's bedpan, Brönte's stuffed dodo: such priceless Artefacts were long thought lost. But six wayward lexicographers knew otherwise, and dedicated themselves to finding them.

These treasures cannot be bought, they must be earned through the power of words.

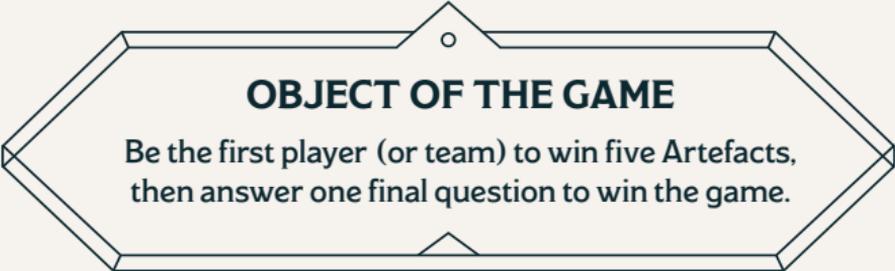
In **League of the Lexicon**, a player must use their knowledge to win Artefacts and attain glory.

Are you worthy of the League?





RULES OF PLAY



OBJECT OF THE GAME

Be the first player (or team) to win five Artefacts, then answer one final question to win the game.

SETUP

Shuffle the ARTEFACT deck, but keep QUESTION CARDS in the box. Note that questions are sorted into two difficulty levels: **Ticklish** (easy) and **Tricksy** (hard). Each player can select the difficulty level they wish to play.

Players then take their CHARACTER CARD. These can be chosen or, to avoid argument, dealt unseen.

GAMEPLAY

The youngest player starts, rolling the die to select their question. The number on the die will match a category on the QUESTION CARD. (If Player's Choice is rolled, the player decides the category, but can't preview the questions.)

The question is read out by another player. The Turn Player may then read the question themselves, unless it's spelling.

If answered correctly, player draws an ARTEFACT CARD. If the symbol on the Artefact matches one on their CHARACTER CARD, it counts towards their target score. (NB: having multiples of any one symbol is fine.) If there's no match, it doesn't count, but hold onto it to use as so:

TWO Artefacts *without* a matching symbol can be exchanged **at the beginning of a turn** for ONE new Artefact. (Discarded Artefacts go to the bottom of the Artefact deck.)

THREE Artefacts *without* a matching symbol can be played as a single 'matched' Artefact to unlock the Decider Question. (Such Artefacts can feature any symbol. You don't need a 'set'.)

With the question answered, and any Artefact drawn, the turn concludes and play continues clockwise.

WINNING

The player who collects **five** matched Artefacts (or, **four** matched and **three** unmatched) places them face-up. They must now answer a DECIDER QUESTION to win. **However**, the question category is chosen by rival players not the dice (although players cannot read the questions in advance).

A correct answer earns victory and a smug glow, and the game concludes. But if incorrect, play continues until a player successfully answers the Decider Question.

THE QUESTIONS

Question cards feature five question categories, probing every corner of language.



1

LEXICON
MASTER

Synonyms, antonyms, categories and compounds.

2

MEANING
AND MORE

Definitions, odd-one-out and archaic words.

3

USAGE AND
ABUSAGE

Mistaken identity, grammar and the devilish spelling bee.

4

WORD
SOURCE

Origin stories of words & phrases.

5

WORDLY
WISDOM

A potpourri of linguistic trivia.

League of the Lexicon is for everybody.
Choose from two levels of difficulty, shown in the top
right of the question card. How brave do you feel?

TICKLISH

Less challenging
questions, ideal for
younger or less
confident players.

TRICKSY

Questions to test
even the pluckiest of
wordsmiths, so
buckle up.

*We've taken great care to ensure questions include
full and interesting answers. The game may be
challenging, but we guarantee every player will
finish knowing more than when they started.*

VARIATIONS

Fancy teaming up, playing alone or adding some wrinkles to the game? Here are SIX variations of League of the Lexicon to keep things interesting.



1

THE ALL-FOR-ONE

Players work as a team to earn **ten** matched ARTEFACTS in the fewest number of questions.

Draw one CHARACTER CARD for the group and play as normal, answering questions together. The game concludes after ten matched Artefacts have been earned - *how many questions did it take to do it?*

2

THE PARTY-PLAY ONE

This version can involve any number of players and doesn't require Character cards. Instead, players take an ARTEFACT for every correct answer. After 10 rounds of questions, or once all Artefacts are drawn, the player with the most Artefacts wins.



THE SOLO ONE

Draw a CHARACTER CARD and play to win five matched ARTEFACTS. Play concludes when you've won your fifth Artefact. *How many questions did it take you?*

Note: you'll need to roll dice again for spelling questions.



THE FAST ONE

Reduce the number of ARTEFACT cards needed to win from five to four...



THE LONGER ONE

Increase the number of Artefact cards needed for victory from five to six, or more.



THE TOUGH ONE

As with normal rules, except for two wrinkles.

Wrinkle one: a player with two unmatched ARTEFACTS can, at the beginning of their turn, **steal** an Artefact from *any other player*. (The two unmatched cards are then discarded to the bottom of the Artefact deck.)

Wrinkle two: if a player with five matching Artefacts gets their final question wrong, they must return one Artefact to the deck before continuing.

FAQ

Can I read my own questions?

A player can inspect the question card once it has been read out by another player. In fact, some questions require reading. The only exception is spelling questions, for obvious reasons.



Is there a time limit for answering questions?

Questions have a two-minute time limit to keep play moving - although most can be answered quicker.

No timer is included because it's not in the spirit of the game. We prefer common sense and good sportsmanship to prevail. Remember: nobody likes playing with a 'time bully', but 'time hogs' aren't much fun either.



What question level do I choose?

The Ticklish level is for less confident wordsmiths, while the Tricky level is for everyone else. Play at the level you feel most comfortable.

Can I change my question level during the game?

If a player finds Ticklish questions too easy - or Tricky too hard - they can change their level, but only once, and only within their **first five turns**.



I think the answer is wrong. What now?

Although answers have been researched carefully, you may disagree with what's on the card.

To make a challenge, a player must provide reliable evidence of the correct answer.

The League also invites players to inform us of mistakes, which will be corrected in future editions. See **Notes & Queries** (p.15) for more information.



Can I contribute a question to the game?

League of the Lexicon will update future editions with new questions and welcomes contributions from word-lovers. Please check **Notes & Queries**.



IF YOUR QUESTION IS NOT ANSWERED HERE, VISIT OUR WEBSITE, WHERE MORE INFORMATION IS AVAILABLE: WWW.LEAGUEOFTHELEXICON.COM.

THE REAL LEAGUE

Questions in **League of the Lexicon** have been carefully researched by our word-obsessed writing team. But language experts around the world have also contributed some fiendish questions to the game.

We are hugely grateful for the time these people have generously given the game. Their enthusiasm, support and brilliant contributions have helped make **League of the Lexicon**. To all our contributors, we say **“THANK YOU”**.

DAVID ADGER

(Language Unlimited)

SIMON AGER

(Omniglot)

MARC ALEXANDER

(Historical Thesaurus of English)

EMMA BACHE

(Reading Between the Lines)

LAURA BAILEY

(Order and structure in syntax)

PAUL BAKER

(Fabulosa)

DANNY BATE

(University of Edinburgh)

VICTOR BENNETT

(Idiom Origins)

BARB BORCH

(Signs of Civilisation)

EMILY BREWSTER

(Merriam-Webster)

ROSS BULLEN

(OCAD University)

JEREMY BUTTERFIELD

(Fowler's Dictionary)

EMMA BYRNE

(Swearing is Good for You)

CLAIRE COCK-STARKEY

(The Real McCoy & 149 Other Eponyms)

GASTON DORREN

(Babel)

DENNIS DUNCAN

(Book Parts)

PATRICK FOOTE

(Origin of Names, Words & Everything in Between)

ANU GARG

(Wordsmith.org)

COULTER GEORGE

(How Dead Languages Work)

PETER GILLIVER
(OED)

MICHAEL GORDIN
(Scientific Babel)

JONATHON GREEN
(Green's Dictionary of Slang)

NEVILLE GWYNNE
(Gwynne's Grammar)

ORIN HARGREAVES
(It's Been Said Before)

TREVOR HARLEY
(Talking the Talk)

HENRY HITCHINGS
(The Language Wars)

NICOLE HOLLIDAY
(Spectacular Vernacular)

SIMON HOROBIN
(How English Became English)

ALEX JOHNSON
(Shelf Life)

DAN MCINTYRE
(Babel Magazine)

DANIEL MIDGLEY
(Because Language)

STEVE MOCKUS
(A Pocket Dictionary of the Vulgar Tongue)

LYNNE MURPHY
(The Prodigal Tongue)

DANIEL NEWMAN
(A-Z of Arabic-English Translation)

JUDY PARKINSON
(I Before E)

DAVID PETERSON
(The Art of Language Invention)

KATHY & ROSS PETRAS
(That Doesn't Mean What You Think it Means)

MICHAEL ROSEN
(Former Children's Laureate)

MARK ROSENFELDER
(The Conlanger Lexipedia)

SADIE RYAN
(Accentricity)

BEN SCHOTT
(Schott's Miscellany)

JOHN SIMPSON
(Dictionary of Modern Slang)

KORY STAMPER
(Word by Word)

CAROLINE TAGGART
(500 Words You Should Know)

LYNNE TRUSS
(Eats Shoots and Leaves)

ALEXANDER TULLOCH
(It's All Greek)

JOHN WORNE
(Chartered Institute of Linguistics)

KATIE WALES
(A Dictionary of Stylistics)

PIP WILLIAMS
(The Dictionary of Lost Words)

ROLF WIMAR
(Silly Linguistics)

JOHN WORNE
(Chartered Institute of Linguistics)

GABRIEL WYNER
(Fluent Forever)

CHRISTOPHER WINN
(Great British Street Names)

JESS ZEFARRIS
(Once Upon A Word)

AN IMPORTANT DISCLAIMER

All contributions are made in a personal capacity and do not suggest, convey, imply, hint or presume the approval, or even awareness, of any organisation, business or public body. All of which is to say, our contributors were just being nice.

NOTES AND QUERIES

SUBMITTING QUESTIONS

We're particularly thrilled to have game questions from linguists, lexicographers and word-lovers around the world, and it's something we want more of.

If you would like to contribute a question to a future edition of League of the Lexicon, please visit the **Writers' Room** on our website.

CORRECTING MISTAKES

Every effort has gone into checking questions for accuracy, but, being human, there may be mistakes. Nor does it help that language itself is slippery, particularly where grammar, etymology and history are concerned.

If you spot a mistake or disagree with an answer, use the **Contact Form** on our website to let us know.

To all would-be contributors and eagle-eyed spotters, thank you! You are the true League of the Lexicon.

◇ — WWW.LEAGUEOFTHELEXICON.COM — ◇

SOURCES

League of the Lexicon has drawn on hundreds of sources in the process of question writing.

To keep things simple, we take the **Oxford English Dictionary** (OED) as the ultimate arbiter, with **Merriam-Webster** (MW) a close second. Sometimes you will see these sources in the answer, but for space reasons, they aren't always cited.

Etymology of words and phrases can often be a minefield, with many competing accounts to consider. We have researched such matters thoroughly, avoiding highly contested terms and favouring the most widely accepted explanations. The **Online Etymology Dictionary** and excellent **Idiom Origins** website have been invaluable for checking our answers, although we also regard John Ayto's **Dictionary of Word Origins** highly.

SPELLING & SUCH

Being a British-made game, spelling and punctuation reflect British English, although spelling questions permit both British and US spelling.

EXPANSION DECKS

Find more wordly pleasures in League of the Lexicon Expansion Packs.

Two specially commissioned question decks assembled by world-renowned language experts.



MORE AT WWW.LEAGUEOFTHELEXICON.COM

**100 Question Cards, 5 Question Categories,
2 Special Editions to choose from.**

I

SLANG EDITION

**500 QUESTIONS ON SLANG, CANT, ARGOT AND
EVERYTHING PERTAINING TO THE VULGAR TONGUE.**

Set by Jonathon Green

**(GREEN'S DICTIONARY OF SLANG, THE STORIES OF SLANG,
CHAMBERS SLANG DICTIONARY, CROOKED TALK & MORE)**

**Not suitable for children or the easily offended.*

II

GLOBAL EDITION

**500 QUESTIONS ON THE WORLD OF LANGUAGE,
FROM ANCIENT TO MODERN, ARAMAIC TO ZULU.**

Set by Gaston Dorren

(Author of BABEL and LINGO)

TWO BROTHERS GAMES

Two Brothers makes games that are whip-smart, visually stunning and completely original.

Inspired by the founder's two boys, Sonny and Jude, and powered by curiosity and wonder, our mission is to get people thinking, talking and laughing, no batteries required.

Check out our website, Facebook page or find us on Twitter for game news. We also post regularly about all things wordy. Just look for League of the Lexicon... you'll find us!

◆ CREDITS & CONTACTS ◆

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Graphic design: Luke Ritchie & Solène Leblanc **Digital design:** Csaba Kiss

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**FOR
THE
LOVE
OF
WORDS**



www.leagueofthelexicon.com



**We are committed to reducing
the carbon footprint of our game.**

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Playing cards and box all made from
FSC-certified paper stock.



COMPACT PACKAGING SIZE

Reduced packaging size to make the box
more efficient to ship.



ALMOST ZERO PLASTIC

No plastic insert, plastic components
or cellophane card wrap.

For more information visit www.leagueofthelexicon/climate