
Draft Sample Beta Edition (v.00.01)

PIJIN

spelling

game of the

spoken

word



Rules, Guide, Manifesto, Wordhoard

Introduction

Welcome to Pijin, the world's first spelling game of the spoken word! This is a game that will open your eyes and ears to language, and give you and your friends hours of fun discussions about pronunciation and language sounds.

Pijin, Pidgin, Pigeon

What Is This?

1. The Game - Whuts inkluded in thu gam?
2. The Idea - In the beginning was the WURD.
3. The Practice - Get ready, get set, go!
4. The Party - Birds of a Feather
5. The Hangover - An excursus on Marshall McLuhan, James Joyce, and William Blake: Or, How the Tyger got in here and why it belongs.



Guide

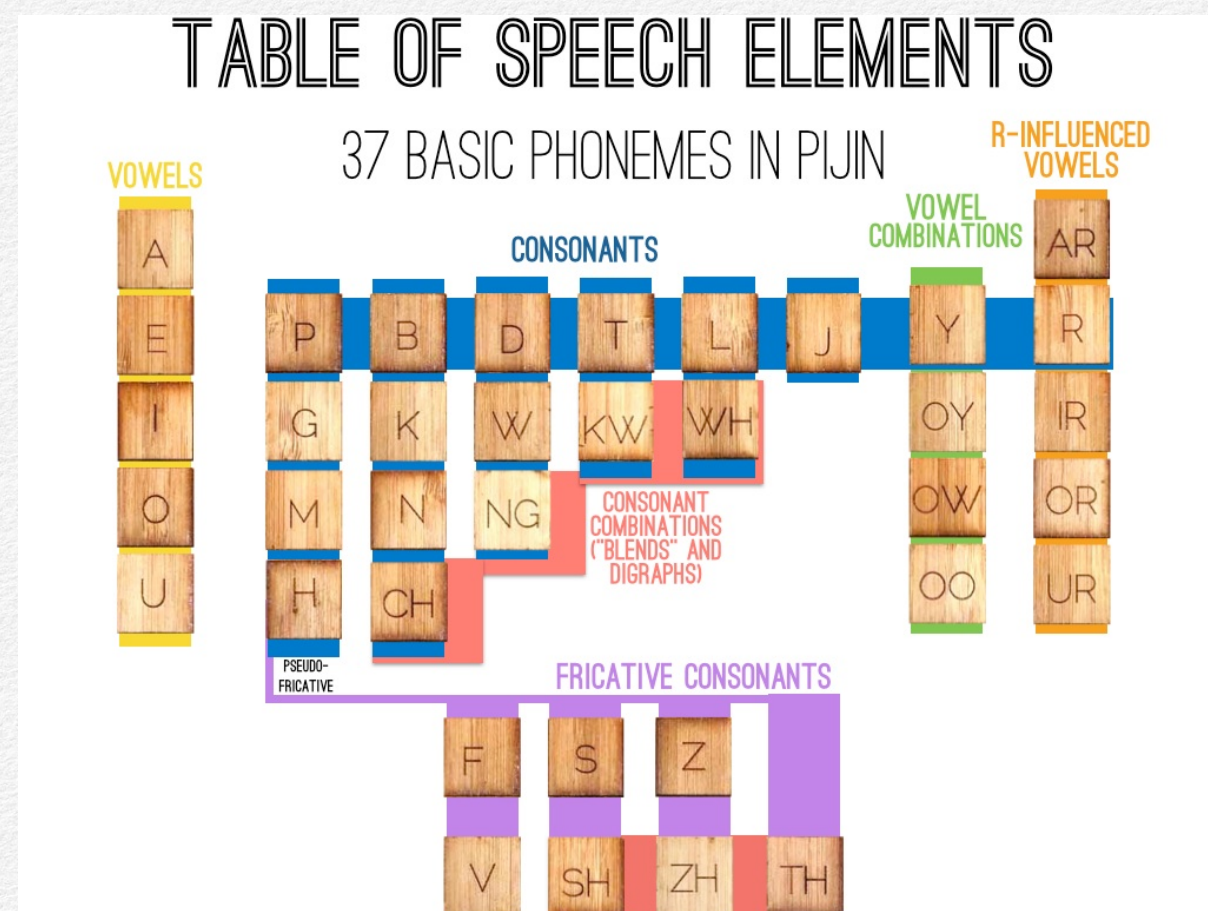


In this section we take a closer look at the game pieces and phonetic system of Pijin. After a short explanation of phonemes and the 37 phonemes used in Pijin, each of the 37 is described and spelling examples are provided.

Guide to Phonemes in Pijin

Sections

1. What is a phoneme?
2. Why are there 37 phonemes in the game?
3. List of phoneme tiles:
 - (i) Consonant Sounds
 - (ii) Short Vowel Sounds
 - (iii) Long Vowel Sounds
 - (iv) Other Vowel Sounds
 - (v) Vowel Diphthongs
 - (vi) Vowel Sounds Influenced by -R-



Consonant Sounds:



1. /b/

b, bb
big, rubber, baby,
buggy, bumper

B-i-g
R-u-b-ur
B-a-b-e
B-u-g-e
B-u-m-p-ur



2. /d/

d, dd, ed
dog, add, filled, dime,
dozen, doer

D-o-g
A-d
F-i-l-d
D-i-m
D-u-z-i-n
D-oo-ur



3. /f/

f, ph
fish, phone, freak,
follower, filler, finger

F-i-sh
F-o-n
F-r-e-k
F-o-l-o-ur
F-i-l-ur
F-e-ng-ur



4. /g/

g, gg

go, egg, glow, glis-
ten, gumption
G-o
E-g
G-l-o
G-l-i-s-t-i-n
G-u-m-p-sh-u-n



5. /h/

h

hot, horror, hum-
dinger

H-o-t
H-or-or
H-u-m-d-e-ng-ur



6. /j/

j, g, ge, dge

jet, cage, barge,
judge, jury

J-e-t
C-a-j
B-ar-j
J-u-j
J-u-r-e



7. /k/

c, k, ck, ch, cc, que

cat, kitten, duck,
school, occur, an-
tique, cheque

K-a-t
K-i-t-i-n
D-u-k
S-k-oo-l
U-k-ur
A-n-t-e-k
Ch-e-k



8. /l/

l, ll

leg, bell, lovely, loose

L-e-g
B-e-l
L-u-v-l-e
L-oo-s



9. /m/

m, mm, mb

mad, hammer, lamb,
mannerism, mumbler

M-a-d
H-a-m-ur
L-a-m
M-a-n-ur-i-s-m
M-u-m-b-l-ur



10./n/

n, nn, kn, gn

no, dinner, knee,
gnome

N-o
D-i-n-ur
N-e
N-o-m



11./p/

p, pp

pie, apple, portapotty

P-i
A-p-u-l
P-o-r-t-a-p-o-t-e



12./r/

r, rr, wr

run, marry, write

R-u-n
M-a-r-e
R-i-t



13./s/

s, se, ss, c, ce, sc
sun, mouse, dress,
city, ice, science

S-u-n
M-ow-s
D-r-e-s
S-i-t-e
I-s
S-i-e-n-s



14./t/

t, tt, ed

top, letters, stopped

T-o-p
L-e-t-ur-z
S-t-o-p-t



15./v/

v, ve
vet, gives

V-e-t
G-i-v-z



16./w/

w

wet, wins, swims

W-e-t
W-i-n-z
S-w-i-m-z



17./y/

y, l

yes, onion

Y-e-s
O-n-y-u-n



18./z/

z, zz, ze, s, se, x

zip, fizz, sneeze, la-
ser, is, was, please,
Xerox, xylophone

Z-i-p
F-i-z
S-n-e-z
L-a-z-ur
I-z
W-u-z
P-l-e-z
Z-e-r-o-k-s
Z-i-l-o-f-o-n



19./th/

(**h** is not voiced)
thumb, thin, thing

Th-u-m
Th-i-n
Th-e-ng
also, /th/ (h is voiced)
th
this, feather, then



Th—i-s
F-e-th-ur
Th-e-n

20./ng/

ng, n

sing, monkey, sinker,
thinker

S-e-ng
M-u-ng-k-e
S-e-ng-k-ur
Th-e-ng-k-ur



21./sh/

sh, ss, ch, ti, ci

ship, mission, chef, mo-
tion, special

Sh-i-p
M-i-sh-u-n
Ch-e-f
M-o-sh-u-n
S-p-e-sh-u-l



22./ch/

ch, tch

chip, match, hatched

Ch-i-p
M-a-ch
H-a-ch-t



23./zh/

ge, s (more “sliding”
in pronunciation than
/j/ or -dg-)

garage, measure,
division, fissure

G-a-r-a-zh
M-e-zh-ur
D-i-v-i-sh-u-n
F-i-zh-ur



24./wh/

(with breath)

wh
what, when, where,
why

Wh-a-t
Wh-e-n
Wh-ar
Wh-i

Short Vowel Sounds:



25./a/

a, au

hat, laugh, cat, mas-
ter

H-a-t
L-a-f
K-a-t
M-a-s-t-ur



26./e/

e, ea

bed, bread, mesh

B-e-d
B-r-e-d
M-e-sh



27./i/

i

if, it, in

I-f
I-t
I-n



28./o/

o, a, au, aw, ough

hot, want, haul, draw,
bought

H-o-t
W-o-n-t
H-o-l
D-r-o
B-o-t



29./u/

u, o

up, ton, under, unction

U-p
T-u-n
U-n-d-ur
U-n-k-sh-u-n

Long Vowel Sounds:



30./ā/

a, a_e, ay, ai, ey, ei
bacon, late, day, train,
they, eight, vein
B-a-k-u-n
L-a-t
D-a
T-r-a-n
Th-a
A-t
V-a-n



31./ē/

e, e_e, ea, ee, ey,
ie, y

me, these, beat,
feet, key, chief, baby
M-e
Th-e-s
B-e-t
F-e-t
K-e
Ch-e-f
B-a-b-e



32./ī/

i, i_e, igh, y, ie

find, ride, light, fly,
pie

F-i-n-d
R-i-d
L-i-t
F-l-i
P-i



33./ō/

o, o_e, oa, ou, ow

no, note, boat, soul,
row

N-o
N-o-t
B-o-t
S-o-l
R-o



34./ū/

u, u_e, ew

human, use, fewer,
chewier

H-u-m-a-n
U-z or u-s
F-u-ur
Ch-u-e-ur

Other Vowel Sounds:



35./oo/

SHORT oo, u, oul
book, put, could

B-oo-k
P-oo-t
K-oo-d

LONG oo, u, u_e
moon, truth, rule

M-oo-n
Tr-oo-th
R-oo-l

Vowel Diphthongs:



37. /ow/

ow, ou, ou_e cow, out,
mouse, house

C-ow
Ow-t
M-ow-s
H-ow-s



38. /oy/

oi, oy
coin, toy

K-oy-n
T-oy

Vowel Sounds Influenced by -R-:



39. /a(r)/

SHORT ar,
car, are
K-ar

LONG air, ear, are
airy, chair, fair, hair,
bear, care
Ar-e
Ch-ar

F-ar
H-ar
B-ar
K-ar



40. /i(r)/

irr, ere, eer mirror,
here, cheering

M-ir-or
H-ir
Ch-ir-e-ng



41. /o(r)/

or, ore, oor

for, core, door
F-or
K-or
D-or



42. /u(r)/

ur, ir, er, ear, or, ar

burn, first, fern, heard,
work, dollar
B-ur-n
F-ur-s-t
H-ur-d
W-ur-k
D-o-l-ur

Examples

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This chapter is a description of several special or ambiguous cases of pronunciation in spoken English.

Magister Ludi

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Thoughts towards a theory of game design. This is presented like a manifesto or a list commandments. Actually, however, it isn't intended to be prescriptive at all. There is no agenda here, hidden or otherwise, to change others' game designing.

- I. THY GAME SHALL BE FUN. OBVIOUSLY, RIGHT? YET THE IMPORTANCE OF THIS SIMPLE, OBVIOUS STANDARD FOR DESIGN GETS OVERLOOKED AND FORGOTTEN WHEN THE FOCUS SHIFTS TO GAME MECHANICS, RULES, AND OTHER STUFF... BUT DON'T DO THAT!
- II. THY GAME SHALL BE EASY TO LEARN - LIFE IS SHORT, DON'T WASTE IT READING RULES, LET'S PLAY!
- III. THY GAME SHALL BE FAST - LIKE I SAID, LIFE IS SHORT, LET'S PLAY!
- IV. THY GAME SHALL BE HUMOROUS - LIFE IS RIDICULOUS, ABSURD AND PAINFUL, BUT YOUR GAME TAKES A SMALL PORTION OF THAT AND MAKES IT FUNNY.
- V. THY GAME SHALL BE CREATIVELY INSPIRING - DON'T FOCUS ON POINTS, SCORE, OR INCENTIVES FOR WINNING, FOCUS ON THE FEELING OF GAMEPLAY AND WHERE THE GAME TAKES YOU.
- VI. THY GAME SHALL BE SMARTLY DESIGNED - MAKE, DRAW, AND ORDER YOUR THINGS WELL. 'NUFF SAID.
- VII. THY GAME SHALL BE COMPELLING - YOUR GAME SHOULD MAKE YOU WANT TO GET BETTER, AND WITH REPEATED PLAY YOU'LL ADVANCE YOUR SKILLS AND UNDERSTANDING.
- VIII. THY GAME SHALL BE EDUCATIONAL - GETTING BETTER AT THE GAME SHOULD MEAN THAT YOU ARE EXPANDING AND DEEPENING YOUR UNDERSTANDING.
- IX. THY GAME SHALL BE MODULAR AND EXPANSIVE - TO EACH HIS OWN PIJIN!
- X. THY GAME SHALL BE SOCIAL - TABLETOP AND BOARD GAMES ARE THE BEST, AND IF ITS GOT TO BE AN APP OR ONLINE, LET IT BE SOMETHING THAT CARRIES OVER INTO THE PHYSICAL WORLD OF TALKING AND PLAYING. GAMERS OF THE WORLD, UNITE!

