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UNIVERSITÉ  
DE GENÈVE



## Guess the Language!©

### Manual of instructions

 vs  (age 10+)

### Content

- A game board consisting of 16 language cards
- Your mystery language card (assigned automatically)
- A drop-down list of possible questions
- A glossary
- A list of Features
- A set of commands to ask your opponent a question
- A set of commands to reply to your opponent's questions

### Object

Ask Yes/No questions to guess 's mystery language before  guesses yours!

### Get Ready...





Switch on your computer and open your preferred browser.



Go to the [game's page](#)

Get familiar with the features that are attested in your mystery language.

Read about these features in the glossary, in the end you are doing this to learn something about language variation!


## Play!

 always has the first move.  will randomly select a question which will be presented to you on the same quadrant where the answering buttons “yes & no” are. Answer truthfully by looking at the attributes listed on your mystery language card;  can verify your answer and warn you in case the selected answer is the wrong one. The number of cards which remain in  's gameboard are displayed in the A.I. number box colored in yellow.

Now it's your turn to ask a question. Scroll down the menu and ask a yes/no question to  by clicking on the button “Ask question”. For example, you could ask, “Does your language have indefinite articles?”  's answer will either be “yes” or “no”, and it will appear on screen.

Based on your opponent's answer, remove from your gameboard the languages with the wrong feature endowment. For example, if your opponent says their mystery language has indefinite articles, remove from the board all the languages that do not have indefinite articles. In order to do so you must click on the diamond icon placed at the bottom right corner of each card. If you wish to make sure that you responded in the correct way, you can confront your board with the feature table.

Once you are done you must click on the command “Finish turn” to let  play.

Every question asked gets the player one step closer to identifying the opponent's mystery language. The game ends when one of the players, you or , will be able to guess the opponent's mystery language.

## Win

You win if you correctly guessed  's mystery language before  guesses yours!

“Guess the Language! ©” developed for you by the University of Geneva for Upskills.

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