

The Language Construction Kit

v2.0



- [Caja de herramientas para construir idiomas \(en español; traducido por Renato Montes\)](#)
- [O Kit de Construção de Línguas \(em português; traduzido por Gustavo Pereira\)](#)
- [Il Kit di Costruzione di Linguaggi \(in italiano; tradotto per Daniele "MadMage" Calisi\)](#)
- [Der Sprachbaukasten \(auf Deutsch; übersetzt von Carsten Becker\)](#)

The LCK is also available in a [print edition](#), four times the length, published by Yonagu Books on Amazon.



When you're done with that, you'll want [Advanced Language Construction](#)! Does the LCK seem pretty basic to you, and you want to delve into morphosyntax, logographic languages, predicate logic, and more? Get the sequel today!

Next is [The Conlanger's Lexipedia](#): everything you know to create words that aren't a simple copy of English. Creating the lexicon is the part of conlanging that takes the most time and requires the most real-world knowledge; you need this book to help.

Buy on Amazon

My latest book is [The Syntax Construction Kit](#): all about modern Syntax, from Chomsky and many others. A deep dive into how language works, with an excursus into computer generation of languages.

This set of webpages (what's a set of webpages? a webchapter?) is intended for anyone who wants to create artificial languages— for a fantasy or an alien world, as a hobby, as an interlanguage. It presents linguistically sound methods for creating naturalistic languages— which can be reversed to create non-naturalistic languages. It suggests further reading for those who want to know more, and shortcuts for those who want to know less.
—Mark Rosenfelder



The above is a sample of an artificial language of my own, Verdurian. If you're curious, it reads **Ďitelán mu cum pén vead'en er mēsan so Sannam**, meaning “Go forth in peace to love and serve the Lord.” The accented **Ď** sounds like the *th* in *then*; the vowels should be pronounced more or less as in Spanish. [Here's a recording](#) of Joseph Fatula reading it.

How about a suite of webpages? Does that sound better?
Chico: OK, you're the Swede of Webpages, an' I'll be the Mexican of Usenet.

Before I could write this little inscription I had to:

- Decide on the sounds of the language
- Create the lexicon
- Create the grammar
- Design an alphabet
- Decide how the alphabet is modified for cursive handwriting
- Translate the desired text

You may have two reactions to this:

- [“Cool! I want to do that!”](#)
- [“What a geek you must be. Get a life!”](#)

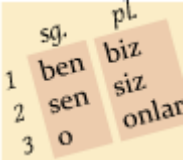
The order of the steps above is significant. Working backwards (e.g. creating a text and then devising a grammar to match) will lead to an inconsistent if not incoherent work. A bad example is Hergé's Syldavian; since he basically made it up in pieces, as he needed it, it's impossible to create a consistent phonology or morphology for it, based on the scraps of the language provided in the Tintin books. (This didn't prevent me from coming up with my best attempt at a [Syldavian grammar](#).)

Let's get going!

The rest of the kit is organized into three files:



The basics: [models](#), [sounds](#), [writing systems](#), and [word building](#).



The grammar: Morphology and syntax, plus a glimpse at [style](#) and [language families](#).



Writing it down: Tips on going from a blank page to a full reference grammar.

If you'd like to read **the whole thing as an e-book**, it's [available on Amazon](#) for a paltry 99¢.

Where do I go from here?

There's a list of [web resources](#) here.

And for plenty more information, [check out the print version!](#)

Once you're ready to create entire worlds, check out the [Planet Construction Kit](#).



