

Translation



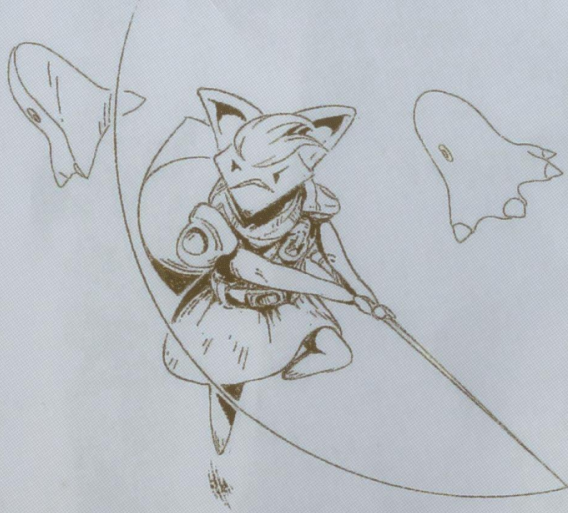
SECRET LEGEND
TUNIC
SECRET LEGEND

Andrew Shouldice
Kevin Regamey
Eric Billingsley
Terence Lee
Janice Kwan

Illustrations
ma-ko

Production
Felix Kramer

Published By Finji



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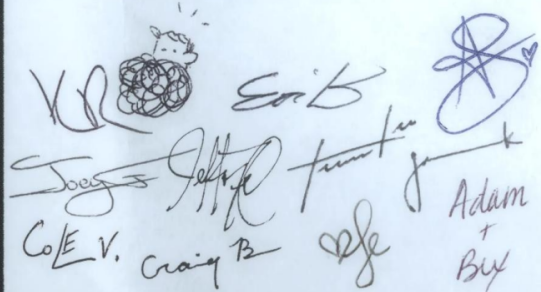


Dear Player,

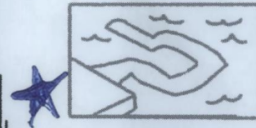
You've come a long way, haven't you? You've probably found a lot of secrets. Maybe you stumbled across the hidden trophy room; perhaps you even freed every fairy.

We hope you've had fun, but there's at least one more thing for you to do. If this is your final page, you should pay a visit to a certain someone and share your wisdom.

Thank you so much for playing.



Keep this letter; you never know when it will be useful! Do not dispose of or eat this document.



The softest fea'ther,
Cor'rec'ted el'ev'en times,
de'par'ted once more.

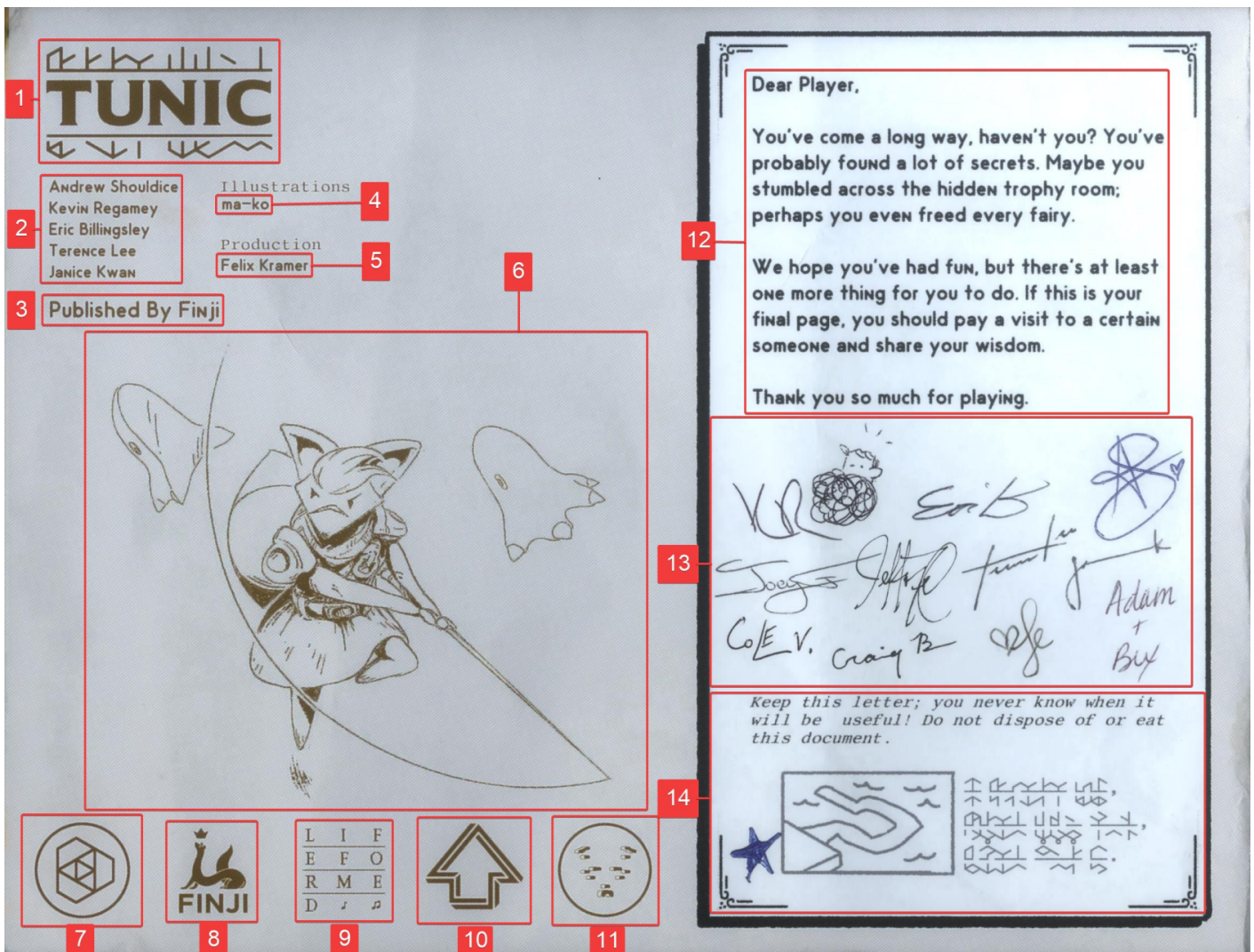
Upper Left

Secret Legend

Lower Right

The softest feather, corrected eleven times, departed once more.

Elaboration



1. *Tunic*'s game logo, also seen on the [front cover](#).
2. The creators of *Tunic*.
 - Andrew Shouldice - The lead director and developer of *Tunic*.
 - Kevin Regamey - Audio Direction
 - Eric Billingsley - Level Art
 - Terence Lee - Lifeformed (Music)
 - Janice Kwan - Lifeformed (Music)
3. Finji - Publisher
4. ma-ko - Illustrations
5. Felix Kramer - Production
6. An illustration of the [fox](#) slashing a Storm in half, by [ma-ko](#).
7. Logo for Dicey (Andrew Shouldice)
8. Logo for Finji
9. Logo for Lifeformed (Terence Lee)
10. Logo for Power Up Audio
11. Logo for Sparse GameDev (Eric Billingsley)
12. A letter addressed to the player.
13. ?
14. The space to the right of the pen sketch of a star is typically blank. However, when the player stands in shallow water for 60 seconds, as described by [page 51](#), the image

location and some [Trunic](#) appears. The Trunic states, "The softest feather, corrected eleven times, departed once more." When the player steps out of the water, the message disappears again. Completing this puzzle satisfies [page 54](#)'s 4th circle.

Revision #17

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