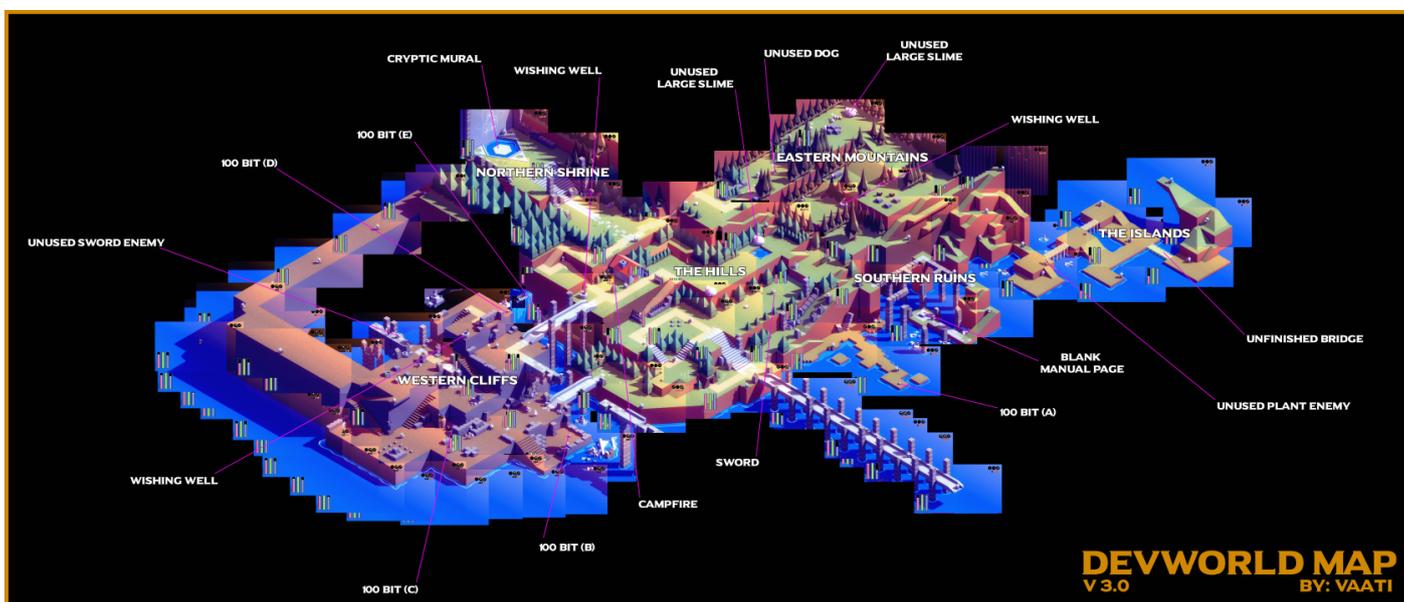


Devworld

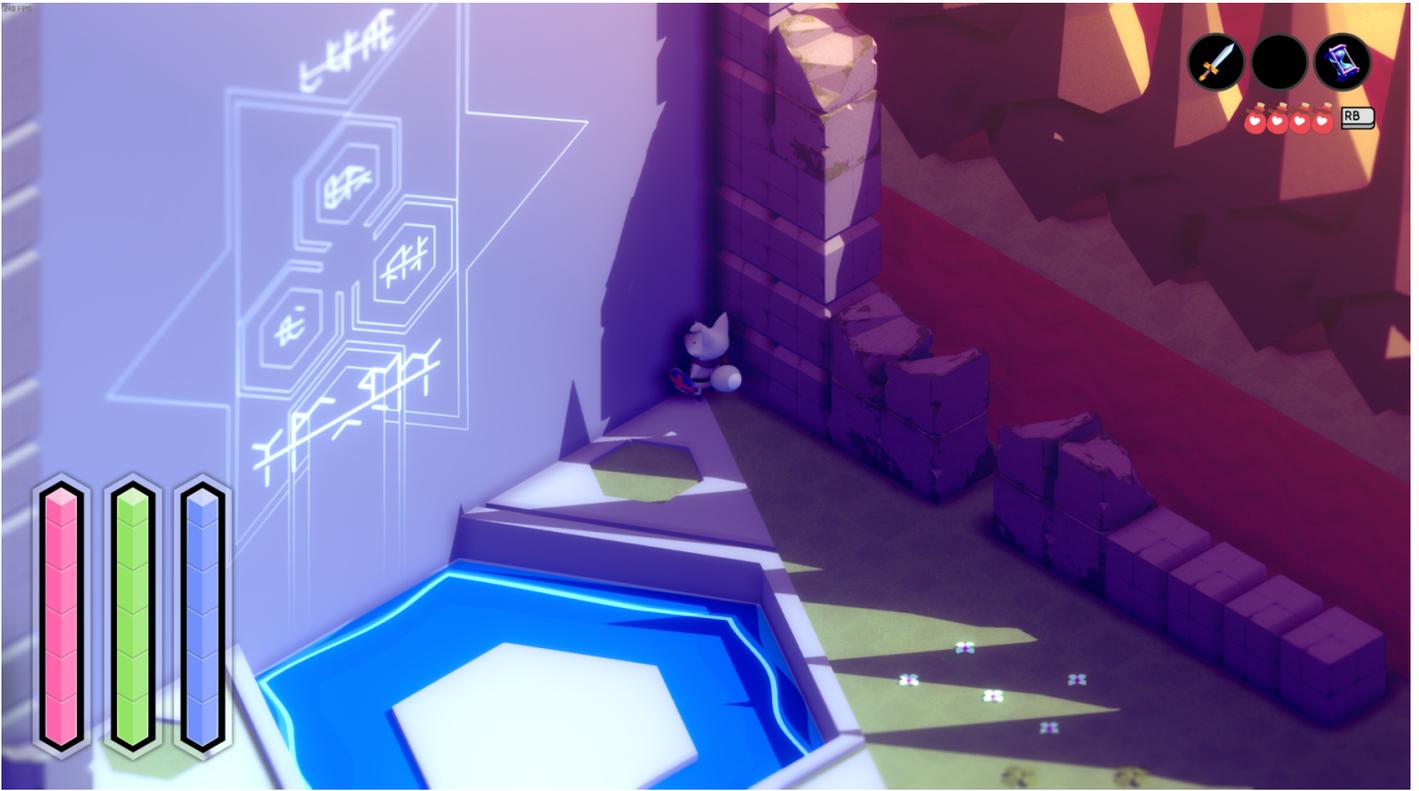
Devworld is a secret location in *Tunic*. It is a seemingly unfinished version of the [Overworld](#). It is accessible by loading the save file used to get the [page 9](#) portion of [The Golden Path \(Purgatory\)](#), then dying. The player can kill their [fox](#) by inputting the [code](#) in the [instruction manual](#) for a Fire Bomb, hurting themselves with it, then doing nothing until they die. Once they die, they respawn in a brand-new area full of unfinished [enemies](#) and level geometry.

Map



Triumvirate Mural

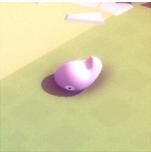
There is also a large mural at the top of of the initial area, in front of a small pool. In [Trunic](#), the mural reads "EXPLORE" at the top, "TRIUMVIRATE" at the bottom. In the hexes, clockwise from top, "REASON", "GRACE", and "POWER".



Enemies

A few enemies or entities that don't appear in the rest of the game appear here in Devworld. These enemies are in various states of completion. Some are fully targetable, have behavioral programming, and have idle animations, while others seem to be only motionless models. The large pink blob, the pink jelly cube, and the soldier are from older prototypes of *Tunic*.^{[1][2]}

Devworld also features enemies that do appear in the Overworld on a normal save file.

Image	Internal Name	Animation?	Behavior?	Collision?	Takes/Receives Damage?	Appears in Regular Game?
	<code>blob</code>	YES	YES	YES	YES	YES
	<code>blob</code>	NO	NO	NO	NO	NO

	hedgehog	YES	YES	YES	YES	YES
	skuladin	NO	NO	NO	NO	NO
	Jelly Cube	YES	NO	NO	NO	NO
	wolf	YES	NO	NO	NO	NO
	-	YES	YES	YES	YES	NO
	-	YES	YES	YES	YES	NO

Blank Manual Sheet

There is a manual sheet on a small island, which, when picked up, appears to be at index -1 of the manual. There is no content (as in, the view appears to be fully transparent), and flipping the page forwards ends up at the first page of the unfinished manual, with no way to refer to back to the original page. Picking this manual sheet up does not increase the sheet count of the save file.

Getting Out of Bounds

The collision and bounds in this world are much less polished than in the game, and, as a result, there are at least a few methods of getting out of bounds and walking on the water. One is to find the pink jelly cube and attempt to push it up the stairs, after which, it will teleport down the stairs, and walking into it will push the player back in unusual ways, potentially allowing them to get out

of bounds. This allows the player to walk on water, although the ramifications of this have not yet been fully explored.

References

1. <https://www.youtube.com/watch?v=IVTBIRqhiYA&t=2938s>
 2. <https://www.youtube.com/watch?v=A5A7uojAOvY&t=684s>
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Revision #19

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