

# Glyph Tower Puzzle



The **Glyph Tower puzzle** is the ultimate final puzzle at the end of *Tunic*. It becomes available after collecting at least 7 of the 12 secret treasures. It is hinted by [page 54](#) of the [instruction manual](#). (Also it might actually be 6 instead of 7, need to double-check. 7 works for sure though.)

## Page 54 Message

Page 54 "For Additional Support & Secrets" states the following in [Trunic](#):

1. Find some rare golden statues.
2. Traverse the glow to visit 12 strange beings
3. "Un-sing" to them the greatest song, the song of [The Golden Path](#), as seen from within.

## Elaboration

Step 1 refers to the secret treasures. Finding "some" of them is a requirement to reach the Glyph Tower. Like showcased in the lower-left image of page 54, the hints and explanations on how to obtain the secret treasures are present on pages [28](#), [40](#), [53](#), [51→1](#), [39](#), [53](#), [48](#), [28+34](#), [11](#), [34](#), [32](#), and [41](#).

Step 2 refers to the glowing portal created by the secret treasures. The player must enter the portal to reach the Glyph Tower. Like [page 22](#) depicts, the player can view their "trophies" ("secret treasures"/"golden statues") in a secret area south of where they obtain the Shield.

Step 3 states "the greatest song, the song of The Golden Path." [The Golden Path](#) is the Holy Cross puzzle connected to opening the [Mountain Door](#), tracing a cardinal path from the bottom origin point throughout all 25 squares until reaching the center end point.

"Seen from within" means to look from the other side, as if The Golden Path was a window with two sides. Via external means, the page containing The Golden Path should be flipped horizontally, flipped like a piece of paper.

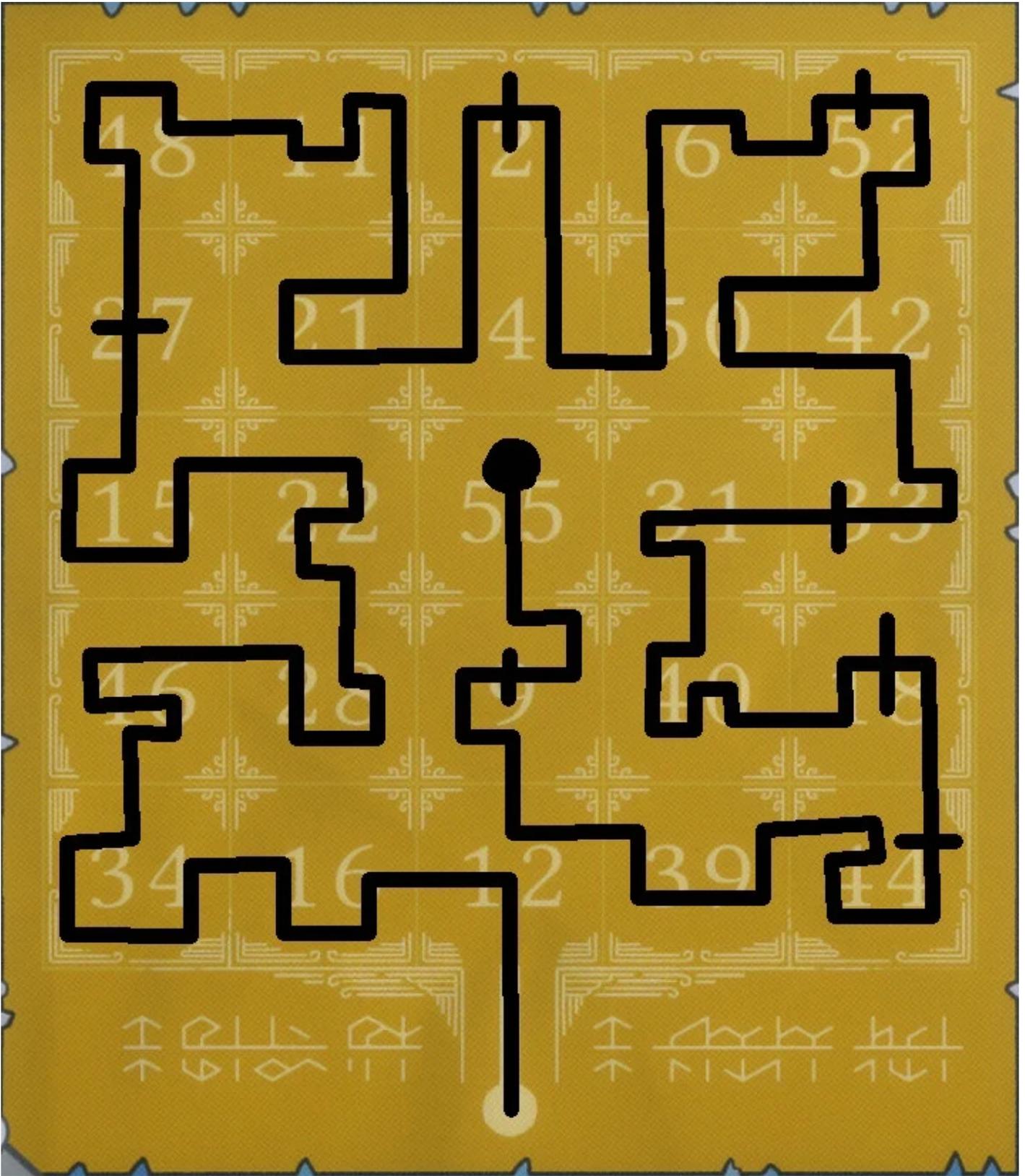
"Un-sing" requests the code be inputted from the center out rather than the bottom in.

## Step 3 Conversion

### The Golden Path

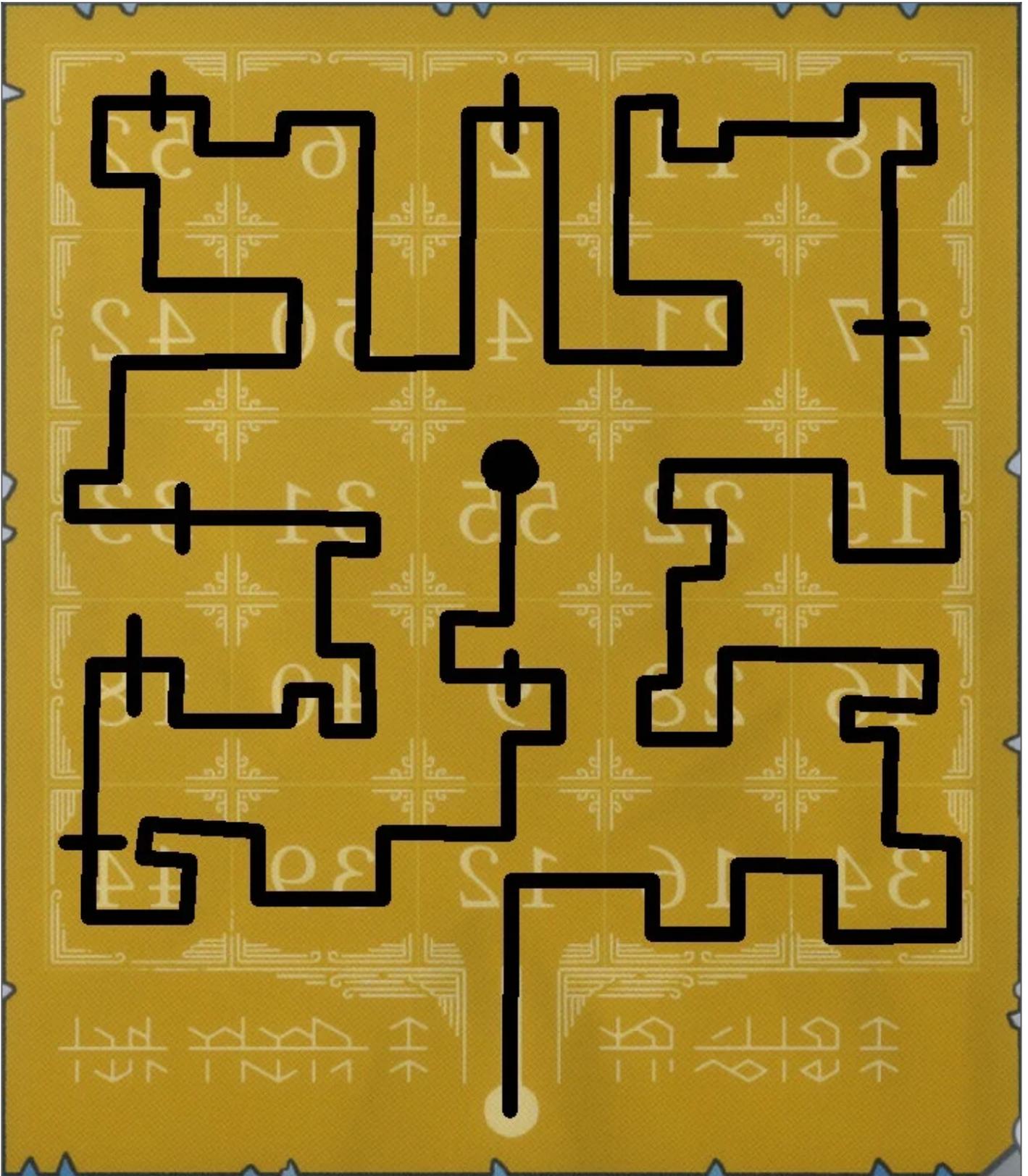
The original code:

```
ULDL ULDL URUR ULUR DRUL ULUR ULDL URUU LURD RDRU RDL D RURR DRUR DRUR RDL D LDRD  
RDLL DRDL DRUR DRUR RDD L URUL DLUL ULUR RULU
```



## The Golden Path as Seen From Within

Flipping the page:



## Un-Sing

The final code that must be inputted while the player is at the Glyph Tower:

DLDR RDL DLU LDRD LUUR RDRU RDRU LURU LLUR URUL ULUR RDRU RDRU RRDR ULUR DRUR  
URDL DDRD LULD RDL DLRU RDL RDRD LULD LULD

# Reward



When the code is inputted at the Glyph Tower, the runes present the following link:

<https://doyoufeartheeyesofthefarshore.co/> [[archive.org link](#)]

The website presents the following audio and video:

[a.mp3](#)

[v.mp4](#)

## Website Code

```
<html>

<head>
  <meta http-equiv="Content-type" content="text/html; charset=utf-8">

  <title></title>
  <link rel="stylesheet" href="style.css">
  <script src="https://code.jquery.com/jquery-3.5.1.min.js"></script>
  <script>
    $(document).ready(function() {
```

```
    $("body").click(function() {
        document.getElementById('player').play();
    });
});
</script>

</head>

<body id="index" onload="">

    <div class="fullscreen-bg">
        <video loop muted autoplay playsinline class="fullscreen-bg__video">
            <source src="v.mp4" type="video/mp4">
        </video>
    </div>

    <audio id="player" loop controls="false" style="position:absolute;top:-100px;">
        <source src="a.mp3" type="audio/mp3">
    </audio>

</body>

</html>
```

```
.fullscreen-bg {
    position: fixed;
    top: 0;
    right: 0;
    bottom: 0;
    left: 0;
    overflow: hidden;
    z-index: -100;
}

.fullscreen-bg__video {
    position: absolute;
    top: 0;
    left: 0;
    width: 100%;
    height: 100%;
```

```
}

@media (min-aspect-ratio: 16/9) {
  .fullscreen-bg__video {
    height: 500%;
    top: -200%;
  }
  /*[[[ .txt {
    width:40%;
  }*/
}

@media (max-aspect-ratio: 16/9) {
  .fullscreen-bg__video {
    width: 500%;
    left: -200%;
  }
  /*[[[ .txt {
    width: 40%;
  }
  */
}

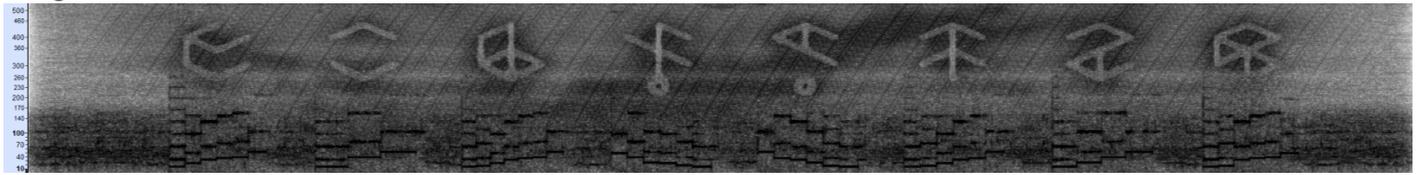
@media (max-width: 767px) {
  .fullscreen-bg {
    /* background: url("ff.png") center center / cover repeat; */
  }
  .fullscreen-bg__video {
    display: none;
  }
}

video::-webkit-media-controls {
  display: none !important;
}

*::-webkit-media-controls-start-playback-button {
  display: none!important;
  -webkit-appearance: none;
}
```

# Spectrogram

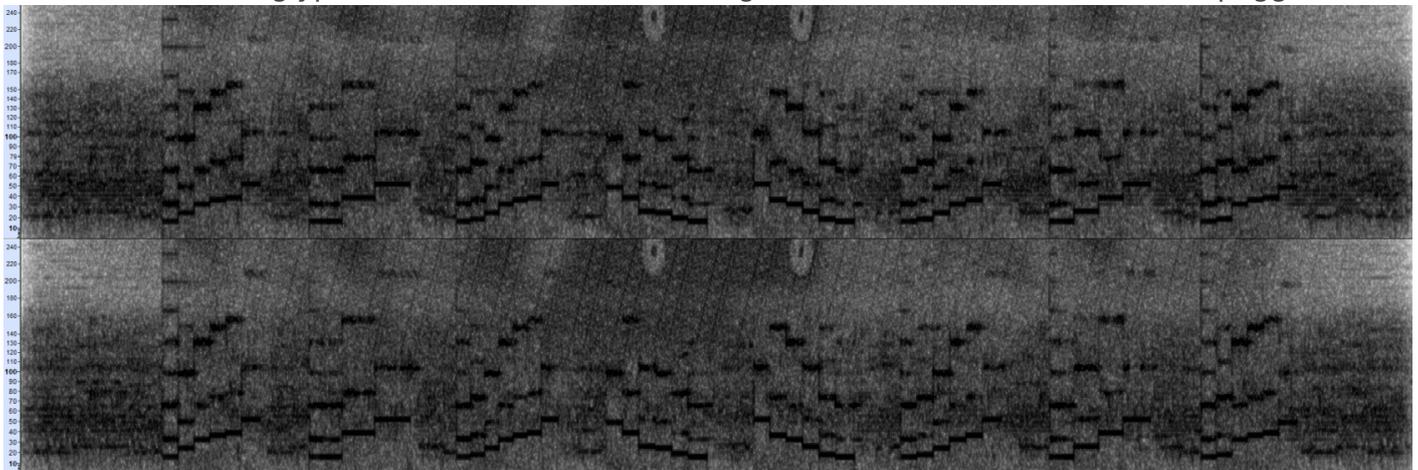
When a.mp3 is viewed through a spectrogram, it presents the following in the 10 Hz to 500 Hz range:



The symbols at the top are 8 Trunic glyphs. When translated, this states:  
"We are the(e) eyes of the far shore"

# Rosetta Stone

Below each Trunic glyph, in the 10 Hz to 240 Hz range, is a series of black lines, an arpeggio:



Each Trunic glyph corresponds with an arpeggio, allowing for the deciphering of the secret audio language called Tuneic.

Revision #28

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