

Trunic


Trunic is the secret written language of the world in *Tunic*. The player is given the resources to decipher the language themselves with [page 54](#) and [21](#) of the [instruction manual](#). Each Trunic rune corresponds to a specific English phoneme.

Translation Guide

Credit: Original creators are [oposdeo](#) & [Ero](#). Reorganized for easier translating by [Andriak2](#). (See [here](#) for original version.)


TRUNIC

Trunic is basically English, but instead of letters, it uses phonemes! Each phoneme has its own RUNE in which the CONSONANT and vowel sounds take up distinct regions.




All runes have this structure. The dotted lines are filled in to form each letter. The right side is reserved for potential adjacent runes.

A circle can be added below the bottom anchor to indicate that the vowel sound comes before the consonant.










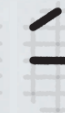
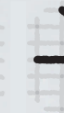
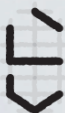


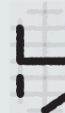



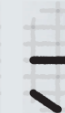




















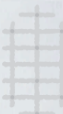


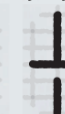
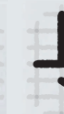
These edges form a vowel by combining the lines uniquely. If these are the only lines in the rune, it is only a vowel sound.

Unlike consonants, it is valid for the left edge to exist, even if the top or bottom do not have a connected edge.



These edges form a consonant by combining the lines uniquely. If these are the only lines in the rune, it is only a consonant sound.

No character uses the center edge unless the top and bottom both have an edge to connect to.

| | | | | | | | | |
|---------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------|
|  OH [oʊ] toe, over |  OO [u:] too, June |  A [ə] back, sad |  AH [ə] swan, box |  EE [i:] bee, team |  E [ɛ] end, pet |  OU [ʊ] wolf, good |  AY [eɪ] bay, game |  IE [aɪ] guy, life |
|  IR [ɜ:] bird, work |  ORE [ʊə] your, cure |  EER [ɜə] near, here |  ERE [əə] air, vary |  AR [ɑ:] arm, large |  EH [ə] the, about |  I [ɪ] bit, rich |  OI [ɔɪ] toy, avoid |  OW [aʊ] how, hour |
|  NG [ŋ] rink, sing |  ZH [ʒ] vision |  TH [θ] think, bath |  SH [ʃ] shut, shoe |  T [t] tunic, stop |  W [w] wit, wow |  S [s] sit, sass |  R [ɹ] run, borrow |  K [k] cat, skip |
|  P [p] poppy, pip |  F [f] fox, fail |  G [g] gun, bag |  D [d] dog, dad |  N [n] net, nun |  M [m] man, mime |  Z [z] zit, zoo |  Y [j] you, yes |  V [v] vine, verve |
|  CH [tʃ] chat, catch |  H [h] hop, house |  TH [ð] this, bathe | | | |  J [dʒ] jam, judge |  L [l] live, leaf |  B [b] boss, baby |

Phoneme Translators

Credit: KonoTyran

<https://konotyran.github.io/tunic/index.html>

Credit: Aryan Pingle

<https://aryanpingle.github.io/Runic/>

Dialogue Translations

Instruction Booklet

<https://book.tunic.wiki/>

Ghost Dialogue

Credit: TobiasAmaranth

<https://imgur.com/a/translation-of-all-ghost-fox-dialogue-tunic-ee54OpZ>

Area/Text/Boss/Item Dialogue

Credit: TheGamerThatPlays

<https://imgur.com/a/tunic-area-text-boss-item-translations-LPNxJ3v>

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