

# Tuneic

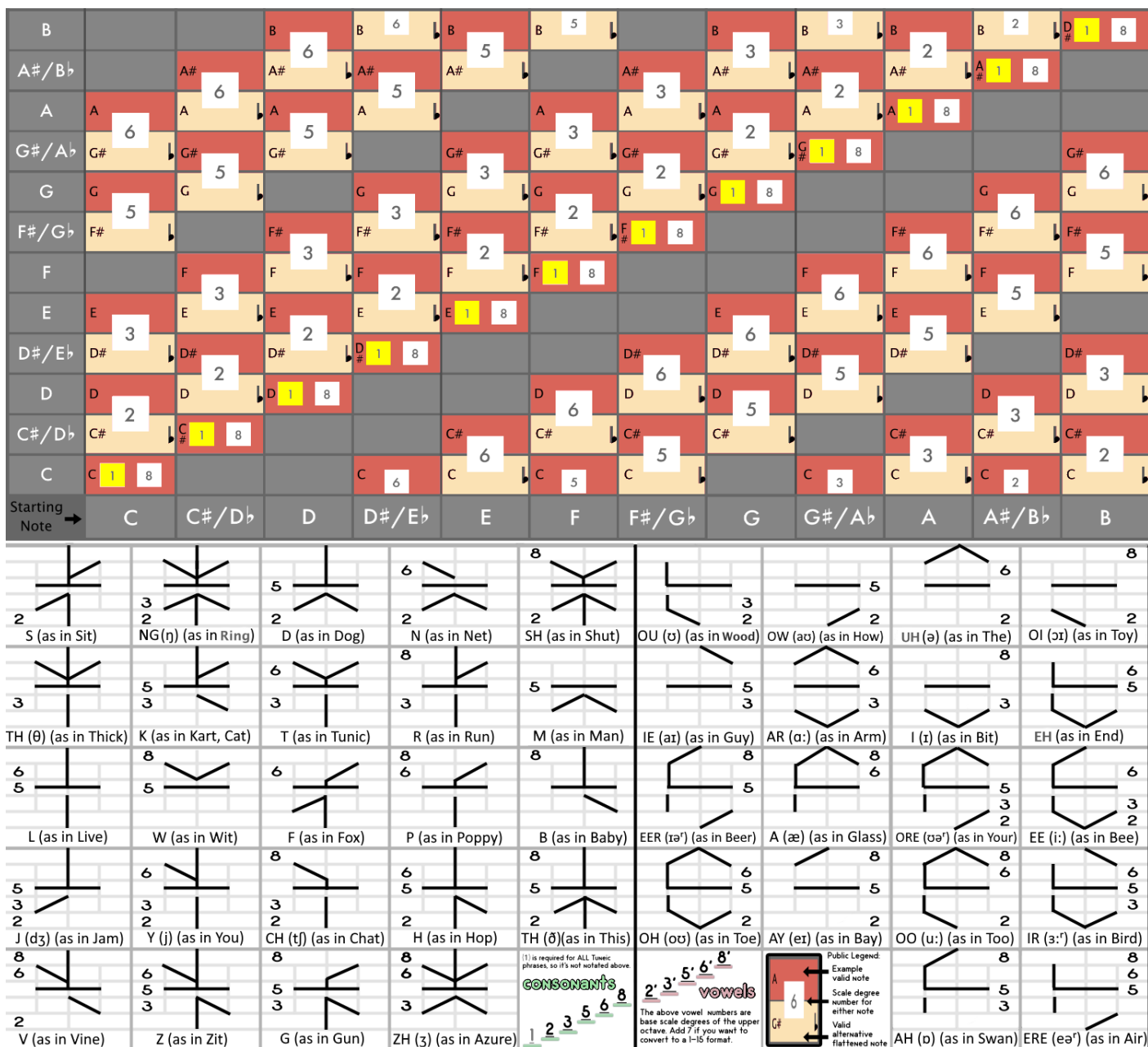
**Tuneic**<sup>[1]</sup> is the secret audio language in *Tunic*. It is a musical cipher hidden throughout the game but never acknowledged. It is present in sound effects and the soundtrack itself. Each Tuneic pentatonic arpeggio corresponds to a specific English phoneme. In this way, phoneme-by-phoneme, entities secretly "speak," and certain music tracks have "lyrics."

## Discovery

Knowledge of [Trunic](#) and [The Golden Path](#) are the prerequisites for solving the [Glyph Tower puzzle](#), and the Glyph Tower puzzle is what provides [a.mp3](#) and its spectrogram, the Rosetta Stone for Tuneic. Furthermore, the Rosetta Stone itself links specific Trunic glyphs with specific arpeggios, so Trunic and basic music knowledge are required to decipher Tuneic.

## Translation Guide

**Credit:** [Bunkle](#)



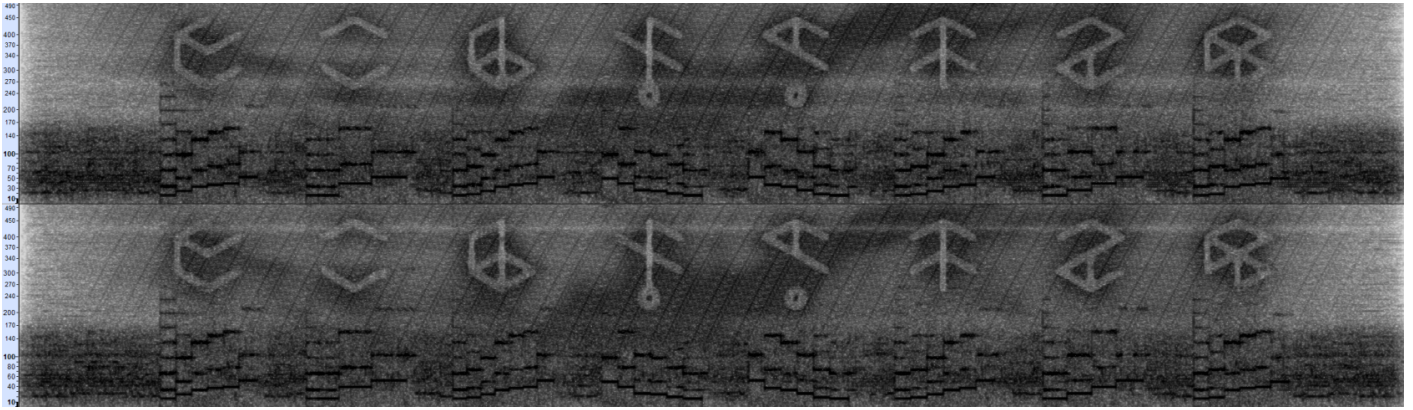
## SFX and Soundtrack Secrets

**Google Doc:** [Tuneic \(Sound Puzzle Mappings\)](#)

## Spectrogram Secrets

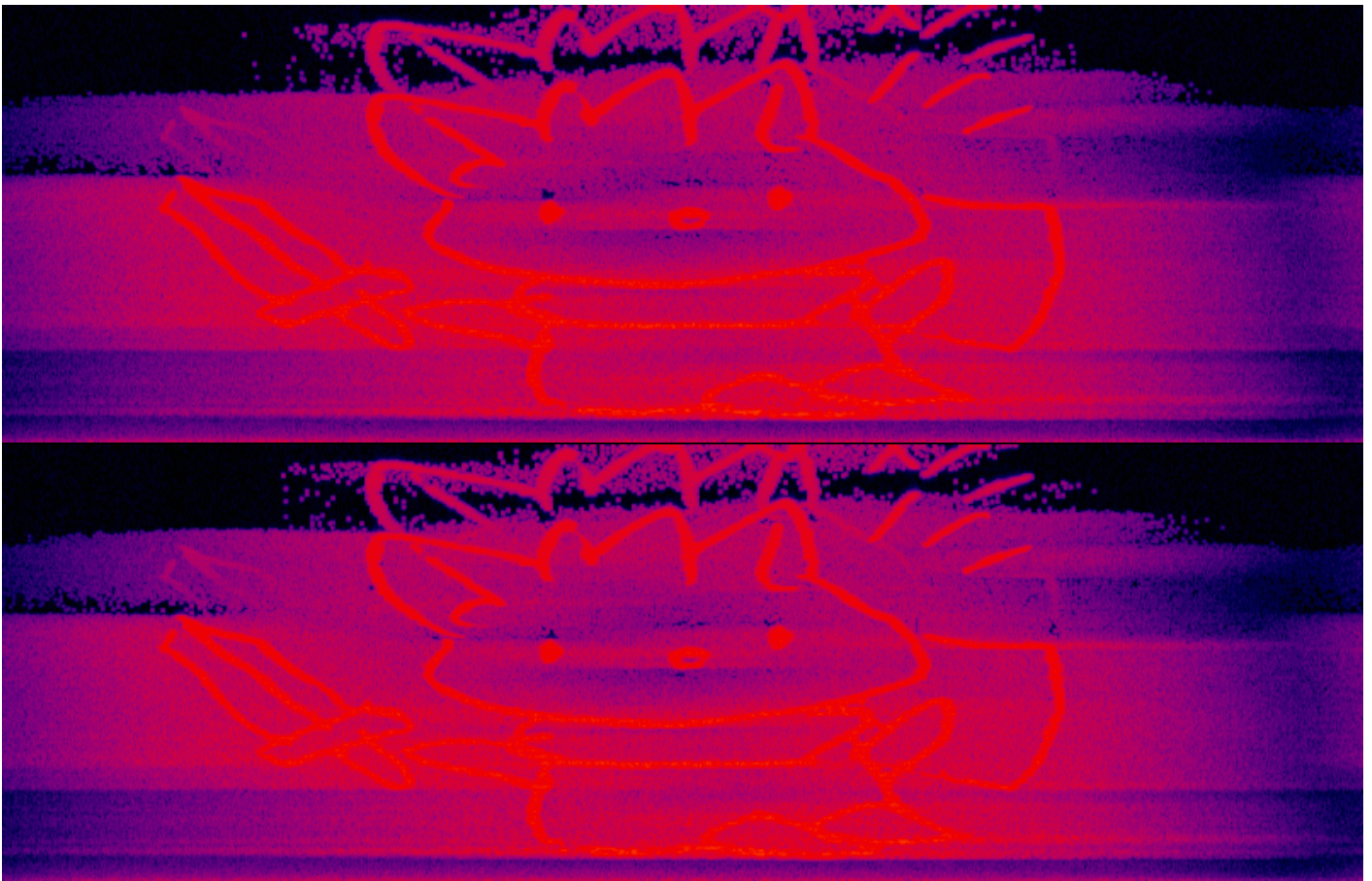
Certain pieces of music when viewed as a spectrogram reveal hidden images. These can contain Trunic glyphs.

a.mp3 from [doyoufeartheeyesofthefarshore.co](http://doyoufeartheeyesofthefarshore.co)



**Trunic translation:** "We are the(e) eyes of the far shore"

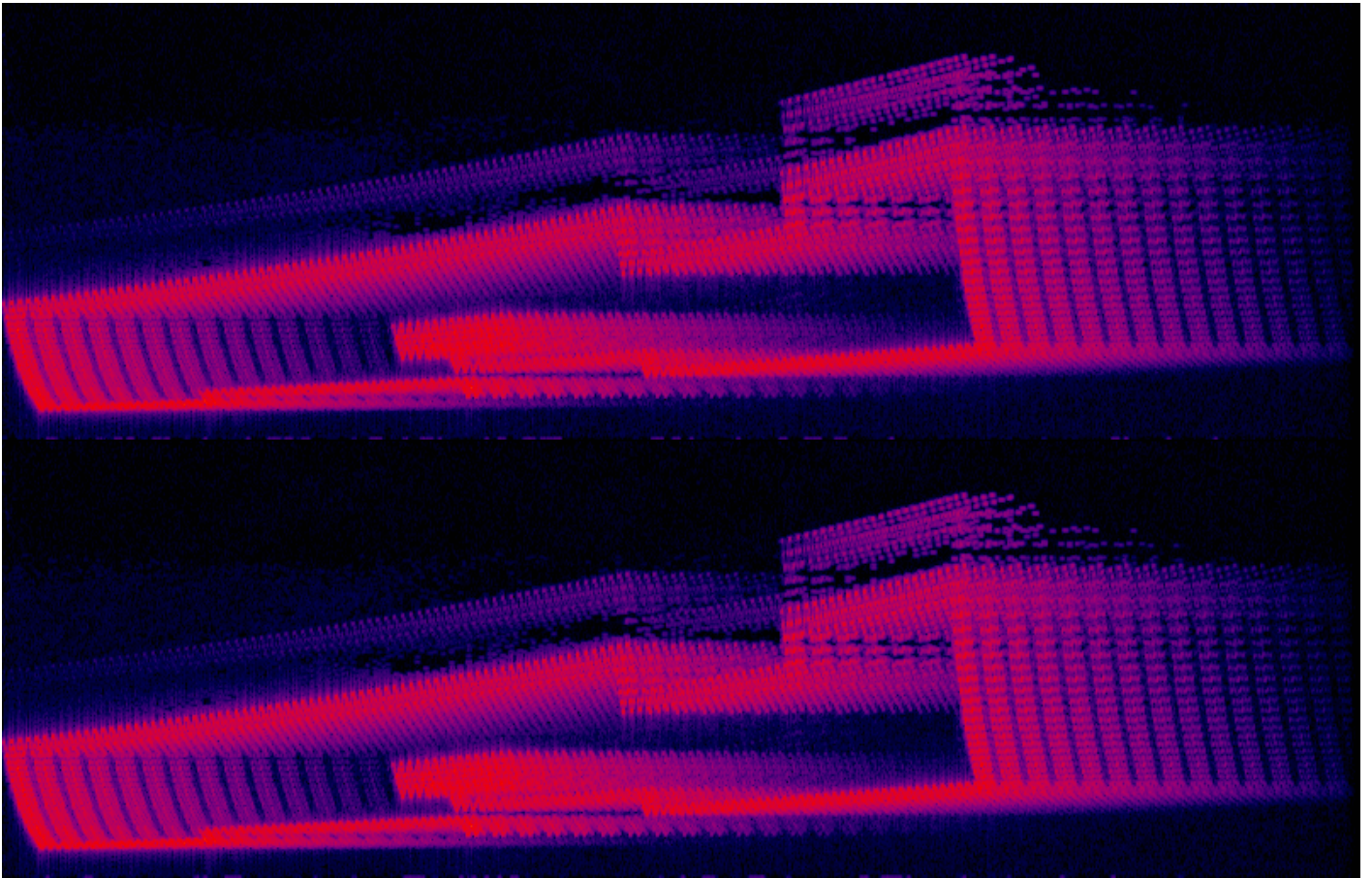
## Dark Passage behind the Old House



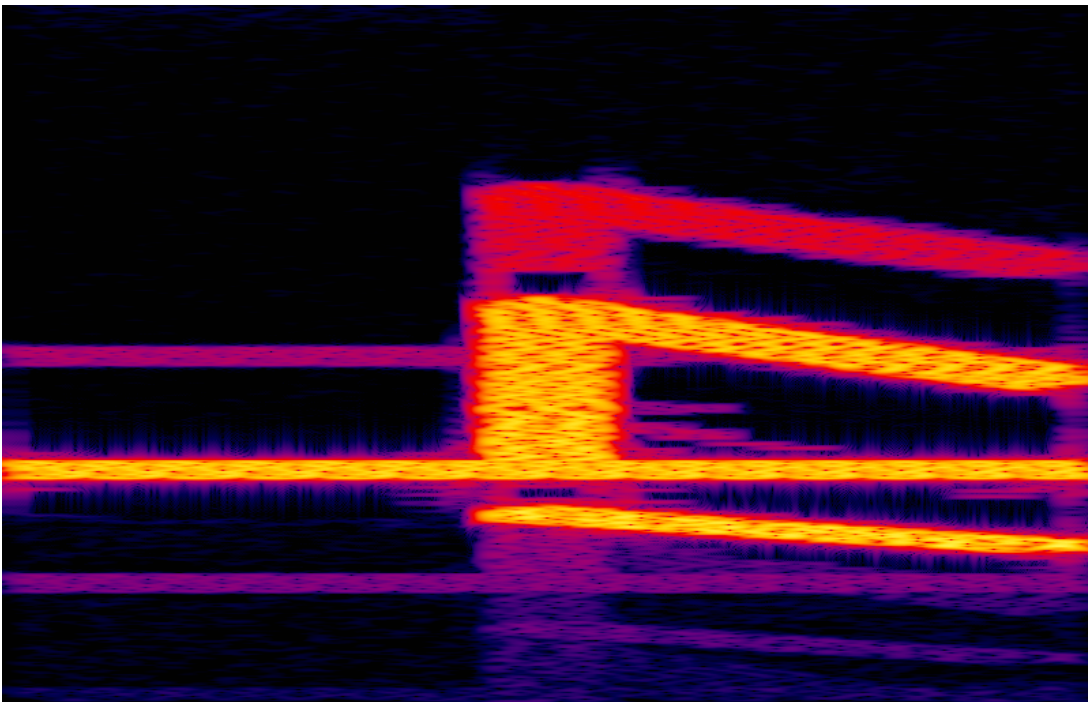
**Image:** The doodle of the fox from page 52 of the instruction manual.

## Patrolling Rudeling Room



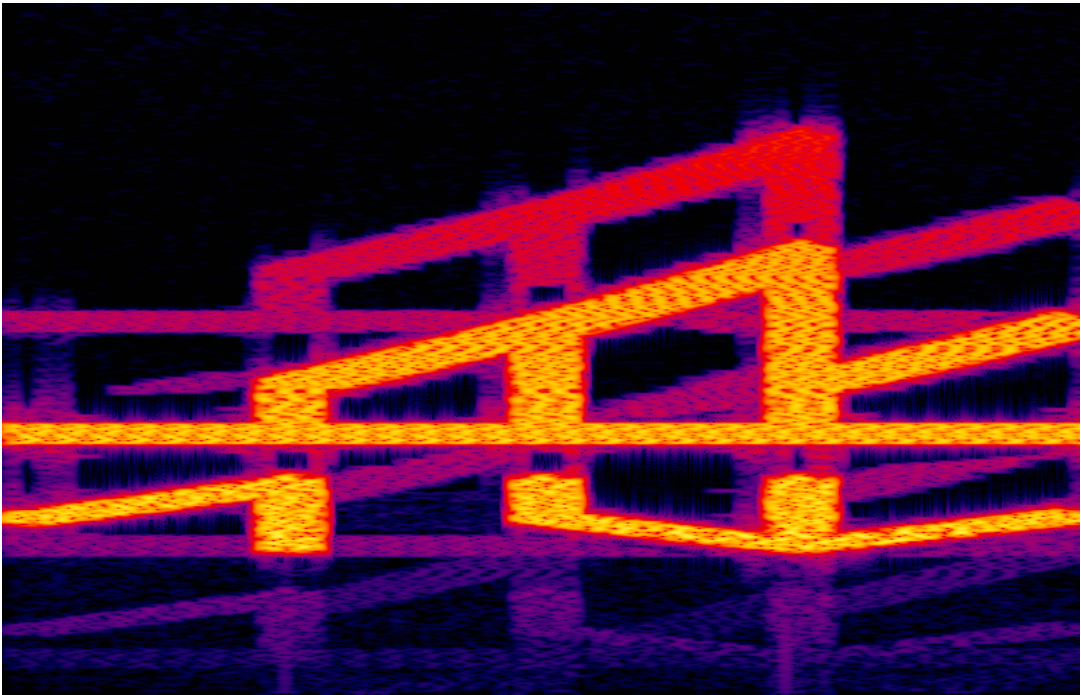


Shop - Bought Item



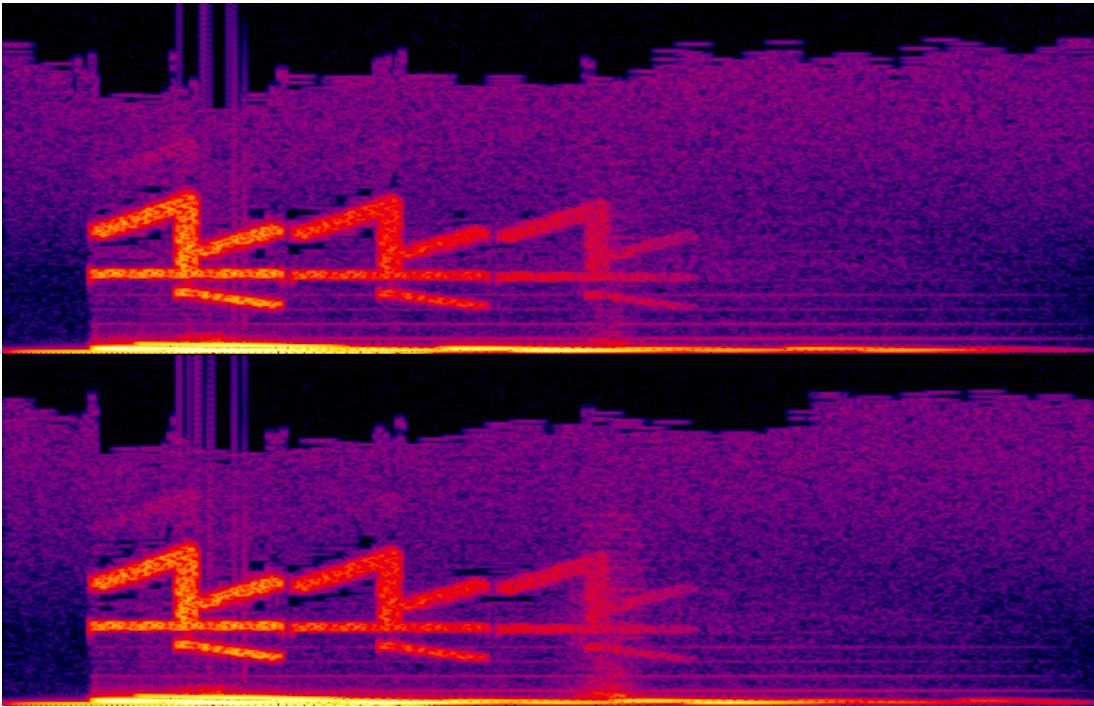
**Trunic translation:** "Buy"

Shop - When Page 22+23 of the Instruction Booklet is Offered



**Trunic translation:** "Free"

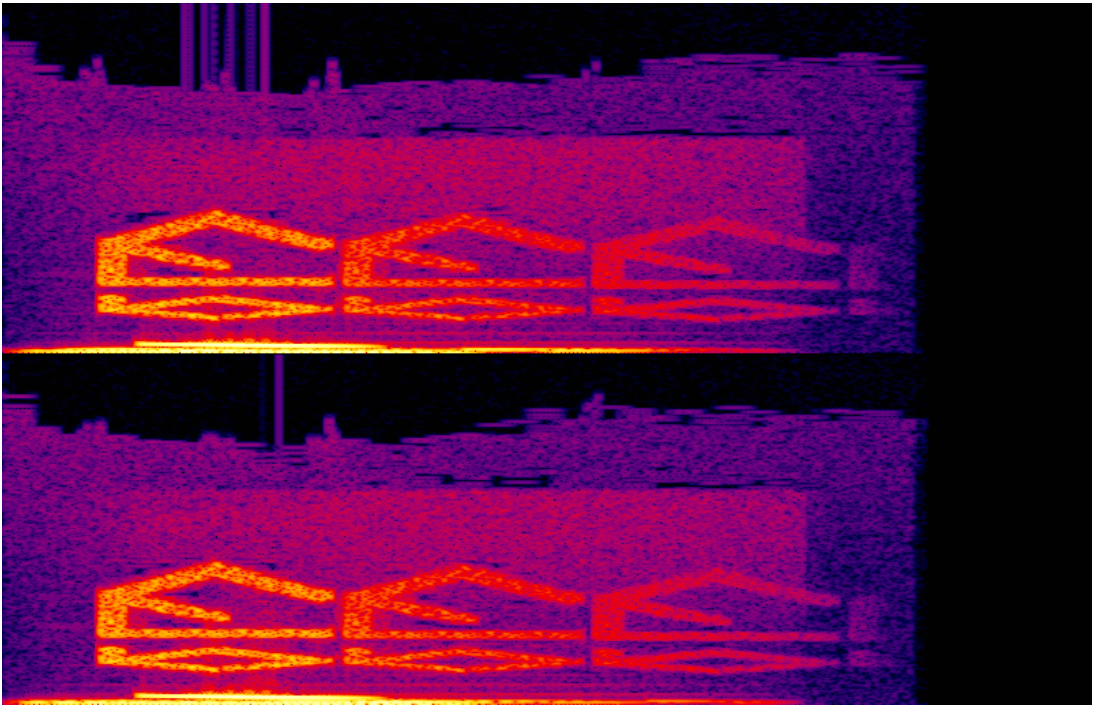
Shop - Prompt "Ok"



**Trunic translation:** "Kay"

Shop - Prompt "No"





**Trunic translation:**"No"

# References

1. <https://threadreaderapp.com/thread/1583200241222053889.html>

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