

theories (big spoilers)

are new or existing theories for tunic's lore

- fairies, Spiritual Awakening and Communication, Ancient Civilization's Use of Souls, Adaptive Roles of Fairies and Constructs, The Fulcrum and the Far Shore.
- theory on the timeline
- theory about the lever and the owner

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Theories on Fairies and Constructs in *Tunic*

1. Fairies as Caretakers and Preservers

Core Idea: Fairies aren't just aggressive defenders; they play a crucial role in maintaining and preserving constructs like the siege engine.

- **Evidence**

: The maintained state of the West Garden compared to the overgrown East Forest suggests its ongoing care. Fairies, found in strategic locations like the garden, likely contribute to this upkeep. Their behavior and placement indicate a dual role of both protection and maintenance.

- **Supporting Points:**

- Fairies appear near well-kept areas, implying active efforts in preservation.
- Their tools, which could double as weapons and maintenance equipment, support this dual function.
- The pristine state of the siege engine suggests it is being cared for, possibly by the fairies, during its dormant phases.

2. Spiritual Awakening and Communication

Core Idea: The player's journey in *Tunic*

is deeply spiritual, symbolized by actions and interactions that highlight a connection with the ancient civilization's spiritual realm.

- **Evidence**

: The yawn at the start of the game symbolizes a physical and spiritual awakening. This sets the tone for a journey that involves both discovery and spiritual growth.

- **Supporting Points:**

- The Void Fox speaking in Tunic, understood by the player, highlights the character's innate ability to connect with the spiritual entities and understand the ancient language.
- The idea that the player can hear and understand the Void Fox underscores the depth of spiritual connection and communication throughout the game.

3. Ancient Civilization's Use of Souls

Core Idea

: The ancient civilization used living souls to power their constructs, adding a darker layer to the game's lore.

- **Evidence**

: The sophisticated design of the constructs and their ability to recharge and sustain themselves hint at a life force or spiritual energy being utilized.

- **Supporting Points:**

- Constructs like the siege machine exhibit behaviors suggesting they are more than just mechanical; they might be infused with spiritual energy.
- The aggressive defense mechanisms of constructs and fairies could imply a need to protect the spiritual essence within them, supporting the notion of soul usage.

4. Adaptive Roles of Fairies and Constructs

Core Idea

: The roles of fairies and constructs have evolved over time, adapting from their original purposes to meet the changing needs of their environment.

- **Evidence**

: The fairies' ability to switch between caretaker and defender roles depending on the situation reflects their adaptability.

- **Supporting Points:**

- Fairies found in the West Garden, maintaining and defending it, show their dual-purpose nature.
- The design and functionality of their tools suggest an original role in maintenance that has adapted to include defense as needed.

5. The Fulcrum and the Far Shore

Core Idea

: The fulcrum is both the central idea of the ancient civilization and the far shore that shatters, symbolizing their achievements and fragility.

- **Evidence**

: The manual page of the far shore, where you can teleport, is in what looks like a silver shard, symbolizing the fulcrum's central and fragile nature.

- **Supporting Points:**

- The Void Touched as a lever: Both physically and spiritually significant, acting as conduits for maintaining balance and power.
- This duality highlights the tension between creation and destruction, stability and chaos, within the ancient civilization's achievements.

theory on the timeline

Squirming Coil Timeline in *Tunic*

Core Idea: The concept of time in *Tunic* is a squirming coil, indicating a non-linear progression that still moves forward, with no beginning and no end.

Evidence

: The manual's statement that there is no beginning and no end supports the idea of a cyclical time line that intertwines past, present, and future, tuning into a coil rather than a simple loop.

Supporting Points:

- **Endless Coils**

: Time is not linear but a series of interconnected coils, with each cycle bringing new changes and evolutions.

- **Spiritual and Temporal Journey**

: The player's journey involves reliving past events while moving towards an ultimate goal or enlightenment.

- **Fulcrum's Role**

: The fulcrum maintains the balance within these coils, ensuring a forward trajectory despite the cyclical nature of events.

theory about the lever and the owner

This theory is about the world of tunic being a "lever" and the lever has a connection to are world which is why we play as the ruin seeker and can control its every move. The "lever" that I am saying is still somewhat metaphorical it is just how it is explained there may not be a physical lever but just how it works to connect it to are world.

There is a plane called the canonical plane (it is the world of tunic) also the bar for the "lever" (if you remember your science, you know that there are three type of levers the one that I am referencing is a first class.) the effort force is you controlling the Ruin seeker or Hero. the load is the Hero itself the far shore is the fulcrum (the point at which you pivot the lever bar), and this is the connection on how you are able to control the Hero.

when you begin to control it to much the far shore (fulcrum) brakes and there is proof of this with the map of the far shore it looks like a shard and is broken and most of the map is not there. because of it breaking you can't control the Hero (because the lever broke) so the war between the ancient foxes and the disquiet beings starts with. this it may prove that there will be a prequal because there needs to be someone controlling the hero before the game, so the lever is over worked. so, the world we can't control is in ruin and the fulcrum is restored via the heir and you can have control again as the future heir or the Hero you always have control of the hero you control the hero. If there are any new things that prove, disprove, or expand on it I'd love to hear it.

All of this is proven by the words that the manual says and other small evidence it says THE lever not a lever when it says "the lever over worked" when the description of the void touched says A lever in the manual. another piece of prove is the lost echo description on page 39, it says "An echo of self from a past ruin seeker whose owner gave up. Watch and listen closely and release it from its agony" it says that there is an owner, so you are the owner thru the lever and both the ruin seekers, and the original hero are called the hero is some cases. so, this can mean that we controlled the hero before the game giving a reason on why the lever was (or is) over worked.