

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 THIS ONE GOOD](#)

fairies, Spiritual Awakening and Co mmunication, Ancient Civilization's Use of Souls, Adaptive Roles of Fairies and Constructs, The Fulcrum and the Far Sho re.

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 Tuneic, 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 ONE GOOD

Theory: The Player's Role in Controlling the Lever in *Tunic*

1. **Player as the Controller**

: The player exerts direct control over the game world through their actions and decisions. This control shapes the narrative and influences the Ruin Seeker's journey.

2. **Prequel and Control**

: In the prequel, the player exercises control over the lever, maintaining the fulcrum's stability. Their actions directly affect the balance of the game world.

3. **Careless Use and Overworking**

: Over time, the player's intense and sometimes careless use of the lever strains the fulcrum. This overworking eventually leads to its shattering, despite the player's intent to maintain control.

4. **Shattering of the Fulcrum**

: The overworking and careless use of the lever lead to the fulcrum shattering, causing significant turmoil and chaos. This event triggers the war between the Eyes and the people.

5. **The War**

: The war, resulting from the shattered fulcrum, plunges the world into conflict. The Eyes strive to maintain control, while the people experience loss and chaos.

6. **Loss of Control**

: During the war, the player loses control, symbolizing the overwhelming nature of the conflict and the difficulty in maintaining balance.

7. **Regaining Control:** After the fulcrum is repaired post-

war, the player regains the ability to control the lever, guiding the Ruin Seeker through the aftermath and ongoing challenges.

8. **Cyclical Nature and New Game Plus:** The cyclical nature of time in *Tunic*

means this process repeats. Each playthrough, or New Game Plus, continues the cycle, with the player continually controlling the game world and facing the consequences of their actions.