

# 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.

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