

# 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.

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Revision #2

Created 12 October 2024 20:12:57 by micah bow

Updated 13 October 2024 22:58:29 by micah bow