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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