

Introduction to the Hylan language



Madur lata

Holaya Toyul

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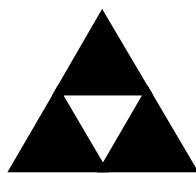
Foreword and thanks

This is a fan project inspired by the universe of Zelda.

I extend special thanks to [Sarinilli](#) for her pioneer creative works on the scripts and languages of the Zelda universe. They have impressed me a lot and given me the motivation to join the adventure with this sister project. The well developed Hylian language proposed by [Kasuto of Kataan](#) is also part of this inspiring family!

I believe the Hylian world is wide and has long running history. Therefore several varieties of Hylian languages could have emerged and coexisted. Here I propose Modern Hylian, and its ancient idioms: Classical Hylian and Musical Hylian.

I also thank my fellow language maker [Ziecken](#) for several ideas that helped creating it (specifically the [Elko](#) and [Ephésique](#) constructed languages), as well as my friends from the French conlanger forum “[l’Atelier](#)” where there is so much to learn.



License and contact



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www.notesdevoyage.com/Hylian



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Reference and status

This [booklet](#) is to be printed as “booklet” in A5 size.

It is to be read together with the [Excel workbook](#) illustrating the mechanism of Hylian and containing the entire lexicon.

The Hylian alphabet (which also contains the Classical Hylian ideograms) can be found [here](#).

As of now the language contains:

641	Nouns
204	Verbs
138	Adjectives
23	Compounds
98	Correlatives
78	Prepositions
20	Pronouns
1202	Total Words

This list does not include adverbs, which often directly derive from adjectives.

The language uses 99 roots so far.

Versions History

Version	Date	Updates
1.3	Oct 6 th 2021	Dialect section, Z5 Legend
1.2	May 30 th 2017	Simpler alphabet, hieroglyph comparison, 4 more songs, texts with classical Hylian, dictionary
1.1	Jan 30 th 2016	Fixed goddess set, correlatives with 4 demonstratives
1.0	Oct 7 th 2015	Added prefixes, sent to Nintendo
0.6	Aug 10 th 2015	Cut linguistic details, integrate reviewers' comments
0.5	Jul 01 st 2015	Added images, changed roots
0.4	Jun 18 th 2015	Added Musical Hylian idiom
0.3	Apr 17 th 2015	Added license, pronouns
0.2	Mar 24 th 2015	Revised Hyliabeth, less links with Hyliagana
0.1	Mar 21 st 2015	First introduction draft
-	Jan 27 th 2015	Idea of conjugating with diphthong
-	Sep 10 th 2014	300 words composed on Excel
-	Sep 9 th 2014	First idea of the language
-	Sep 1 st 2014	First sketch of Hylian scripts

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Glossary

- **Root:** word component expressing a basic idea.
- **Syllable:** smallest unit of pronounced word.
- **Affix: Prefix or Suffix:** element extending a word from its beginning and end respectively.
- **Lexical class:** type of word, either noun, verb, adjective, adverb or preposition.
- **IPA:** the International Phonetic Alphabet.
- **Accusative case:** receiver of an action: “you” in “I love you”.
- **Genitive case:** owner or origin: “my” in “My house”
- **Infinitive mood:** form of the un-conjugated verb such as “to have”.
- **Phonetic:** related to the pronunciation.
- **Semantic:** related to the meaning.
- **Grammar:** set of rules of sentence building, including the syntax.
- **Syntax:** rules of sentence building.
- **Progressive/Regressive:** order of interpretation of the words. A word combination is progressive when the latter words are defining the earlier, regressive when the earlier are defining the latter.

Language profile

Concept:	Gabaritic lexicon based on 3-consonnant roots created from the names of Zelda's universe
Morphology:	Internal flexion + affixes <u>Fusion index</u> : high <u>Synthesis index</u> : low, 2 + affixes Accusative and genitive cases only. Word lexical classes are marked
Lexicon:	Based on names from Zelda's universe
Syntax:	S V O Regressive (head last)

1 – Introduction

1.1 Constraints of an Existing Universe

A language creation for an environment that is already well developed faces the issue of consistency. Considering the available nouns and pieces of text, it must on the one hand draw as much features as possible from this available corpus, and on the other hand must not generate words and sentences in contradiction with these pre-existing samples. On the top of this, it must also combine beauty, as well as simplicity if fans are supposed to learn it.

1.2 A Pre-existing Harmony?

The challenge of developing a language from fragments of words and phrases assumes that the game designer have had in mind at least some rules, if not a whole language, to create these fragments. Some observations are striking in that sense:

Names with negative connotation seem to start with letter G: ***Ganon, Gibdo, Ghini, Gohma, Garos, Gerudos, Grog, Ghirahim, Gorman.***

Names related to confusion are rather starting with an M: ***Manji*** (labyrinth), ***Majora, Malladus, Marcy*** (lazy postman), ***Medli*** (worrisome), ***Mutoh*** (stubborn

carpenter), **Mallara** (untidy mother), **Makar** (frivolous), **Maud** (ugly).

Names related to art are often starting with the sound K: **Kamaro** (dancer), **Carlov** (sculptor), **Couture** (tailor), **Kafei** (poetic lover).

The process of language creation will endeavour to identify such trends and develop them further.

1.3 Triggering remark

I noticed that most names in Zelda have 3 syllables (Midona, Majora, Gerudo, Epona, Kokiri, Mudora, etc.) and particularly in Japanese rendering (Zeruda, Rinuku, Ganonu, Hairi-a, Goronu, etc.) This is also confirmed by the fundamental importance of the number 3 throughout the game: 3 goddesses (Nayru, Farore, Din), 3 virtues (Wisdom, Courage, Power), 3 parts of the Triforce, 3 main protagonists (Zelda, Link, Ganondorf).

Therefore I decided to develop lexicon from these names by extracting their 3 consonants roots, and changing the vowels.

For example: Gerudo => **GRD**

which can derive into: **Gorad**, **Girda**, **Egredi**, etc.

2 – Key Features

2.1 Consonant Roots

Words base their meaning on 3-consonant Roots which indicate lexical fields. Some shorter words like prepositions, numbers, or pronouns will be built from 2 or 1 consonant Roots. This system of consonant is also found in Semitic languages such as Arabic and Hebrew. Consonant Roots are highlighted in **blue** in this booklet.

2.2 Vowel Forms

The vowel combination around the consonant Root is called Form. It indicates nuance of lexical field (abstract idea, concrete thing, person, place, time, etc.) and also switches between lexical classes (noun, adjective, adverb, verb, etc.) Vowel Forms are highlighted in **green** in this booklet.

“**Root**” and “**Form**” are the two aspects fully defining each basic word in Hylan. Extra “**Prefixes**” will be added, indicated in orange.

2.3 In-game name basis

The existing names from the Zelda games have been used a basis for all the vocabulary. This has 3 main consequences:

2.3.1 Easier learning

Language learning is speeded up because fans are already familiar with these names, and with the notions they refer to.

2.3.2 Consistency with the original names

The connection with existing elements of the game is kept. The created language even plays an explicative role about the original name. For example: Garos means “assassin” in Hylia, Hirul means “world”, and Zelda means literally “of the time of wisdom”.

2.3.3 Consistency with the game phonetics

The phonetic elements of the generated words are in line with that of the existing names, and then consistent with the overall sound of what is known of Hylia so far.

3 – Example of Word Building



Original name: Mudora (Book of)

Consonant Root: **MDR**

General idea: Education

Derivation examples:

- Madur = learning material, tutorial
- Modur = education
- Modri = educational
- Mador = student
- Emador = teacher
- Midur = school
- Medur = course
- Maudur = to learn
- Maudri = learning
- etc.

4 – Writing systems

4.1 Phonetic system

	IPA	Example
A	/a/	Map
I	/i/	Sea
U	/u/	Zoo

	IPA	Example
E	/e/	Net
O	/o/	Fog

	IPA	Example
P	/p/	Plain
T	/t/	Temple
K	/k/	Key
F	/f/	Forest
S	/s/	Sky
Sh, Š or C	/ʃ/	Ship
Ng or Q	/ŋ/	Song
N	/n/	Night
Y	/j/	Yard
H	/h/	Hall

	IPA	Example
B	/b/	Boat
D	/d/	Day
G	/g/	Gate
V	/v/	Valley
Z	/z/	Zenith
J	/dʒ/	Jungle
R	/r/	Ricardo
M	/m/	Mountain
W	/ʊ/	Wall
L	/l/	Light

“**C**” and “**Q**” are used when typing on keyboard.

4.2 Neutral vowel: U

In order to reduce the word length and increase a bit the ratio of consonant against vowels, one of the five vowels is defined as “neutral” and can be suppressed as long as it does not introduce ambiguity. Following the example of Japanese, letter U is chosen for this purpose.

Example: ***Maduri*** => ***Madri***

In cases where the suppression of the U would put together two plosives (P T K B D G), the suppression is not allowed because it will be too difficult to pronounce:


























Example: ***Sakup*** => ***~~Sakp~~*** (*not allowed*)

If the suppression puts together a mute sound (P T K F S C Kh) with a voiced sound (B D G V Z J Gh), it would lead to a mutation of one of the consonants so that both consonants are mute or voiced, which induces ambiguity:

Example: ***Suda*** => ***~~Sda~~*** => ***Sta*** or ***Zda*** (*not allowed*)

4.3 Hylian harmonized alphabet: Hyliabeth

Several alphabets are present in the universe of Zelda, and can be used to write the language presented here as long as they cover the required sounds. This [alphabet](#) below can be used instead of the Latin alphabet. Its design and layout follows phonetic rules.

M				N				Ng	
P				T				K	
B				D				G	
F				S				Sh	
V				Z				J	
W		L		R		H		Y	
U		O		E		A		I	

5 – Lexicon

The generation of words is both the core of this language project, and the area where work and advice is most needed.

The main guidelines and examples are given here, but the reader is invited to look at the comprehensive dictionary in the excel worksheet. (Link given in page 3)

Following the general rules of word creation, the remaining work is to:

- find a Hylian Root from the world of Zelda and decide to which lexical field it will be related
- determine what exact translations each of the Form have. Some combinations do not lead to an existing concept, while some others can be translated by longer phrases

I ask the reader for forgiveness if some translations sound awkward, or if some roots are not attributed to the most relevant topic. Your feedback is most appreciated here, so that the vocabulary can grow more complete and reach more consensus.

5.1 General rules

5.1.1 Nouns at definite form by default:

Toyul = the language

Lay Toyul = a language

5.1.2 Nouns end without vowel:

Zolud = wisdom

Madur = learning material

Modur = education

5.1.3 Nouns at accusative voice end with an O:

Lanok edourun zoldo = The hero protects wisdom

5.1.4 Adjectives end with I:

Madri = pedagogical

5.1.5 Adverbs end with E:

Madre = pedagogically

5.1.6 Adjectives “of” (genitive) end with A:

Madra sihus = library of tutorials

5.1.7 Verbs bear 2 vowels in the first slot:

Moudur = to learn

5.1.8 Participles are both verbs and adjectives,
i.e. end with I:

Moudri = learning

5.1.9 Gerundive are both verbs and adverbs,
i.e. end with E:

Moudre = while learning

Vowel **Forms** are the main and most ancient way to decline the various meanings of a Consonant **Root**. Following the structure **C1-v1-C2-v2-C3**, the key Forms are the following:

	Form	Meaning
	C1-O-C2-U-C3	Abstract idea
	C1-A-C2-U-C3	Concrete thing
	C1-A-C2-A-C3	Material
	C1-I-C2-U-C3	Place, location
	C1-E-C2-U-C3	Time, process
	C1-E-C2-E-C3	Tool, machine
	C1-O-C2-A-C3	Character, Nation
	C1-A-C2-O-C3	Person, profession
	C1-A-C2-E-C3	Animal
	C1-A-C2-I-C3	Plant

Some Roots work in system and should be learned together in order to understand their mutual relationships.

5.2 Goddess set: Nayru – Farore – Din



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Abstract	Noyur: intellect	Forr: feeling	Doyn: action
	Noyuri: smart	Forri: sensitive	Doyni: active
	Nouyur: to think	Fourr: to feel	Douyn: to do
Concrete	Nayur: mind	Farr: heart	Dayn: body
	Nauyur: to understand	Faurr: to love	Dauyn: to work
	Nayuri: sensible	Farri: loving	Dayni: physical
Place			
Time			
Person	Nayor: thinker	Faror: feeler	Dayon: worker
Character	Noyar: Nayru	Forar: Farore	Doyan: Din

5.3 Triforce set: Zelda – Link – Ganondorf



Abstract	Zolud: wisdom	Lonuk: courage	Dorf: power
	Zoldi: wise	Lonki: brave	Dorfi: strong
	Zoulud: to meditate	Lounuk: to dare	Douruf: to can
Concrete			
Place	Zilud: temple		Diruf: battlefield
Time	Zelud: meditation	Lenuk: challenge	Deruf: success
Person	Zalod: sage	Lanok: hero	Darof: warrior
Character	Zolad: Zelda	Lonak: Link	Doraf: Ganondorf

The name Ganon-dorf is analysed as **Ganonadorf**, which translates: “Power of the demon”.

The 3 following sets of vocabulary are universal structures and relationships.

The “**Cardinal cycle**” links position of the sun in the sky of the northern hemisphere with moments of the day. That gives a correspondence between cardinal points (east, south, west, north) and time (morning, noon, evening, midnight). Then we can link further with stages of life, and stages of any process (rise, culminate, fall, rest), seasons, etc.

The “**Terminal path**”, as opposed to this concept of eternal repetition in the cardinal cycle, introduces the ideas of movement from a primal origin to an ultimate end. That is: "origin, flow, destination."

The “**Ordinal setup**” finally gives the static relationship between the “above, centre, below”, and the “great, average, small”.

5.4 Cardinal Cycle: Kokiri – Ordona – Twili – Midna



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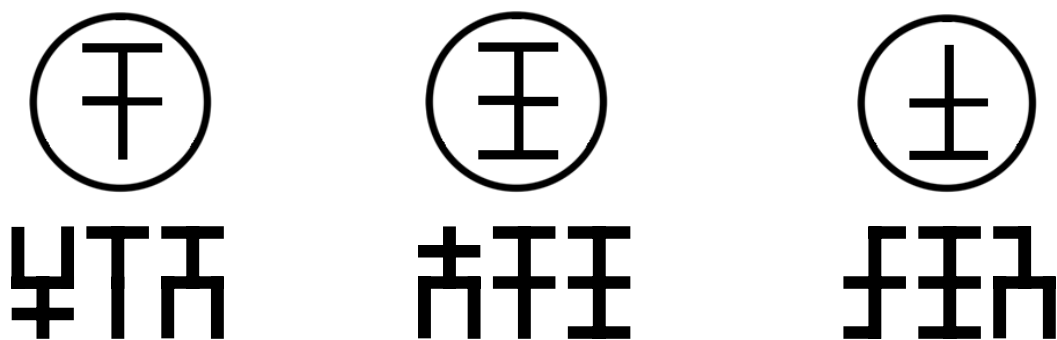
Abstract	Kokur: youth	Rodun: adulthood	Towul: old age	Modun: tradition
	Kokri: young	Roduni: mature	Towli: old	Moduni: ancestral
	Koukur: to rise	Roudun: to culminate	Touwul: to fall	Moudun: to rest
Concrete	Kakur: star	Radun: sun	Tawul: moon	Madun: dark sky
	Kakri: starry	Raduni: sunny	Tawli: moonlit	Maduni: dark
Place	Kikur: east	Ridun: south	Tiwul: west	Midun: north
Time	Kekur: morning	Redun: noon	Tewul: evening	Medun: midnight
Pers.	Kakor: child	Radon: adult	Tawol: elderly	Madon: ancestor
Char.	Kokar: the Kokiri	Rodan: Ordona	Towal: the Twili	Modan: Midna

5.5 Terminal Path: Somaria – Lokomo – Termina



Abstract	Somur: origin	Lokum: circulation	Torum: goal
	Somuri: original	Lokmi: mobile	Tormi: pursued
	Soumur: to originate	Loukum: to circulate	Tourum: to aim at
Concrete	Samur: creation	Lakum: travel	Tarum: target
	Samuri: creative	Lakmi: nomadic	Tarmi: perfectionist
Place	Simur: source	Likum: path	Tirum: destination
Time	Semur: Beginning	Lekum: travel	Terum: End
Pers.	Samor: creator	Lakom: traveller	Tarom: ender, perfecter
Char.	Somar: Somaria	Lokam: Lokomo	Toram: Termina

5.6 Ordinal Setup: Daltus – Horon – Minish



Abstract	<i>Dolut</i> : greatness	<i>Horun</i> : center	<i>Monush</i> : smallness
	<i>Dolti</i> : great	<i>Horni</i> : central	<i>Monushi</i> : small
	<i>Edoulut</i> : to magnify	<i>Ehourun</i> : to gather	<i>Emounush</i> : to reduce
Concrete	<i>Dalut</i> : height	<i>Harun</i> : group	<i>Manush</i> : lowness
	<i>Dalti</i> : high	<i>Harni</i> : together	<i>Manushi</i> : low
Place	<i>Dilut</i> : loft	<i>Hirun</i> : city	<i>Minush</i> : low place
Time	<i>Delut</i> : elevation	<i>Herun</i> : gathering	<i>Menush</i> : decrease
Pers.	<i>Dalot</i> : giant	<i>Haron</i> : citizen	<i>Manosh</i> : dwarf
Char.	<i>Dolat</i> : Daltus	<i>Horan</i> : Horon	<i>Monash</i> : Minish

5.7 Word compounds

Some words are obtained by combinations of two nouns, which can be compressed:

With ***Derum***: season (from Holodrum)

- ***Kekraderum***: spring
- ***Rednaderum***: summer
- ***Tewladerum***: fall
- ***Mednaderum***: winter
- ***Darmaderum***: rainy season
- ***Parpaderum***: dry season

With ***Ganud***: mechanism (from Gondo)

- ***Hupenagand***: vehicle
- ***Suhasagand***: printer
- ***Rupeyagand***: vending machine
- ***Krenagand***: music player
- ***Noyragand***: computer
- ***Doynagand***: robot
- ***Fawsagand***: android

5.8 Prefix

Prefixes can be used at the beginning of words to complement the meaning. They always use the vowel U, and therefore cannot cause confusion with the 3 consonant-roots. This letter U can be skipped following the usual rules given in chapter 4.2.

Prefix	Origin	Meaning	Simple word	Word with Prefix
Hu-	Hylia	Excellence	Kamuk: artwork Sahus: book	Hukamuk: masterpiece Husahus: classic (book)
Lu-	Daltus	Greatness	Hirun: city Hashos: king	Luhirun: metropolis Lhashos: emperor
Nu-	Minish	Smallness	Hirun: city Hashos: king	Nuhirun: town Nhashos: count
Ru-	Horon	Group, system	Kakur: star Karon: musician	Rukakur: constellation Rukaron: music band
Su-	Stalfos	Element, part	Parup: sand Korun: song	Sparup: grain of sand Skorun: note of music
Ku-	Kamaro	Art, school, ideology	Gohun: fear Hashos: king	Kugohun: terrorism Khashos: monarchy

Prefix	Origin	Meaning	Simple word	Word with Prefix
Gu-	Ganon	Undo, opposite action	Saumur : to create Maudur : to learn	Gusaumur : to destroy Gumaudur : to unlearn
Mu-	Manji	Miss, failed action	Nauyur : to think Hazul : advice	Munauyur : to be mistaken Muhazul : bad advice

There are 3 prefixes to express modality. These roots can be combined with the conjugation elements (see chapter 6.1), especially the passive voice marker i-.

Prefix	Origin	Meaning	Examples
Du-	Dorf	Can, ability	Droupuyi : solvable, able to pay. Idroyli : visible, able to be seen.
Tu-	Termina	Want, tendency	Tugorni : unyielding, that tends to resist. Ituroyli : admirable, that one tends to watch, worthy of admiration.
Vu-	Viscen	Must, duty	Vukoutuni : answerable, that must answer. Ivroupuyi : payable, to be paid.

5.9 Pronouns

The first person pronoun (I) derives from the idea of talking, since it is the defining criteria of the first person. Ideally the second person (you) would derive from the idea of listening, but this root is not yet identified. The third person relates to the idea of arbitration and advice.

Origin		Singular	Plural
Tael	T	<i>Ti</i> : I	<i>Tin</i> : we
	St	<i>Sti</i> : you and I	<i>Stin</i> : we and you
Saria	S	<i>Si</i> : you	<i>Sin</i> : you guys
Ezlo	H	<i>Hi</i> : he	<i>Hin</i> : they (masc.)
Navi	N	<i>Ni</i> : she	<i>Nin</i> : they (fem.)

Just like nouns, pronouns can bear the accusative mark by adding an “o”: I listen to her = ***Ti touyul nio***

5.10 Possessive articles

These are built as genitives from the above pronouns:

Tael	T	<i>Tia</i> : my	<i>Tina</i> : our
	St	<i>Stia</i> : your and my	<i>Stina</i> : our and your
Saria	S	<i>Sia</i> : your	<i>Sina</i> : your
Ezlo	H	<i>Hia</i> : his	<i>Hina</i> : their (masc.)
Navi	N	<i>Nia</i> : her	<i>Nina</i> : their (fem.)

5.11 Correlatives, Prepositions, Numbers

Correlatives are a system of words generated by the combination of topics (place, time, manner, etc.) and a category (question, negation, whole, demonstrative, etc.) They form the short and useful words like questions-words: what, who, where, when? And the demonstratives: This, that, here, now, so, etc.

In Hylian, the demonstrative category exists for the 4 persons:

1. **Tay**: this, near to me, the speaker (Japanese “Kore”)
2. **Sar**: that near to you, the listener (Japanese “Sore”)
3. **Haz**: that, far from both of us, the hero (Japanese “Are”)
4. **Nay**: that, far from the three persons

The fourth person is especially used in legendary narration, to clarify the distinction between the protagonist and the other characters.

This table is also extended to the prepositions (from, to, in, etc.) which are organized following the same relationships as the tables in chapters 5.4, 5.5 and 5.6.

This table also generates numbers.

Origin			Article -a-a	Thing -a-u	Person -a-o
Question	Keaton	Kn	<i>Kana</i> : what..?	<i>Kan</i> : what?	<i>Kano</i> : who?
Show 1	Tael	Ty	<i>Taya</i> : this..	<i>Tay</i> : this near me	<i>Tayo</i> : this man
Show 2	Saria	Sr	<i>Sara</i> : this..	<i>Sar</i> : this near you	<i>Saro</i> : this man
Show 3	Ezlo	Hz	<i>Haza</i> : that..	<i>Haz</i> : that near him	<i>Hazo</i> : that man
Show 4	Navi	Ny	<i>Naya</i> : that..	<i>Nay</i> : that	<i>Nayo</i> : that man
Random	Malon	Ln	<i>Lana</i> : any..	<i>Lan</i> : anything	<i>Lano</i> : anyone
Whole	Hyrule	Rl	<i>Rala</i> : all..	<i>Ral</i> : everything	<i>Ralo</i> : everyone
Negation	Ganon	Gn	<i>Gana</i> : no, no..	<i>Gan</i> : nothing	<i>Gano</i> : no one
Existence	Hylia	Ly	<i>Laya</i> : yes, a..	<i>Lay</i> : something	<i>Layo</i> : someone

Terminal path	Somaria	Sm	<i>Sama</i> : of			<i>Samo</i> : from (giver)
	Lokomo	Lm	<i>Lama</i> : but			
	Termina	Tm				<i>Tamo</i> : to (dative)
Cardinal cycle	Kokiri	Kr				
	Ordona	Rd	<i>Rada</i> : and	<i>Rad</i> : with	<i>Rado</i> : also	
	Twili	Tl	<i>Tala</i> : or			
	Midna	Mn	<i>Mana</i> : or (exclusive)	<i>Man</i> : without	<i>Mano</i> : only	
Ordinal setup	Minish	Nš				<i>Našo</i> : under
	Horon	Rn				<i>Rano</i> : around
	Daltus	Lt	<i>Lata</i> : about (topic)			<i>Lato</i> : over

Place -i-u	Time -e-u	Reason -o-u	Manner -a-e
<i>Kin</i> : where?	<i>Ken</i> : when?	<i>Kon</i> : why?	<i>Kane</i> : how?
<i>Tiyu</i> : here	<i>Tey</i> : now	<i>Toy</i> : for this reason	<i>Taye</i> : this way
<i>Sir</i> : here	<i>Ser</i> : now	<i>Sor</i> : for this reason	<i>Sare</i> : this way
<i>Hiz</i> : there	<i>Hez</i> : then	<i>Hoz</i> : because	<i>Haze</i> : thus
<i>Niy</i> : there	<i>Ney</i> : then	<i>Noy</i> : because	<i>Naye</i> : thus
<i>Lin</i> : anywhere	<i>Len</i> : anytime	<i>Lon</i> : for any reason	<i>Lane</i> : anyhow
<i>Ril</i> : everywhere	<i>Rel</i> : always	<i>Rol</i> : for all reasons	<i>Rale</i> : in all ways
<i>Gin</i> : nowhere	<i>Gen</i> : never	<i>Gon</i> : without reason	<i>Gane</i> : in no way
<i>Liy</i> : somewhere	<i>Ley</i> : sometimes	<i>Loy</i> : for some reason	<i>Laye</i> : somehow
<i>Sim</i> : from	<i>Sem</i> : since	<i>Som</i> : against	<i>Same</i> : like, à la..
<i>Lim</i> : through	<i>Lem</i> : for (time)	<i>Lom</i> : despite	<i>Lame</i> : by, via
<i>Tim</i> : to	<i>Tem</i> : until	<i>Tom</i> : for (goal)	
<i>Kir</i> : in front	<i>Ker</i> : before	<i>Kor</i> : if	<i>Kare</i> : not yet
<i>Rid</i> : in, at	<i>Red</i> : during	<i>Rod</i> : indeed	<i>Rade</i> : already
<i>Til</i> : behind	<i>Tel</i> : after	<i>Tol</i> : then (logic)	<i>Tale</i> : still
<i>Min</i> : out	<i>Men</i> : not during	<i>Mon</i> : else	<i>Mane</i> : no more
<i>Niš</i> : below	<i>Neš</i> : little ago		<i>Naše</i> : a bit
<i>Rin</i> : between	<i>Ren</i> : just now	<i>Ron</i> : even	<i>Rane</i> : quite
<i>Lit</i> : above	<i>Let</i> : soon		<i>Late</i> : very

Type -a-i	Amount -u-e	Number -u-u	Rank -u-a
Kani : what type of..? Tayi : this type of.. Sari : this type of.. Hazi : that type of.. Nayi : that type of.. Lani : any type of.. Rali : all sorts of.. Gani : no type of.. Layi : some kind of..	Kune : how much? Tuye : so Sure : so Huze : that much Nuye : that much Lune : any amount Rule : all amounts Gune : no amounts Luye : some	Kun : how many? Tuy : this many Sur : this many Huz : that many Nuy : that many Lun : any number Rul : 10,000 Gun : 0 Luy : 1	Kuna : what rank? Tuya : this rank Sura : this rank Huza : that rank Nuya : that rank Luna : any rank Rula : the last Guna : the zeroth Luya : the first
		Sum : 2 Lum : 3 Tum : 4	Suma : the second Luma : the third Tuma : the fourth
		Kur : 5 Rud : 6 Tul : 7 Mud : 8	Kura : the fifth Ruda : the sixth Tula : the seventh Muda : the eighth
Naši : the least Rani : nearly Lati : the most	Nuše : less than Rune : same as Lute : more than	Nuš : 9 Run : 10 Lut : 100	Nuša : the ninth Runa : the tenth Luta : the hundredth

5.12 Number construction

This table presents how numbers are formed, written, and read.

Letters are used to write numbers by attributing them values following the Hyliabethical order:

- M, N, Ng, P, T, K, B, D, G are worth 1, 2, 3, 4, 5, 6, 7, 8 and 9 respectively.
- F, S, Sh are worth 10, 100, and 10,000 respectively.

1,000 is obtained by combination of 10 and 100; and 1,000,000 by combination of 100 and 10,000.

Value	Symbolic Writing		Reading
0	—	0	<i>Gun</i>
1	┐	1	<i>Luy</i>
2	┐┐	2	<i>Sum</i>
3	┐┐┐	3	<i>Lum</i>
4	┐┐┐┐	4	<i>Tum</i>
10	┐┐┐┐┐	10	<i>Run</i>
11	┐┐┐┐┐┐	10-1	<i>Raniluy</i>
12	┐┐┐┐┐┐┐	10-2	<i>Ranisum</i>
20	┐┐┐┐┐┐┐	2-10	<i>Samirun</i>
21	┐┐┐┐┐┐┐┐	2-10-1	<i>Samirni-luy</i>

Value	Symbolic Writing		Reading
22	𐌲𐌲𐌲	2-10-2	<i>Samirni-sum</i>
30	𐌲𐌴	3-10	<i>Lamirun</i>
31	𐌲𐌴𐌶	3-10-1	<i>Lamirni-luy</i>
101	𐌶𐌶	100-1	<i>Latiluy</i>
111	𐌶𐌴𐌶	100-10-1	<i>Lati-runiluy</i>
122	𐌶𐌲𐌲𐌶	100-2-10-2	<i>Lati-sumirni-sum</i>
221	𐌲𐌶𐌶𐌴𐌶	2-100-2-10-1	<i>Samilti-sumirni-luy</i>
999	𐌸𐌶𐌶𐌴𐌶𐌴𐌶	9-100-9-10-9	<i>Nashilti-nushirni-nash</i>
2,201	𐌲𐌴𐌴𐌶𐌶𐌶	2-10-2-100-1	<i>Samirni-sumilti-luy</i>
1,000,000	𐌶𐌶	100-10,000	<i>Latirul</i>
1,220,000	𐌶𐌲𐌴𐌴𐌶𐌶	100-2-10-2-10,000	<i>Lati-sumirni-sumi-rul</i>

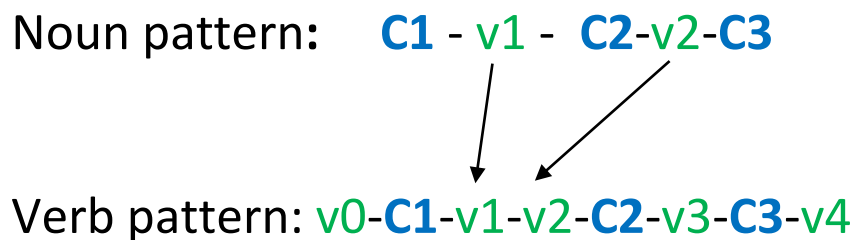
When **Run** or **Lut** is in starting position and followed by another number, it changes its central vowel to become **Ran** and **Lat**, in order to avoid confusion with **prefixes** which also uses U as first vowel (see chapter 5.8). It connects to the following number with the vowel I.

When **Run** or **Lut** is associated with a number before and after, it remains **Run** and **Lut** and may contract its vowel U.

6 – Grammar

6.1 Conjugation

Verbs are obtained from nouns by putting the 2 inner vowels of the noun into the first slot of the verb:



C1, **C2** and **C3** form the consonant Root.

v1 and **v2** come from the vowel Form of the noun:

modur = the education : **v1 = o**, **v2 = u**

v3 indicates the tense and mood:

	Present	v3 = u	<i>ti moudur</i> = I learn
	Past	v3 = i	<i>ti moudir</i> = I learned
	Future	v3 = o	<i>ti moudor</i> = I'll learn
	Conditional	v3 = a	<i>ti moudar</i> = I would learn
	Imperative	v3 = e	<i>mouder</i> = Learn!

v4 may be added to turn the verb into a... :

	Participle v4 = i	moudri = learning ti (lauyn) moudri = I'm learning moudiri = having learned moudori = set to learn
	Gerundive v4 = e	moudre = while learning

v0 may be added to change the aspect of the verb:

	Passive v0 = i	imoudri = learnt (being learnt now) madur imoudur = the tutorial is being learnt. madur imoudor = the tutorial is to be learnt.
	Causative v0 = e	ti emoudur = I make learn, I teach ti ehaupun = I make fast, I speed up. (hapun = speed)
	Reflexive v0 = o	ti ohaupun = I hurry up, I speed up myself

6.2 Syntax

Elective syntax components are shown in brackets.
The sentence structure is:

Subject – Verbal group – (Object)

፲፭ ፲፱፫፫፭ ፲፱፲፱

Ni edourun dotro

She protects justice.

But other word orders are also possible to give emphasis,
since the object is bearing the accusative “o” ending:

፲፱፲፱ ፲፭ ፲፱፫፫፭

Dotro ni edourun

It's justice that she protects.

Subject and Object can be pronouns, or be Nominal
groups. Nominal groups take the following structure:

(Article) – (Number) – (Adjectives) – Noun

፲፫፻ ሕሰርሕሰ ፲፱፻፶፱ ፲፱፻፶፱

Lum hocusi horla haloy

the three noble goddesses of harmony

Verbal groups take the following structure:

(Adverbs) – (Complements) – Verb

ገገርቸገ ሂጋዛርገገ ሕገቸደገ ገህርቸገ

kekure zilde harne koumir

danced together at dawn in the temple

Complements can be expressed as adverbs, or take the following structure:

Preposition – Nominal group

ዛጋቸ ለገርቸ

Lim dikuh

through the forest



7 – Classical Hylian

The Hylian language presented here, which can be called “Modern Hylian”, stems from an ancient language called “Classical Hylian”. It is still unclear how this language was pronounced, since it was essentially meant to be written, for sacred texts, classical literature, and administration. Linguists believe that the grammar of Classical Hylian is identical to that of Modern Hylian, but its writing system is more concise, using an additional ideographic character set, **Hylianji**, instead of vowels, to represent the word forms and aspects. These Hylianji ideograms trace back to one of the earliest forms of writing, known as “Proto-Hylian”.

Example with the Hylianji , indicating the form “place”:

Modern Hylian: *Hirul*

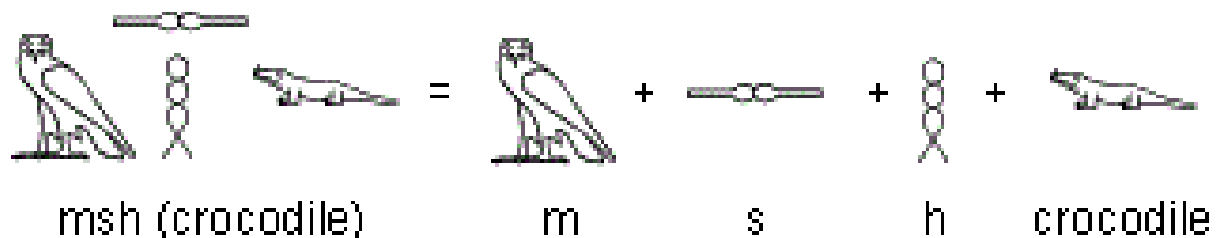
𐀀𐀁𐀂𐀃𐀄

Classical Hylian: **HRL(place)**

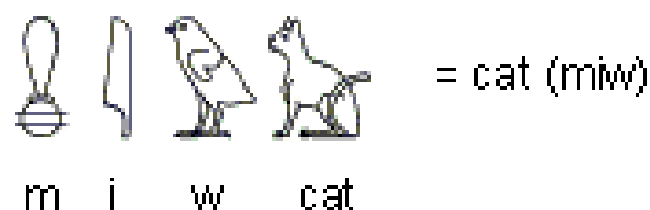
𐀀𐀁𐀂𐀃𐀄

Classical Hylian is written without space between words, since Hylianji also indicates the word split.

This writing system is similar to ancient Egypt hieroglyph, which uses both letters to indicate the consonant roots, and an ideographic component to show the meaning. For example, crocodile and cat:



𐎠𐎡𐎢 = **DNV(animal)** = *Danev*: crocodile



𐎠𐎡𐎢 = **MLT(animal)** = *Malet*: cat

Here are the Hylianji indicating lexical topics (Forms):











Form	Hylianji	Explanation	Vowels in modern Hylian
Concrete	𐎠	<i>Stem from earth</i>	U-E-X
Place	𐎡	<i>Heaven and earth</i>	O-E-X
Time	𐎢	<i>Past and future</i>	A-E-X
Abstract	𐎣	<i>Stem from heaven</i>	I-E-X
Material	𐎤	<i>Rod from earth</i>	E-U-X
Plant	𐎥	<i>Tree with branches</i>	E-O-X
Animal	𐎦	<i>Standing animal</i>	E-A-X

Form	Hylanji	Explanation	Vowels in modern Hylan
Person	𐌸	<i>Man from earth</i>	E-I-X
Tool	𐌹	<i>Rod from heaven</i>	U-A-X
Color	𐌺	<i>An eye on a surface</i>	O-A-X
Name	𐌻	<i>Man from heaven</i>	I-A-X
Number	𐌼	<i>Three levels</i>	-E-

Here are the Hylanji indicating grammatical aspects
(complement to the above Forms):


Form	Hylanji	Explanation	Vowels
Accusative	𐌰	<i>Stone touched</i>	X-X-U
Adjective	𐌱	<i>Rope</i>	X-X-O
Adverb	𐌲	<i>Rope</i>	X-X-A
Genitive	𐌳	<i>Ropes</i>	X-X-I
Conditional	𐌴	<i>Future tied to the past</i>	XX-U-X
Past	𐌵	<i>Line from the past</i>	XX-O-X
Present	𐌶	<i>Line in the middle</i>	XX-E-X
Future	𐌷	<i>Line from the future</i>	XX-A-X
Imperative	𐌸	?	XX-I-X
Passive	𐌹	<i>Stone touched by heaven</i>	U-XX-X-X
Causative	𐌺	<i>Hand from heaven</i>	A-XX-X-X
Reflexive	𐌻	<i>Stem back to earth</i>	I-XX-X-X

Examples of Classical Hylian writing:

City council	<i>Horeni Hozel</i>	
Tribunal	<i>Ditur</i>	
Concert hall	<i>Kirun</i>	
Astral observatory	<i>Kakra Riyul</i>	
Sword factory	<i>Kalba Ginud</i>	
School library	<i>Midra Sihus</i>	
Business school	<i>Barla Midur</i>	
Temple of Time	<i>Lobra Zilud</i>	
Lost woods	<i>Monji Dikuh</i>	
Desert monastery	<i>Pirpa Nibur</i>	

To sum up the history of Hylan script and language, letters evolved gradually from a primitive ideographic stage of Proto Hylan, then later consonants appeared and coexisted with a set of grammatical Hylanji ideograms in Classical Hylan, and finally the script became fully phonetic in Modern Hylan.

A legendary musical stage of the language is envisaged and presented in chapter 9.

				
	Musical Hylan	Proto Hylan	Classical Hylan	Modern Hylan
Written	None?	Ideograms only I	Consonants and Hylanji 𐀀𐀁𐀂	Consonants and vowels 𐀀𐀁𐀂𐀃𐀄
Spoken	Sung into melody	Unknown	Unknown. Identical to modern Hylan?	As described in this book: "hirul"

This table gives the comprehensive writing system. Above are the consonants and vowel used to write modern Hylian, as presented earlier. Below are the hylianji of classical Hylian.

The letters in grey are those to type when using the font mapping of Hylian.ttf

For example (with color markup) :

“The cook buys fish”




















































devis jebanu roepey => 1I4JH YIHNEC FUIFI7

type: “dvsHjbnBJrpyE” => 14JH[4JIE36777+

“He buys fish”

jebanu zeroepey => YIHNEC 4IFUIFI7

type: “jbnBJzrpyE” => 4JIE364777+

Root Consonants	m				n				ng	
	p				t				k	
	b				d				g	
	f				s				sh	
	v				z				j	
	w		l		r		h		y	
Vowels	u		o		e		a		i	
Grammatical Forms	U conditional		O past		E present		A future		I volitive	
	J object		S adjective				W adverb		G genitive	
	P passive						F factive		R reflective	
Lexical Forms	C U-e concrete		L O-e location		X e-e formless		T A-e time		D I-e abstract	
	M e-U matter		V e-O vegetal		x proradical		B e-A beast		H e-I person	
	K U-A tool		Q O-A aspect		# -e number				N I-A name	

8 – Text Samples

Reference texts and translations are provided following this layout:

Illustration

Classical Hylian text

**Grammatical analysis of Classical Hylian
with colour marking of, Prefixes, ROOTS and (forms)**

Modern Hylian text

Transcription in Latin alphabet

Translation



MDR(concrete)LT(genitive)
HLY(name)(genitive)TYL(abstract)

ታሪክ ልማት
ጥናት ልማት

Madur lata Holaya Toyul

Introduction to the Hylian Language

[illegible]

[1]KR(time)BRN(abs)SMR(abs)(past)
KR(time)NYR(animal)RD(gen)FRR(animal)LYN(past)
[2]LM(number)HŠS(concrete)(adjective)HLY(person)
TM(place)GHRL(abs)(adj)HRL(name)MNŠ(reflex)(past)

f-ገህቱ ስርዓቱን አስተካክሎ፣
ገህቱ ዘመናዊነት ተረጋግጦ በሥራው ሂሳብ
የሚገኝበትን ሁኔታ ለማሻሻል እንዲያስችል

[1] kor biren siemor, kor neyar ruda ferar lueyon

[2] Lem husheso heliy tom gehirlo hiral imuenosh

[1] Before time began, before spirits and life existed

[2] Three golden goddesses descended upon the chaos that was Hyrule



𐀀-𐀁𐀂𐀃𐀄𐀅𐀆𐀇𐀈𐀉𐀊
 𐀋-𐀌𐀍𐀎𐀏𐀐𐀑𐀒𐀓𐀔𐀕
 𐀖-𐀗𐀘𐀙𐀚𐀛𐀜𐀝𐀞𐀟𐀠

[3]DYN(name)DRF(abs)(obj)HLY(pers)(pres)

[4]NYR(name)ZLD(abs)(obj)HLY(pers)(pres)

[5]FRR(name)LNK(abs)(obj)HLY(pers)(pres)

[3] Diyan, direfu heiley

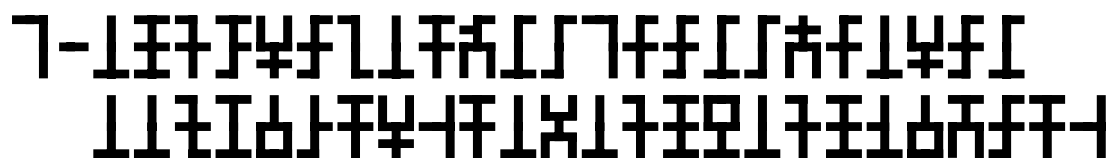
[4] Niyar, ziledu heiley

[5] Firar, lineku heiley

[3] Din, the goddess of power

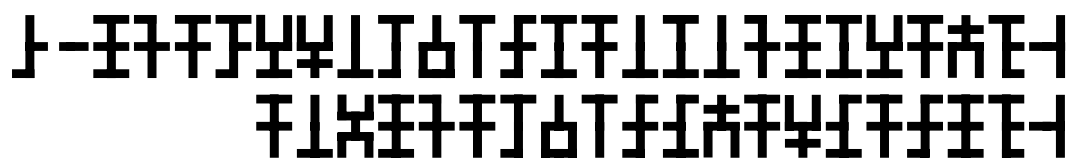
[4] Nayru, the goddess of wisdom

[5] Farore, the goddess of courage



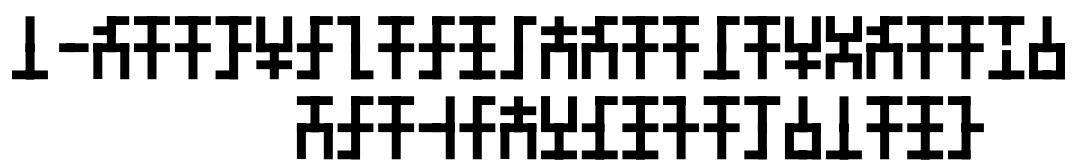
ገ-ፓትብዬ፣ ሄብቱ ሠርዳጋ ገርቶታ ሕዝብዚህን
ሠራተኛ ሰርዳጋ ገርቶ ሠራተኛ ሰርዳጋ ሰርዳጋ

[6] Din... with her strong flaming arms,
she cultivated the land and created red earth.



ታ-ጃጉጉ ሂጋሂር ገህፍ ገህፍ ለሆነ በሂርሀቅ
ገርፍ ጃጉጉ ገርፍ ለሆነ በሂርሀቅ

[7] Nayru... Poured her wisdom onto the earth
and gave the spirit of law to the world.



1-አጋቸበቱ ሄበቱ ቸቸደህ ሕዝብቸቸ ቸረሃጋ
ሕዝባቸር ሕርባህቸ ቸሕዝባ ፀጋቸቸር ለርባጋዜ

[8] Farore... with her rich soul,
produced all life forms who would uphold the law.

上干王古

[illegible]

Beren, haz aminjo dedang,

Time, such a bewildering animal,

ሃገርና የዘመን ልማት

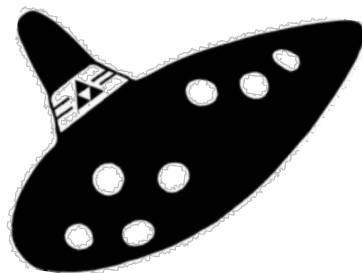
loy humepo loy murso rol buweko

sometimes fast, sometimes sluggish, always alive

千工半日千工半日

Rod Heldarima hishes

In the Holodrum kingdom



9 – Musical Hylian

Before creatures could read or speak, it is said that the Goddesses spoke another idiom of Hylian language using music. The structure is still based on Roots derived into Forms, but the correspondence between notes and the letters of written Hylian is still a subject of research.

Throughout history, Musical Hylian has been used in short mantras played on sacred Hylian instruments, which produce magical effects.

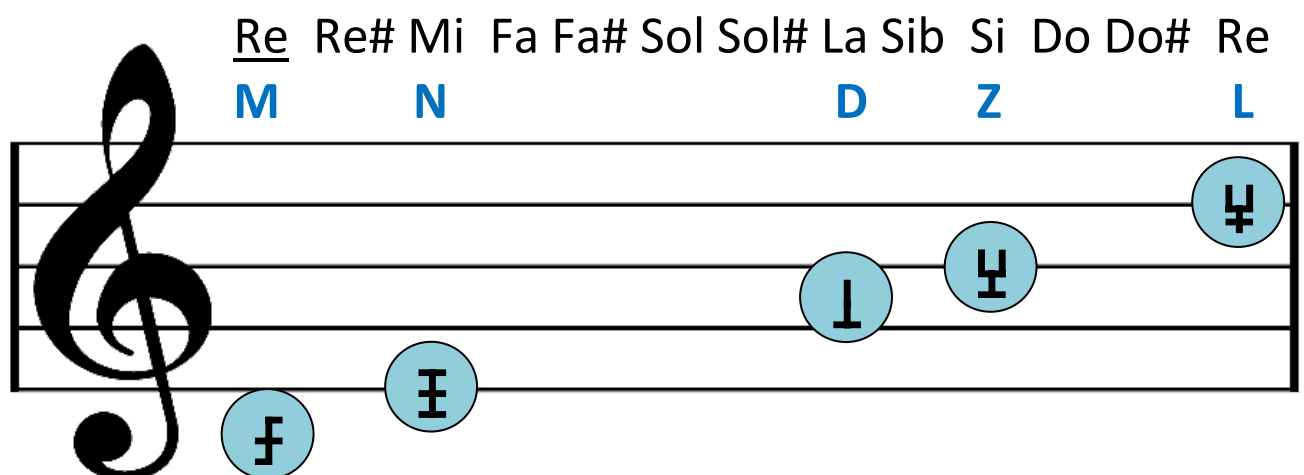
The most typical form is the duplication of a musical root:

Name	Sequence						Root	Form
Zelda's lullaby	Si	Re	La	Si	Re	La	Si Re La	A-A
Time song	La	<u>Re</u>	Fa	La	<u>Re</u>	Fa	La <u>Re</u> Fa	A-A
Storm song	<u>Re</u>	Fa	Re	<u>Re</u>	Fa	Re	<u>Re</u> Fa Re	A-A
Sun song	La	Fa	Re	La	Fa	Re	La Fa Re	A-A
Epona's song	Re	Si	La	Re	Si	La	Re Si La	A-A

Name	Sequence						Root	Form
Saria's song	Fa	La	Re	Fa	La	Re	Fa La Re	A-A
Soaring song	Fa	Si	Re	Fa	Si	Re	Fa Si Re	A-A
Healing song	Si	La	Fa	Si	La	Fa	Si La Fa	A-A
Time reverse	Fa	<u>Re</u>	La	Fa	<u>Re</u>	La	Fa <u>Re</u> La	A-A
Wind Fish	Si	Do#	Re	Si	Do#	Re	Si Do# Re	A-A
Midna's song	<u>Re</u>	La	Mi	<u>Re</u>	La	Mi	<u>Re</u> La Mi	A-A

By naturally assuming that the root of Zelda's Lullaby is to be read "**ZLD**", we can reason Si = **Z**, Re = **L**, and La = **D**. This is confirmed by Midna's song, whose root is assumed to be read "**MDN**", where we also see La = **D**. Then we can build further Re = **M**, and Mi = **N**.

The combined assumptions and findings lead to this preliminary reference chart:



Most songs have irregular structures, but some forms appear repeatedly.

Name	Sequence								Root	Form
Prelude of Light	Re	La	Re	La	Si	Re			La Si Re	Triangle – A
Requiem of Spirit	<u>Re</u>	Fa	<u>Re</u>	La	Fa	<u>Re</u>			La Fa <u>Re</u>	Triangle – A
Minuet of Forest	<u>Re</u>	Re	Si	La	Si	La			<u>Re</u> Re Si La ?	Double tail
Bolero of Fire	Fa	<u>Re</u>	Fa	<u>Re</u>	La	Fa	La	Fa	Fa <u>Re</u> La Fa ?	Doubled
Serenade of Water	<u>Re</u>	Fa	La	La	Si				<u>Re</u> Fa La ?	
Nocturne of Shadow	Si	La	La	<u>Re</u>	Si	La	Fa		Si La <u>Re</u> Fa ?	
Sonata of Awakening	Re	Si	Re	Si	<u>Re</u>	La	<u>Re</u>		Re Si - <u>Re</u> La	Double head
Goron lullaby	<u>Re</u>	La	Si	<u>Re</u>	La	Si	La	<u>Re</u>	<u>Re</u> La Si	A – Triangle
New Wave Bossa-nova	Si	Re	Si	La	Fa	Si	La			
Elegy of Emptiness	La	Si	La	Fa	La	Re	Si		La Si Fa - Re?	Triangle head
Oath to Order	La	Fa	<u>Re</u>	Fa	La	Re			La Fa <u>Re</u> - Re	Triangle head
Wind requiem	Do	Fa	La						Do Fa La	Plain
Command melody	Fa	Si	La	Si					Fa Si La	Triangle tail
Ballad of Gales	Re	La	Fa	Do					Re La Fa Do?	
Earth God lyrics	<u>Re</u>	<u>Re</u>	Sol	Si	La	Sol				
Wind God aria	Re	Re	Do	Si	Sol	Si				

The songs from Spirit Tracks and Skyward Sword introduce further altered notes.

Name	Sequence								Root	Form
Song of Awakening	Mi	Fa#							Mi Fa#	Plain
Song of Healing	Si	Re	Si						Si Re Si	Plain
Song of Birds	La	Sol#	La						La Sol# La	Plain
Song of Light	La	Sol#	Fa#	Mi	Re					
Song of Discovery	Fa#	Sol#	Fa#	Mi					Sol# Fa# Re	Triangle head
Lokomo: Gage	Fa#	Sol#	La						Fa# Sol# La	Plain
Lokomo: Steem	Mi	Re	Mi	Fa#					Mi Re Fa# ?	
Lokomo: Carben	Mi	Fa#	La						Mi Fa# La	Plain
Lokomo: Embrose	La	Sol#	La	Sol#	Mi				La Sol# Mi	Doubled head
Lokomo: Rael	Do	Re	Mi	Re	Mi	Do				
Lokomo: Zelda	Fa#	La	Sol#	Mi	Fa#					
Farore's Courage	Sol	La	Do	Re	Do	La	Sol		Sol La Do Re	Triangle
Nayru's Wisdom	Sib	Sol	La	Sol	Fa				Sib Sol la Fa	
Din's Power	Mi	<u>Re</u>	<u>Re</u>	La	Sol#				Mi <u>Re</u> La Sol#	
Song of the Hero	<u>Re</u>	<u>Sol</u>	<u>Re</u>	<u>Re</u>	Mi	Fa	Sol	La	<u>Re</u> Mi Fa Sol La	Triangle head

Other songs are non-playable:

Name	Sequence								Root	Form
Boy's bird song	<u>Re</u>	Sol	La	Re	La	Si				
Tornado song	<u>Re</u>	Mi	Re	Do#	Do	Si			<u>Re</u> Mi Re	Falling tail
Sharp's Curse	Mi	Fa	Fa#	Si	La#	Re	Do#	Sol		
Gibdos Farewell	Sol	Fa#	Sol	La	Sol	Fa#	Sol	Mi		

The “Boy’s bird song” is played at the ocarina in A Link to the Past.






The tornado song is heard on the introduction screen of Ocarina of Time, and is also used in Mario Bros. 3 when playing the flute to call the tornado.

Sharp’s Curse, or Melody of Darkness is heard in Majora’s Mask. It was composed by Sharp and has the power to drain someone’s life.

The Gibdos Farewell is heard in Majora’s Mask and has the power to repel the Gibdos mummies. It is also found in the spook house of Super Mario 64.

Searching into the corpus of musical Hylian is a two-way process: on the one hand it consists in recognizing known roots from modern Hylian, but on the other hand it is also a source of new roots for modern Hylian, recovered from the ancient tradition of Hylian sacred music.

For example, findings so far induce a reading of:

- Epona's song with the root **LZD** 
- Prelude of Light with the root **DZL** 
- Song of Healing
(from Spirit Tracks) with the root **ZLZ** 
- Goron lullaby with the root **MDZ** 
(This is consistent with the idea of sleep and confusion which is borne by Hylian roots starting with letter M.)
- Tornado song with the root **MNL** 
(Same as above, since tornado can be seen as a source of chaos.)

Some open questions remain, with the readings of Fa:

- **DM*** for the Song of Time
- **D*L** for the Song of Sun
(Here again, similarity with the **DZL** of Light)
- **D*M** for the Requiem of Spirit
- **M*L** for the Song of Storms
(Note the similarity with the **MNL** of Tornado)
- **ZD*** for the Healing song
(Similar to the Song of Healing **ZLZ**)
- ***DL** for Saria's Song
- ***ZL** for the Song of Soaring
- ***ZD** for the Command melody

And the reading of Do#:

- **Z*L** for the Wind Fish Ballad, to compare with the root **ZFS** from Zephos, god of winds.



10 – Dialects

CELESTIAN : The Ballad of the Goddess (SS)

/en dɛʃu nobɛ ʃɔndʊ/

Oh youth, guided by the servant of the goddess,

/tʃe ʃʊtʊ keuænu salɛ/

unite earth and sky, and bring light to the land.

/en dɛʃu nobɛ dʊʃʊ/

Oh youth, show the two whirling sails the way to the Light Tower...

/tʃe ʃʊtʊ nobɛ dezu dotʃɛ/

and before you a path shall open, and a heavenly song you shall hear.

Source : [https://zelda.gamepedia.com/Sacred Songs](https://zelda.gamepedia.com/Sacred_Songs)

JABUNIAN: Daphnes Nohansen Hyrule (WW)

1 *oy oh goosh * ee dan yoo, ee kah yeh! gah pahz!*

Gods of the Triforce! Hear that which I desire!

2 *ah mo, ah mo! ah na * see ka * gah pah!*

Hope! I desire hope for these children! (Give them a future!)

3 *maym dis rah shem * hi lar, why lar zorn * di lar sheh/shay*

	Wash away this ancient land of Hyrule! (Let a ray of hope shine on the future of the world!!!)
--	--

JABUNIAN : Jabun (WW)

1	<p><i>oil id boss, orl bin * wah (*) bee doh</i></p> <p>Well met, Hyrule King!</p> <p>お久しぶりでございますご無事でなにより . . .</p> <p>It has been a while, Hyrule King.</p>
2	<p><i>ess tu * goh eet, may * durn * gaw blah</i></p> <p>The events which we have long feared seem to have been set into motion.</p> <p>ツイニ オソレテイタコトガ ウゴキハジメタ ヨウダナ。</p> <p>It would seem that which we feared has begun.</p>
3	<p><i>ay booss see yook, lodge ee pair no? oo yoh * bi row * poss</i></p> <p>If you have sought me out... it must mean you have found the Hero of Time, does it not?</p> <p>オマエガ ワタシニアイニキタトイウコトハ トキノユウシャヲ ミツケルコトガ デキタトイウコトダナ?</p> <p>So, now that you've come to see me does that mean you've found the hero of time?</p>
4	<p>デハ オマエハ ナニヲシニ ワタシニアイニキタ</p>

	<p>ノダ？</p> <p>So, what purpose do you have coming to see me?</p>
5	<p>カノウセイ？ ソノカノウセイトヤラニ ハイラル ノウンメイヲ マカセヨウト イウノダナ</p> <p>Potential? Are you saying we should leave the fate of Hyrule to potential?</p>
6	<p>ワカッタ。ソノモノノユウキガ シンノモノカ ドウカハ カミガ ハンダンスルデアロウ。</p> <p>Understood. We should let the gods judge whether or not his courage is legitimate.</p>
7	<p>カミヘノミチシルベヲ ウケトルガヨイ。</p> <p>You shall receive the guidepost to the gods.</p>
8	<p>コノチニ カケラレタ ガノンノ ノロイハ ソノ ホウギョクガ トイテクレルダロウ</p> <p>This jewel should solve Ganon's curse which was placed on this land.</p>
9	<p><i>du, ub hom, eb du wah shi yu kuh, shu wuh poss. chu wuss chu</i></p> <p>Tell me, Hyrule King... Have you learned the whereabouts of the one who carries on the bloodline of the princess, Zelda?</p> <p>トキニ ハイラルオウ オマエハ ゼルダノ チヲヒク モノノ ショザイヲ ツカンデイルノカ？</p> <p>By the way, have you have you found the location of the one descended from Zelda, King Hyrule?</p>
10	<p><i>boss ju. ghi ross mu go loh, mere moss grog es chik</i></p> <p>That is well. You must protect Zelda. She cannot be</p>

	<p>permitted to fall into the hands of Ganon.</p> <p>ゼルダガ ガノンノテニオチルコトハ ダンジテ フセガネバナラナイ タノンダゾ！</p> <p>You must not let Zelda fall into Ganon's hands. I've entrusted you!</p>
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<https://zeldauniverse.net/forums/Thread/176629-Wind-Waker-Original-Translations-by-The-Baton-of-the-Wind/>

JABUNIAN : Gohdan (WW)

1	<p><i>oh fohs miss en doe!</i></p> <p>You have done well to find your way to this place. よくぞここまでたどり着いた。 You did well having come all the way here.</p>
2	<p><i>shur az mi dah</i></p> <p>Oh, chosen one... 選ばれし者よ。 Chosen one!</p>
3	<p><i>ay go foe wech ous!</i></p> <p>Accept this final challenge... 最後の試練を受けよ。 Recieve this final challenge!</p>
4	<p><i>yoo yoo bust muss ah may</i></p> <p>The path can now be opened. 今、道は開かれた。 Now, the path is opened.</p>
5	<p><i>shur az mi dah</i></p>

	<p>Oh, chosen one...</p> <p>選ばれし者よ。</p> <p>Chosen one!</p>
6	<p><i>boss gore may gooch kloh ahs, chi bow shi nah</i></p> <p>What will now come to pass is tied to your fate--to the path that you have chosen.</p> <p>これより先に起こることは お前が選んだ運命。</p> <p>What happens from here is the destiny you choose.</p>
7	<p><i>ohs nah kem chi</i></p> <p>Go forward with caution.</p> <p>心してゆくがよい。</p> <p>Carefully continue.</p>

11 – Dictionary

				
	holuy : holiness	horul : harmony	hošus : nobility	hozul : strategy
	houluy : to be holy	hourul : to cooperate	houšus : to reign	houzul : to decide
	ehouluy : to sanctify	ehourul : to organize	ehoušus : to entrust	ehouzul : to advise
	holyi : sacred	horuli : harmonious	hošusi : noble	hozuli : strategic
	haluy : relic	harul : team		hazul : advice
			hašusi : golden	
	halay : incense		hašas : gold	
	heluy : sacred ritual	herul : organisation	hešus : reign	hezul : deliberation
	heley : incense stick		hešes : crown	
	hiluy : Heaven	hirul : world, cosmos	hišus : palace	hizul : council
	holay : Hylia	horal : Hyrule	hošas : Oshas	hozal : Ezlo
	haloy : goddess	harol : member	hašos : king	hazol : advisor
		harel : ant	hašes : lion	
			hašis : chrysanthemum	

𐌺𐌹𐌺	𐌺𐌺𐌺	𐌹𐌺𐌹	𐌺𐌹𐌺
honuj : faith	homup : tenderness	hopun : speed	hotur : electricity
hounuj : to trust	houmup : to beget	houpun : to be quick	
ehounuj : to comfort	ehoumup : to fertilize	ehoupun : to speed up	
honuji : faithful	hompi : tender	hopuni : quick	hoturi : electric
hanuj : promise	hamup : caress		hatur : lightning
haunuj : to promise	haumup : to caress	haupun : to ride	hautur : to thunder strike
hanuji : due	hampi : soft		
	hamap : milk	hapan : horsehair	hatar : ether
henuj : marriage	hemup : birth	hepun : riding	hetur : storm
henej : ring		hepen : saddle	
hinuj : marriage hall	himup : cradle	hipun : stable	
honaj : Anju	homap : Impa	hopan : Epona	hotar : Ether
hanoj : fiancée	hamop : mother	hapon : horseman	
hanej : dog	hamep : cow	hapen : horse	

	𐌲𐌺𐌹	𐌲𐌿𐌺	𐌹𐌺𐌹	𐌹𐌿𐌺
	loyun : essence	lobur : time	romun : ownership	ropuy : value
	louyun : to be	loubur : to last	roumun : to have	roupuy : to buy
	elouyun : to make	eloubur : to delay	eroumun : to give	eroupuy : to sell
	loyni : real	lobri : late	romuni : private	ropuyi : expensive
	layun : matter		ramun : goods	rapuy : money
	lauyun : to exist		raumun : to own	
	layni : concrete			rapuyi : rich
				rapay : silver
	leyun : moment	lebur : waiting	remun : possession	repuy : trade
		leber : clock		repey : coin
	liyun : place	libur : clock-tower	rimun : property	ripuy : market
		lobar : Labrynna	roman : Romani	ropay : Rupee
	layon : being	labor : clock man	ramon : owner	rapoy : merchant
	layen : animal			
	layin : plant			





			
lonuz : image	rowur : obviousness	royul : vision	roluh : prescience
lounuz : to impress	rouwur : to appear	rouyul : to watch	rouluh : to predict
elounuz : to catch image	erouwur : to reveal	erouyul : to show	
	rowuri : obvious	royli : visual	
lanuz : photograph	rawur : lighting	rayul : image	raluh : prophecy
launuz : to photograph	rauwur : to shine	rauyul	rauluh
lanzi : photographic	rawuri : bright	rayli : optical	raluhi : prophetic
	rawar : light	rayal : glass	
lenuz : picture time	rewur : daytime	reyul : observation	
		reyel : lens	
linuz : photo studio	riwur : daylight	riyul : observatory	riluh : oracle
lonaz : Lenzo	rowar : Rauru	royal : Aryll	rolah : Sahas-ralah
lanoz : photographer	rawor : witness	rayol : watchman	raloh : prophet

	𐌱𐌴𐌱	𐌱𐌴𐌱𐌴	𐌱𐌴𐌶	𐌱𐌴𐌶
	šoyuk : secret	soruy : friendship	toyul : language	noyuv : help
	šouyuk : to be hidden	souruy : to be friend	touyul : to listen	nouyuv : to help
	ešouyuk : to hide	esouruy : to befriend	etouyul : to say	enouyuv
	šoyki : hidden	soruyi : friendly	toyli : oral	noyvi : helpful
	šayuk : shadow		tayul : speech	
	šayki : dark		tayli : spoken	
		seruy : meeting		
	šiyuk : hideout			
	šoyak : the Sheykah	soray : Saria	toyal : Tael	noyav : Navi
	šayok : ninja	saroy : friend	tayol : speaker	nayov : student
			tayel : parrot	

𐌱𐌹𐌱	𐌱𐌹𐌰	𐌵𐌹𐌵	𐌵𐌹𐌰
porup : dryness	potuš : rotation	zorh : fluidity	
pourup : to be dry	poutuš : to spin	zouruh : to flow	joubun : to swim
epourup : to dry up	epoutuš : to make turn	ezouruh : to run (sth)	
porpi : dry	potši : rotational	zorhi : fluid	
parup : sand dune	patuš : wheel	zarh : water, fluid	jabun : fish flesh
			jaubun : to fish
parpi : sandy		zarhi : wet	
parap : sand		zarah : water	
	petuš : rotation	zerh : flow	jebun : fishing
	peteš : axle	zereh	jeben : fishing-rod
pirup : desert		zirh : ocean	jibun : harbour
porap : Parapa	potaš : Pacci	zorah : the Zoras	joban : Joban
parop : desert man		zaroh : seaman	jabon : fisherman
parep : camel		zareh : undine	jaben : fish
parip : cactus			jabin : algae

	ᠳᠣᠷᠤᠨ	ᠳᠣᠲᠤᠷ	ᠳᠣᠮᠤᠫᠤ	ᠳᠣᠳᠤᠭᠤ
	dorun : safety	dotur : justice	domup : research	dodung : wildness
	dourun : to resist	doutur : to judge	doumup : to seek	
	edourun : to protect			
	dorni : safe	dotri : fair	dompi : deep	dodungi : wild
		datur : sentence	damup : hole	dadung : beast
		datur : to balance	daumup : to dig	
	darni : protective	datri : balanced		dadungi : animal
	derun : defense	detur : trial	demup : research	
	deren : shield	deter : scale	demep : shovel	
	dirun : wall	ditur : tribunal	dimup : ditch	didung : jungle
	doran : Darunia	dotar : Dotour	domap : Dampe	dodang : Dodongo
	daron : protector	dator : judge	damop : digger	dadong : savage
	daren : turtle		damep : mole	dadeng : wild animal
				dading : weed

𐌋𐌆𐌿	𐌋𐌾𐌿	𐌋𐌾𐌿𐌿	𐌋𐌾𐌿
dovus : nutrition		dorum : weather	bokuh : life
douvus : to eat			boukuh : to live
edouvus : to feed			eboukuh : to grow
dovusi : alimentary			bokhi : alive
davus : food		darum : rain	bakuh
dauvus : to cook		daurum : to rain	baukuh
		darumi : rainy	bakhi
	dakah : wood	daram : rainwater	bakah : semen
devus : cooking	dekuh : growth	derum : season	bekuh : lifetime
	dekeh : wand	derem : umbrella	bekeh : seed
divus : kitchen	dikuh : forest		bikuh : biotope
dovas : D ovos	dokah : the Deku	doram : Holodrum	bokah
davos : cook	dakoh : forest man		bakoh : living creature
daves : livestock	dakeh : dryads		
davis : cereal			

				
	borul : entrepreneurship	borum : leadership	boyut : serious	bošut : sincerity
	bourul : to venture	bourum : to lead	bouyut : to endeavour	boušut : to admit
			ebouyut : to motivate	
	borli : venturesome	bormi : charismatic	boyti : earnest	bošti : sincere
	barul : company	barum : direction		
	baurul : to make business	baurum : to direct		
	barli : business	barmi : directional		
	berul : venture	berum : briefing	beyut : seminar	
		berem : map		
	birul : office	birum : headquarter		
	boral : Borlov	boram : Bremen	boyat : Baito	bošat : Basht
	barol : entrepreneur	barom : leader	bayot : coach	

᠎ᠠᠭᠠ	᠎ᠠᠢᠢ	᠎ᠠᠢᠢ	᠎ᠠᠢᠢ
kopur : philosophy	kotun : interrogation	kobul : communication	korub : technical art
koupur : to reason	koutun : to answer	koubul : to communicate	kourub : to craft
ekoupur : to stir thoughts	ekoutun : to ask	ekoubul : to facilitate	
kopri : philosophical	kotni : interrogative	kobli : communicational	korbi : skilled
kapur : discussion	katun : enigma	kabul : letter	karub : smart machine
kaupur : to discuss		kaubul : to mail	
	katni : enigmatic		
kepur : discourse	ketun : questioning	kebul : posting	kerub : engineering
kipur : lecture hall		kibul : post office	kirub : engineer office
kopar : Kaepora	kotan : Keaton	kobal : Koboli	korab : Carben
kapor : orator		kabol : postman	karob : engineer
kaper : owl	katen : fox		

	᠎ᠠᠮᠤᠬᠤ	᠎ᠠᠶᠤᠭ	᠎ᠠᠷᠤᠨ	᠎ᠠᠹᠤᠢ
	komuk : beauty	koyug : colour	korun : music	kofuy : poetry
	koumuk : to be moved	kouyug : to be colourful	kourun : to play music	koufuy : to compose poems
	ekoumuk : to awe	ekouyug : to colour	ekourun : to inspire music	ekoufuy : to inspire poems
	komuki : beautiful	koygi : colorful	koruni : melodious	kofuyi : poetic
	kamuk : artwork	kayug : painting	karun : sound	kafuy : poem
		kauyug : to paint	kaurun : to sound	kaufuy : to compose
				kafuyi : poetic
		kayag : paint		
	kemuk : show	keyug : painting	kerun : music show	
		keyeg : brush	keren : music instrument	
	kimuk : conservatory	kiyug : painter gallery	kirun : concert hall	
	komak : Kamek	koyag : Yuga	koran : Ocarina	kofay : Kafei
	kamok : artist	kayog : painter	karon : musician	kafoy : poet
		kayeg : butterfly	karen : nightingale	

ᑕᑕᑦ	ᑕᑦᑕᑦ	ᑕᑦᑦᑦ	ᑕᑦᑦᑦ
kotur : tailoring	korul : sculpture	komur : dance	kolub : art of sword
koutur : to make clothes	kourul : to consist of	koumur : to dance	
	ekourul : to form	ekoumur : to make dance	
		komuri : mobile	
katur : clothes	karul : shape	kamur : motion	
		kaumur : to move	kaulub : to fight
		kamuri : mobile	kalbi : sharp
katar : cloth			
ketur : tailoring	kerul : shaping	kemur : dance	kelub : dual
keter : scissors	kerel : chisel	kemer : mask	keleb : sword
kitur : tailor shop	kirul : statue gallery	kimur : theatre	
kotar : Couture	koral : Carlov	komar : Kamaro	kolab : Excalibur
kator : tailor	karol : sculptor	kamor : dancer	kalob : swordsman

	𐍭𐍮𐍮	𐍭𐍮𐍮	𐍭𐍮𐍮	𐍭𐍮𐍮
	gonun : evil	gonum : witchcraft	gobud : death	gohun : fear
	gounun : to be evil	gounum : to be charmed	goubud : to die	gouhun : to fear
	egounun : to corrupt	egounum : to charm	egoubud : to kill	egouhun : to frighten
	gonni : evil	gonumi : unholy	gobdi : dead	gohuni : shy
		ganum : curse	gabud : corpse	
		ganumi : cursed		
	genun : corruption	genum : evil ritual	gebud : killing	gehun : torment
	ginun : Hell	ginum : crypt	gibud : grave	gihun : haunted place
	gonan : Ganon	gonam : Agahnim	gobad : Gibdo	gohan : Ghini
	ganon : demon	ganom : sorcerer	gabod : dead	gahon : ghost

LFI	LFI	LFI	LFI
gorud : envy	gorh : untruth	gorus : violence	gorum : regret
gourud : to covet	gouruh : to be deceived	gourus : to force	gourum : to regret
egourud : to attract	egouruh : to deceive		egourum : to stir regrets
gordi : jealous	gorhi : untrue	gorsi : violent	
garud : theft	garh : lie	garus : wound	garum : bitterness
gaurud : to steal	gauruh : to lie	gaurus : to hurt	
		gars : wounded	garmi : bitter
		garas : blood	
gerud : looting		gerus : assassination	gerum : depression
		geres : dagger	
	girh : conspiracy		
gorad : the Gerudos	gorah : Ghirahim	goras : the Garos	goram : Gorman
garod : thief	garoh : liar	garos : assassin	garom : depressed person
		gares : wolf	
		garis : bramble	

	ꞑꞑꞑ	ꞑꞑꞑ	ꞑꞑꞑ	ꞑꞑꞑ
	mojur : wrath	motuh : obstinacy	monuj : disorientation	molur : mess
	moujur : to be angry	moutuh : to refuse	mounuj : to stray	moulur : to be messy
	emoujur : to make crazy		emounuj : to disorientate	emoulur : to mess up
	mojuri : mad	mothi : stubborn	monji : lost	moluri : messy
	majur : scream	matuh : resistance		malur : messy pile
	maujur : to yell	mautuh : to resist		
	majuri : loud			
	majar : coffee		manaj : alcohol	
	mejur : quarrel	metuh : resistance	menuj : confusion	
	mejer : megaphone	meteh : bolt		
			minuj : labyrinth	milur : chaos
	mojar : Majora	motah : Mutoh	monaj : Manji	molar : Mallara
	major : madman	matoh : pig head	manoj : wanderer	malor : messy person
		mateh : donkey		
	majir : coffee tree		manij : hemp	

fɥl	fɥɥ	fɥɥ	fɥɥ
molud : insanity	morus : sloth	modul : anxiety	mokur : frivolity
moulud : to suffer	mourus : to be lazy	moudul : to be anxious	moukur : to take lightly
emoulud : to hurt	emourus : to make lazy	emoudul to make anxious	
molɥ : insane	morsɥ : lazy	modɥ : anxious	mokɥ : frivolous
malud : disease	marus : listlessness	madul : worry	
		maudul : to worry	
maldi : sick	marsɥ : listless	madɥ : worrisome	
malad : toxin	maras : sedative		
melud : sickness			
milud : hospital			
molad : Malladus	moras : Marcy	modal : Medli	mokar : Makar
malod : sick person	maros : lazy person	madol : anxious person	makor : frivolous person
	mares : sloth		maker : peacock
malid : toxic plant	maris : lotus		

