

## ITHKUIL TEXT:

Fas aktáll ekkrà'al âsmêl. Ielat ktalíŋk îndâsa tu ut'oewucu âsmai'l? Iandat ktalúŋk m-mráxhatill si.

Olcasess êġnal cyalañ. Ntoit xhu ielat àktèll! Ţei ên-n ikal t'î'úc âsmai'l. M-mraukat Ţu ãi ˘iakalañ ibzaluc' pü âxałóit éxhu'hal /oeçp<sup>h</sup>i.

Ielat aktúll ˘art<sup>h</sup>acoixh uc' ie aukat êġnul cyulañ.

Frei'el ãi ˘igwatuŋk êġnul ielatuc' ígwata tu t'î'úc âsmai'l xatîŋ ti aklàd alçeöcass osmadöŋ treöc p<sup>h</sup>adöŋ alkeöc.

Ielat ktalíŋk xáwuisûrṭ ên-n Ţei. Ielat ktalúŋk am-mrèqtatill Ţi.

Žei'atûss ãi ˘igwatuŋk cyul ielatuc' ígwata tu t'î'úc âsmai'l xatîŋ ti öcnardüp êcnadañ añvadañ.

Ielat ktalíŋk xálûrṭar un-n Ţei. Ielat ktalúŋk am-mrèqtatull Ţi.

## HELPFUL NOTES

- Default word order is VSO or VOS. Placement of a noun before the verb gives it semantic focus.
- The Ithkuil equivalent to a subordinate clause is called a “case-frame.” The sentence to be subordinated is placed in its entirety within the main sentence in the same position that a declined noun would be placed, and the verb of the subordinate sentence is placed clause-initially and marked for the same case as that declined noun would be marked. Additionally, the verb is marked for FRAMED Relation to indicate the start of a case-frame. If the subordinated sentence is not at the end of the main sentence, then a suffix indicating the end of the case-frame is placed on the last word of the subordinated sentence to indicate that the next word returns to the main sentence.
- Ithkuil handles quotes or quotations simply as case-frames. Since most quotes are preceded or triggered by a verb like ‘say/tell’, the case frame (i.e., the quoted sentence which is essentially the object of the verb ‘say/tell’) normally used is the OBLIQUE which is the case indicating a non-agential, non-causal referent/participant to its associated verb. (For more info on case-frames see Section 5.4 of the online Ithkuil grammar at [www.ithkuil.net](http://www.ithkuil.net))
- Ithkuil nominal formatives (i.e., nouns) mandatorily inflect for eight morphological categories, while verbal formatives (i.e., verbs) mandatorily inflect for 22 categories. However, the majority of these categories are often in their default/baseline modes which are unmarked. In order to simplify the intralinear analysis below, I have not indicated unmarked categories in the following analysis, and for default categories that are marked but do not impact the semantics, I have indicated these by empty brackets [ ].
- Many Ithkuil affixes are portmanteau in nature, i.e., combining many separate morphemes into a single affix. All stems and most affixes are monosyllabic, often even a single phoneme, whether consonant or vowel. In the interlinear analyses below, the multiple morphemes of a portmanteau affix are separated by forward slashes (/) whereas morphemes represented by phonological elements are separated by hyphens.
- NOTE: The intralinear analysis below for the Ithkuil word /oeçp<sup>h</sup>i is not entirely accurate; it has been simplified for ease of understanding. This word is a complex type of word in Ithkuil called a dual-referent personal reference adjunct, whose morpho-phonology is actually quite convoluted. (If interested in the true morpho-phonological structure of the word, see Chapter 8 of the Ithkuil grammar)

with particular attention to Section 8.1.3.) Essentially the word is the equivalent of two separate personal referents (i.e., the Ithkuil equivalent of pronouns), each of which bears its own noun case.

- Suffixes that take degree markers from 1 to 9 (e.g., COO/5) can also be used as autonomous words without being suffixed to a noun or verb, conveying the same basic meaning as the suffix
- NOTE: the stem 'igw-' glossed in the intralinear analyses as 'naturally.ambulate' refers to the most common, natural means of ambulating/moving from one place to another for the particular species the word is applied to, i.e., for humans it would be translated as "walk", whereas for a worm it would translate as "crawl", for a fish it would translate "swim", etc.
- The various abbreviations used for the grammatical categories are explained following the intralinear, along with a description of the particular category.

## SENTENCE-BY-SENTENCE ANALYSIS:

### **F-a-s akt-á-ll ekkr-â'a-l âsm-ê-l.**

'be.situated'-[ ]-PRX 'a.stone/a.rock'-OBL-DPX 'slope'-LOC-[ ] 'hill'-GEN-[ ]

### **Iel-a-t kt-a-l-îñk înd-à-sa t-u ut'-oe-wu-c-u âsm-ai'-l?**

DYN/'say'-[ ]-U 'a.stone/a.rock'-OBL-[ ]-SDP/1 STA/FRAMED/'wonder/ponder'-OBL-PRX 1m-IND 'area.beyond'-REF-IRG-A-AMG 'hill'-COR-[ ]

### **Iand-a-t kt-a-l-úñk m-mr-áxh-a-t-ill si.**

DYN/'reply'-[ ]-U 'a.stone/a.rock'-OBL-[ ]-SDP/9 PRS-FRAMED/'know'-OBL-U-FRQ/1 1m+2m-AFF

### **Olc-a-s-ess êln-a-l cy-a-l-añ.**

STA/'distance/proximity'-[ ]-PRX-PTW/3 'bird'-OBL-[ ] 'mouse'-OBL-[ ]-COO/5

### **Nt-oi-t xh-u iel-a-t àkt-ë-ll!**

'hearing'-SIT-U 3ua-IND 'say'-[ ]-U 'a.stone/a.rock'-VOC-DPX

### **Ṭ-ei ên-n ik-a-l t'î'ú-c âsm-ai'-l.**

1m+3ma – ACT CPC-[ ] DYN/'go'-[ ]-[ ] 'area.beyond'-ALL-A 'hill'-COR-[ ]

### **M-mr-auk-a-t ṭu ëi -iak-a-l-añ ibz-a-l-uc' pü âx-a-l-óit éxh-u'-ha-l /oe-çp<sup>h</sup>-i.**

PRS-DYN/'go.away'-[ ]-U 1m+3ma-IND ITC CPT-DYN/'come'-[ ]-[ ]-COO/5 DYN/'describe'-[ ]-[ ]-SQC/9 2u-DAT 'thing.observed'-OBL-AGG-1m+3ma/ATT FRAMED/'know'-APL-IPL-[ ] 2u-AFF/3ui-REF

### **Iel-a-t akt-ú-ll -art<sup>h</sup>-a-c-oixh uc' ie auk-a-t êln-u-l cy-u-l-añ.**

DYN/'say'-[ ]-U 'stone/rock'-IND-DPX CPT-'OK'/acceptance'-OBL-A-3ma/ATT SQC/9 MTV 'go.away'-[ ]-U 'bird'-IND-[ ] 'mouse'-IND-[ ]-COO/5

### **Fr-ei'e-l ëi -igw-a-t-uñk êln-u-l iel-a-t-uc' ígw-a-ta t-u t'-î'ú-c âsm-ai'-l x-a-t-îñ t-i akl-à-d alç-eö-c-ass osm-a-d-öñ tr-eö-c p<sup>h</sup>-a-d-öñ alk-eö-c.**

'a.while'-PCR-[ ] ITC CPT-DYN/'naturally.ambulate'-[ ]-U-SDP/9 'bird'-IND-[ ] DYN/'say'-[ ]-U-SQC/9 FRAMED/'naturally.ambulate'-OBL-U 1m-IND 'area.beyond'-ALL-A 'hill'-COR-[ ] 'see'-[ ]-U-COO/4 1m-AFF 'river'-OBL-U/PRX 'width'-FNC-A-PTW/5 'valley'-OBL-U/PRX-COO/2 'green'-FNC-A 'tree'-OBL-U/PRX-COO/2 'tallness'-FNC-A

### **Iel-a-t kt-a-l-îñk x-á-wui-s-ûrṭ ên-n ṭ-ei.**

DYN/'say'-[ ]-U 'a.stone/a.rock'-OBL-[ ]-SDP/1 FRAMED/'see'-OBL-COU/HOR-PRX-EXT/6 CPC-[ ] 1m+3ma-ACT

### **Ielat ktalúñk am-mrèqtatill ṭi.**

DYN/'say'-[ ]-U 'a.stone/a.rock'-OBL-[ ]-SDP/9 PRS/FRAMED-'be.happy'-[ ]-U-FRQ/1 1m+3ma-AFF

## **Ž-ei'a-t-ûss ëi -igw-a-t-uñk cy-u-l iel-a-t-uc' ígw-a-ta t-u t'-î'ú-c âsm-ai'-l x-a-t-îñ t-i**

öcn-a-rd-üp êcn-a-d-añ añv-a-d-añ.

'day(24hrs)'-PCR-U-PTW/6 ITC CPT-DYN/'naturally.ambulate'-[ ]-U-SDP/9 'mouse'-IND-[ ]  
DYN/'say'-[ ]-U-SQC/9 FRAMED/'naturally.ambulate'-OBL-U 1m-IND 'area.beyond'-ALL-A 'hill'-COR-[ ]  
'see'-[ ]-U-COO/4 1m-AFF 'grass'-OBL-PRX/AGG-SIM/9 'seed'-OBL-PRX/U-COO/5  
'crawling.bug'-OBL-PRX/U-COO/5

### **Ielat ktalíñk xálûrtar un-n řei.**

DYN/'say'-[ ]-U 'a.stone/a.rock'-OBL-[ ]-SDP/1 FRAMED/'see'-OBL-[ ]-EXT/6-NA1/5 DES-[ ] 1m+3ma-ACT

### **Ielat ktalíñk am-mrèqtatull ři.**

DYN/'say'-[ ]-U 'a.stone/a.rock'-OBL-[ ]-SDP/9 PRS/FRAMED-'be.happy'-[ ]-U-FRQ/9 1m+3ma-AFF

## **LIST OF ABBREVIATIONS OF THE VARIOUS GRAMMATICAL CATEGORIES AND AFFIXES**

**1m** = First person monadic; the equivalent to the pronoun “I”

**1m+2m** = first person monadic (i.e., “I”) plus 2nd person monadic, the equivalent of a pronoun indicating the speaker together with a single addressee. [Note that Ithkuil requires exact specification of inclusivity versus exclusivity when dealing with the equivalent to the first person plural of natural languages]

**1m+3ma** = first person monadic (i.e., “I”) plus 3<sup>rd</sup> person monadic animate, the equivalent of a pronoun indicating the speaker together with a single 3<sup>rd</sup> party [Note that Ithkuil requires exact specification of inclusivity versus exclusivity when dealing with the equivalent to the first person plural of natural languages]

**1m+3ma/ATT** = the 1m+3ma pronominal referent (previously described) in ATTRIBUTIVE noun case, used as a suffix to a noun to indicate the relationship of the pronominal referent to the noun. ATTRIBUTIVE case identifies the party who has an affective (i.e., EXPERIENCER) relationship to the noun, i.e., the one experiencing or undergoing the named mental or sensory state

**3ma/ATT** = same suffix as immediately above but only in reference to a 3<sup>rd</sup> person monadic animate party

**2u** = 2nd person unbounded, the equivalent of a pronoun indicating a plural addressee

**3ua** = 3rd person unbounded animate, the equivalent of a pronoun indicating a 3<sup>rd</sup> person plural animate “they”

**3ui** = 3rd person unbounded inanimate, the equivalent of a pronoun indicating a 3<sup>rd</sup> person plural inanimate “those (things)”

**A** = ABSTRACT perspective, indicating that the noun or verb is an abstract entity

**ACT** = ACTIVATIVE noun case, used to identify the subject of an as-yet-unrealized or hypothetical action. Such unrealized/hypothetical actions include clauses introduced by the equivalent to modal verbs like “want to”, “need to”, “can”, etc. For more information, see Sections 4.3.9 and 6.1 of the online Ithkuil Grammar.

**AFF** = AFFECTIVE noun case, conveying that the participant/subject of a verb is in the semantic role of EXPERIENCER, used for all affective verbs, including those involving involuntary or naturally resulting mental states

**AGG** = AGGREGATIVE configuration, indicating that the noun or verb specifies a varied grouping, collection, arrangement, array, etc. of the particular object/entity or act/event/state

**ALL** = ALLATIVE noun case, indicating the location/target toward which an action is directed

**AMG** = AMALGAMATIVE context, indicating that the word is to be subjectively considered for all of its potential consequences, ramifications, entailments, relationships and interconnections to the world at large, etc.

**APL** = APPLICATIVE noun case, identifying a noun as the (temporary or circumstantial) purpose of another noun or verbal phrase; “for the (temporary) purpose of X.” When used in a verbal case-frame, the translation “so that X” is also applicable.

**ATT** = ATTRIBUTIVE noun case (see 1m+3ma/ATT above)

**COO/2** = a suffix translatable as “and” but more specifically meaning “and also; as well as; and additionally”

**COO/4** = a suffix translatable as “and” but more specifically meaning “and at the same time; and simultaneously; and while that was going on, X...”

**COO/5** = a suffix translatable as “and” but actually meaning something more specific; it indicates that the noun or verb to which it is attached is in the same series as the preceding noun or verb and is co-equivalent to the preceding noun/verb in terms of its relationship to the sentence as a whole as well as being understood to carry the same suffixes as the preceding item without having to repeat them.

**COR** = CORRELATIVE noun case, indicating an abstract relationship, association, or conjunction between a noun and the adjacent noun or verb, including subjective, contextual, metaphorical, or symbolic associations. It translates general phrases such as ‘relative to,’ ‘in relation to,’ ‘in correlation with,’ ‘in association with,’ etc.

In contexts involving directional motion or spatial positioning is, the CORRELATIVE signifies the directional orientation or position of one noun relative to another, i.e., a noun relative to whose position in space another noun is being described for purposes of spatial orientation. To an English-speaker, the function of this case makes greater sense once one realizes that, in Ithkuil, most one-to-one spatial relationships are described by verbs, not prepositions, e.g., ‘to be situated on the right,’ ‘to move beneath,’ etc. Consequently, this use of the CORRELATIVE case can be thought of as expressing the phrase ‘relative to.’

**COU** = COUNTERFACTIVE mood, indicating what would otherwise be true if an underlying presupposition were true (but is not); equivalent to English “would” when used in counterfactual sentences

**CPC** = CAPACITATIVE modality, indicating the equivalent to English “can” where its meaning is “have the capacity/ability/capability to”

**CPT** = COMPLETIVE version, indicating the act/state/event is goal-oriented in nature, i.e., has an anticipated end stage or result

**DAT** = DATIVE case, identifying the semantic role of RECIPIENT, the object of a verb of giving or communicating

**DES** = DESIDERATIVE modality, expressing the idea of “want to; desire to”

**DPX** = DUPLEX configuration. DUPLEX indicates that a noun or verb appears as a pair or duo, often complementary (e.g., wings, eyes, etc.) but not necessarily so.

**DYN** = DYNAMIC function, indicating that the verb indicates an action or causal event, rather than a non-causal state

**EXT/6** = a suffix meaning “such; such things; such a thing; in such a way/manner” referring to a previously stated argument or topic

**FNC** = FUNCTIVE noun case, meaning “characterized by X” or “in a manner characterized by X”

**FRAMED** indicates that the word is the initial verb of a case-frame, the Ithkuil equivalent to a subordinate clause (see Helpful Notes section above).

**FRQ/1** = a suffix translatable as “never”

**FRQ/9** = a suffix translatable as “always; forever”

**GEN** = GENITIVE noun case, identifying a noun or verbal phrase that is an inherent, inalienable part or attribute of the adjacent noun.

**HOR** = HORTATIVE illocution, translatable as “if only (it were so that)...; Were it that...”

**IND** = INDUCIVE noun case, identifying the initiator of an agential action in which the agent and the patient are the same entity, i.e., the patient of a self-initiated action

**IPL** = IMPLICATIVE mood, indicating that the factuality of an underlying presupposition or pre-condition determines the factuality of the statement, i.e., the verbal statement is/will be true if the underlying presupposition or pre-condition turns out to be true.

**IRG** = INTERROGATIVE illocution, indicating that the verbal phrase is a question

**ITC** = INTERCOMMUTATIVE aspect, indicating that the action conveys the idea of “sequential reciprocity,” meaning that the action or event is a consequent reciprocation triggered by, or in reaction to, an initiating action or event. It translates the English verbal particle ‘back’ as in *The boy threw it back* or *She stared back at the men ogling her*.

**LOC** = LOCATIVE noun case, indicating that the noun or verbal phrase identifies the location of something.

**MTV** = MOTIVE aspect, conveying the idea that an act involves physical removal or absence of the participant from the present context of discourse. Translates such phrases as ‘be off ...-ing’ or ‘go off to ...’ as in *Dad’s off hunting* or *They went off to cavort with the clowns*.

**NA1/5** = a suffix expressing basic negation, “no; not” of the entire associated verbal phrase

**OBL** = OBLIQUE noun case. OBLIQUE identifies a non-causal participant or referent, including the subject of a stative (non-dynamic) verb.

**PCR** = POSTCURSIVE noun case, signifying a time later than or following another, translatable as “after X; following X (temporally, not spatially)”

**PRS** = PROSPECTIVE aspect, when used with UNBOUNDED (U) perspective, forms the equivalent to the future tense.

**PRX** = PROXIMAL Extension. For verbs, PROXIMAL indicates that the beginning and/or end of the verbal event/state/act and/or how long it has been going on is either unknown or irrelevant; only a portion of the whole act/state/event at hand is contextually important.

**PTW/3** = a suffix meaning ‘a little bit of’. The PTW suffix is used with Ithkuil nouns/verbs that refer to a bi-polar spectrum which in other languages are usually differentiated by lexical opposites, e.g., heat/cold, near/far, short/long, etc. Ithkuil uses a single root for such pairs to identify the spectrum as a whole, the particular amount of the quality in question being designated by the degrees 1 through 9 of the PTW suffix. In this case, the stem -OLC- does not mean specifically ‘distance’ or ‘proximity’ but the entire spectrum running from near to far, the particular “point” on the spectrum being designated by the PTW/3 suffix.

**PTW/5** = a suffix meaning “a fair amount of; rather X; fairly X; a good amount of X” (see the explanation of PTW/3 above for more information about the PTW suffix).

**PTW/6** = a suffix meaning “much; many; a lot of” (see the explanation of PTW/3 above for more information about the PTW suffix).

**REF** = REFERENTIAL noun case, identifying the noun or verbal phrase about or concerning which, i.e., “about X; concerning X; regarding X’

**SDP/1** is a suffix indicating that the word represents the first/initial member of a DUPLEX (DPX) pair.

**SDP/9** is a suffix indicating that the word represents the second/other member of a DUPLEX (DPX) pair.

**SIT** = SITUATIVE noun case, identifies a noun as the background context for a clause. It does not imply a direct causative relationship between the background context and the act/state/event which occurs, but only an indirect relationship. It is translatable into English by various circumlocutions, as shown in the following examples:

***Because of war***, our planet will never be able to join the Federation.  
***Given the presence of clowns***, we must accept the corruption of our children.

**SQC/9** = a suffix meaning “and (then) X,” “subsequently, X”

**STA** = STATIVE function, indicating that the verb is stative (i.e., non-dynamic, non-causal) identifying a state rather than an action

**U** = UNBOUNDED perspective. UNBOUNDED when used with a verb without any additional aspect marking is the nearest Ithkuil equivalent to a non-present tense. By itself, it is more or less equivalent to past tense, but when used with PROSPECTIVE (PRS) aspect, the combination of U and PRS is equivalent to future tense.

**VOC** = VOCATIVE noun case, indicating a noun that is directly addressed, e.g., “Sam!”, “Mother!” “O Earth!”