KAIREN LANGUAGE DESIGN

# VERBS

By default, verbs are present continuous

*I ma hepi. [I am happy.]*

Add “pa” to end of verb for past tense. Add “fu” to end of verb for future tense.

*Yu bu ma pa hepi. [You weren’t happy.]*

*Ta ma fu hepi. [She will be happy.]*

Add “bu” to beginning of a verb to negate it.

*Bu go e. [Don’t go]*

# SENTENCE TYPES

There are the following sentence types:

1. Declarative

* Instructional (use 4th person)

1. Interrogative
2. Command

* Suggestion

1. Exclamatory

## DECLARATIVE:

Subject goes first:

*Hakan go pa suto. [Hakan went to the store]*

## INTERROGATIVE

2 types: information, yes/no

### Information Questions

Question words:

1. Wu [Who is]
2. Wa [What is]
3. Wo [When is]
4. We [Where is/do]
5. Wi [Why]
6. Ha [How: What method]
7. He [How: What extent]
8. Hi [Which]
9. Ho [How: What condition]
10. Hu [How: How many/What number]

**Experimental**

Question word comes first in information question sentence:

1. *Wu yu? [Who are you?]*
2. *Wa di? [What is this?]*
3. *Wo isu go? [When are we going?]*
4. *We o? [Where is he?]*
5. *Wi yu cuto o? [Why did you shoot her?]*
6. *Ha yu ari qe? [How did you arrive there (the location you are)?]*
7. *He yacu ma yu? [How old are you?] ?????*
8. *Hi paqi isu teku? [Which path do we take?] ????????*
9. *Ho yu? [How are you?]*
10. *Hu amo yu habe [How much ammo do you have?] ????????????*

### Yes/No Questions

Add question particle "a" to end of sentence

*O ni yepa a? [Is he in the kitchen (food-place)?]*

## COMMAND

Subject goes last:

*Go suto Hakan. [Hakan, go to the store.]*

Or subject omitted, “you” assumed as subject:

*Fa i. [(You,) follow me.]*

## SUGGESTION

Add "ji" to end of command to turn to suggestion.

*Mate foru (???)/to (?) i ji [maybe wait for me]*

# PERSONAL PRONOUNS

|  |  |  |
| --- | --- | --- |
|  | Singular | Plural |
| 1st Person | I | Isu (We inclusive: I, you, and he/they), Isa (We exclusive: I, and he/they) |
| 2nd Person | Yu | Yusu (you all) |
| 3rd Person | O | Osu |
| 4th Person (hypothetical) | Qa | Qasu |

Possessive particle: no (not using de because it's the opposite meaning; ie "no" means "'s" not "of"; ex: i no amo = my ammo, =/= ammo's me)

*i de, yu de, o de, qa de [my, your, his/her, one's]*

*isu de, isa de, yusu de, osu de, qasu de [our, our, your, their, one's]*

# PHONOTACTICS

Very simple, so I can build a simple speaking engine out of it for the games.

**(C)V(R)**

**C: any consonant, V: any vowel, R: resonating (n,m,x) (?)**

This way I will create an audio file for each permutation of syllables and each voice actor, and use those in the game to allow the characters to speak. It will sound a little funny, but that's the best solution I can come up with to allow the characters to speak in game.

I can even make a website in which you can type stuff in Kairen (or mock Kairen), and it will produce the audio file of the character you want speaking it.

# Numbers

1. la
2. tu
3. ri
4. fo
5. va
6. si
7. ve
8. co
9. na
10. den
11. den ca
12. den tu
13. etc

100: hun

200: tu hun

1,000: qou

10,000: denqou

100,000: hunqou

1,000,000: mim

10,000,000: denmim

100,000,000: hunmim

1,000,000,000: tunmim (billion)

adding -n to end of a number makes it a prefix (not an ordinal number), and is used in "billion", "trillion", etc.

adding -ju to end of number makes it ordinal number

1. laju [first]
2. tuju [second]
3. riju [third]
4. foju [fourth]
5. vaju [fifth]
6. siju [sixth]
7. veju [seventh]
8. coju [eigth]
9. naju [ninth]
10. denju [tenth]
11. etc.

# Yes and No

Use o- to negate meaning, and a- to unextreme meaning

*ye [yes], oye [no], aye [maybe]*