Tyr:

[Tyr is a stat possessed by ultimate Elu objects, write everything necessary to implement and create Tyr, understand and implement and create and generate the aynu-value/meaning/power/things/adrion/Iulion/effects/properties/effects that the different values for Tyr can give to the elu-objects that have them] [that is, different values/[aynu-code]/[aynu-data] for the tyr stat that an Elu object can have can give it different kinds of aynu-value/meaning/power/things/adrion/Iulion/effects/properties/attributes/effects/[things]/[aynu-properties/effects]/[aynu-things]/[aynu-characteristics]/[aynu] and elu-things/Iulion/items/objects/world/[aynu-structs]/universe/reality/theory/concepts/[aynu-theory]/mechanics/structures/systems/models/formulas/structs/game-things/game-powers/development-mechanics/gameplay-mechanics/Adrion/game-creation-mechanics/[aynu-things]/[things]/[aynu]/[aynu]/[Aedonis]/[Abstract aynu-theory structure = Aedonis] ]

[write all the code about tyr, and everything needed to create Tyr and its gameplay and effects on gameplay]