REFERENCE GRAMMAR & DICTIONARY of Sutlun

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Part I Grammar

Chapter 1

Phonology

1.1 Consonants

	Bilabial	Alveoalar	Palatal
Nasal	m	n	
Plosive	р	t	k
Fricative	φ [f]	s	X
Liquid	w	1	j

1.2 Vowels

	Front	Back
Close	$i \cdot y$	ш [л] · u
Middle	e	
Open	$a [x] \cdot x$	

1.3 Phonotactics

In Sutlun, roots are bi-consonantal and the vowel determines what part of speech the word is. For these root words, the consonant structure is \mathbf{CVC} Where V is any vowel except /ə/ and C is any consonant. The root word is also always stressed. This applies for compounds as well:

"jupympul"
$$\rightarrow$$
/ju.pim.'pul/ \rightarrow "Heavy rain"

Roots are the core of lexicon, there are only a handful of words which are not roots. These include:

• 'ek' & 'ke' are typically used as prefixes to form the negative form and the binary question form of words, but when used alone they stand for 'no' & 'yes', respectively.

- 'uwu' acts as the conditional marker, it's placed at the end of a sentence to indicate that the next sentence is only true if the first one is.
- 'awa' acts as the negative conditional marker, like 'but' in English.
- 'en' is a stand-in for the next clause. It allows relative clauses by essentially saying 'this:'. It is treated like a noun and can have the same suffixes applied to it.

Here are some examples to clarify the meaning of the "grammatical words"

- (1) Ut ketyf puxe? ek. 2S.NOM QUE.like food.ACC? no "Do you want some food? No."
- (2) Pampul pym uwu, up fatsyn. down-water.NOM fall COND, 1S.NOM bad-feel. "If it rains, I'll be sad."
- (3) Up tyf ene, úp kin wukfusem. 1S.NOM like this.ACC, 1P.NOM go plant-place.DAT. "I like it when we walk in the park."

1.4 Orthography

1.4.1 Romanisation

The romanisation used might seem quite strange to an outside observer, but it was designed to emphasize the duality of the main vowels (y, \hat{u}, a) with their rounded equivalents (\hat{y}, u, \hat{a}) which represents a change in meaning for the roots. Please note that the unrounded 'u' is marked, whereas the other two unrounded main vowels aren't, this is due to front vowels typically being unrounded, while back vowels are typically rounded [1]. The more "typical" vowel is the "default" form, while the less typical form is the inflected one. Though given that this might be difficult to understand and not as easy to type as it is on a QWERTZ keyboard, a more phonetic alternative is also provided with digraph alternatives to the diacritics used.

IPA	Rom.	Alt.	IPA	Rom.	Alt.
p	p	р	w	w	w
t	\mathbf{t}	t	1	1	1 1
k	k	k	j	j	j
m	$^{\mathrm{m}}$	m	a	a	a
n	n	n	œ	á	ä ö/oe
ф	f	f	i	у	i
s	\mathbf{s}	s	У	ý	ü/ue
x	X	x	ш	ú	ue
Э	e	e	u	u	uu/oo

Consonants

	Bilabial	Alveolar	Velar
Plosives	⊘ P	0 T	X K
Nasals	M	m N	
Fricatives	€ F	წ S	₹ X
Glides	3 W	-8 L	ર્ક 1

Vowels

	Front			
	Rounded Unrounded		Rounded	Unrounded
Closed	ФУФУ		y U	Ú
Middle		ЗЕ		
Open	П A	ĠÁ		

Figure 1.1: A diagram of all the letters in Lumlun, the writing system for Sutlun

1.4.2 Writing System

Given the rigidly structured syllables, I experimented with the idea of writing systems that used this to their advantage for more regular and compact glyphs, but found this too complicated and received feedback that confirmed this fear. So I decided to go for a simpler alphabetic system for the writing system. I definitely wanted to make it a featural system though, because I had layed the phonemes out in a systematic manner for this purpose.

Chapter 2

Morphology

2.1 Universal Inflections

These are a few inflections (mostly prefixes) which can be applied to any root, no matter the part of speech. Though these changes may not always yield a result that fully makes sense.

2.1.1 Opposites

You can form the opposite meaning of a word by flipping the root's consonants:

"taf"
$$\rightarrow$$
 "good" "fat" \rightarrow "bad"

2.1.2 Negation

To negate anything, simply prefix it with "ek-". For nouns, this forms the phrase "not X", where X is the negated noun e.g.

"pux"
$$\rightarrow$$
 "food" "ekpux" \rightarrow "not food"

For Verbs, this means to not do the action:

"pýx"
$$\rightarrow$$
 "eat" "ekpýx" \rightarrow "don't eat"

And for adjectives, it means not like the adjective:

$$\label{eq:pax} \begin{tabular}{ll} "pax" \to "delicious" \\ "ekpax" \to "not delicious" \\ \end{tabular}$$

It is important to bear in mind the difference between negation and opposites, as they often seem to share the same meaning, but "not good" is not the same as "bad".

2.1.3 Binary Question Prefix

If you wish to ask a binary (yes or no) question, you can simply add the 'ke-' prefix to the verb, or to any word you wish to emphasize. E.g.:

(4) Ut ketyf múne? 2S.NOM QUE-like game.P.ACC? "Do you like games?"

2.2 Nouns

2.2.1 Number

In Sutlun, Nouns all have the "u" sound in the root which is unrounded for singular and rounded for plural. For example:

"mun"
$$\rightarrow$$
 "a game" "mún" \rightarrow "many games"

2.2.2 Case

Sutlun has 4 grammatical cases which are all formed with a simple suffix according to the following table:

Case Name	Suffix	Example
Nominative	-	pux
Accusative	-e	puxe
Dative	-em	puxem
Genitive	-es	puxes

2.2.3 Definitiveness

By default, nouns are indefinite and if they are definite, it can be parsed through context, but if you wish to define a noun as being definite, you can give it the '-te' prefix.

"mun"
$$\rightarrow$$
 "a game" "temun" \rightarrow "the game"

2.3 Verbs

2.3.1 Mood

Sutlun has two verb moods: Indicative & Imperative. These are also formed by the root-sound's roundness. All Verbs use the "y" sound for their roots. "Y" is indicative, while " \circ " is imperative:

"ut kyn"
$$\rightarrow$$
 "You go." / "You are going."
"ut kýn" \rightarrow "You, go!"

2.4. ADJECTIVES 13

2.3.2 Tense

Sutlun has 3 tenses which are all formed with a simple suffix according to the following table:

Tense Name	Suffix	Example	Meaning
Past	-et	pixet	ate, were eating
Present	- (-ef)	pix	eat, are eating
Future	-ej	pixej	will eat

The present tense is the default tense and needn't be marked, but if it is, it emphasizes that the action is taking place now. E.g.:

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"ut kyn kumem?" \rightarrow "Where are you going?" "ut kynef kumem?" \rightarrow "Where are you going now?"
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2.4 Adjectives

2.4.1 Positive & Superlative

Adjectives in Sutlun all have the "a" sound in their root which is rounded to form the superlative form of the adjective.

"taf pux"
$$\rightarrow$$
 "good food"
"táf pux" \rightarrow "the best food"

Adjectives may also be used alone in the position of the verb of the sentence to mean "to be like X". i.e.:

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"ut taf" \rightarrow "You're good."
"mukmun mán" \rightarrow "This game is the most fun."
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2.4.2 Comparing

To form the comparative of an adjective, you add the augmentative or diminutive prefix, depending on whether you want the positive or negative form:

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"upes xul jutaf." \rightarrow "My house is better." "ukes puxe ujtaf utes puxem" \rightarrow "Their food is worse than your food." "ut kenyk juwas mun?" \rightarrow "Did you get a newer game?"
```

2.5 Other

Some roots also allow a fourth option using 'e' as the vowel. This changes meaning from word to word and is really the only exception, but it is possible to use the language without the "e-words".

For some words the "e-form" is a preposition for when the implied preposition is not clear, or when it needs to be overridden. e.g.:

(5) Up puxe kin nek úkem. 1S.NOM food.ACC from.PREP 3P.DAT. "I bring food from them."

For other words, this is more of an expletive, for example "kem" which acts a general exclamation of surprise, i.e. "What!?"

Some e-words are conjugations, such as "xel" which I've interpreted to mean "and". E.g.: "Up xel ut" \to "You and I".

The meaning of these words is fairly flexible though and can be left to interpretation. If I've seen a useful possible meaning, though, I have noted it in the dictionary at the end of this grammar.

Chapter 3

Syntax

3.1 Phrases

All forms of phrase follow the same order for dependents:

Preposition/Demonstrative \rightarrow Posessor \rightarrow Adjectives (No internal order) \rightarrow HEAD

An example of all of these together would be:

"xel upes taf jumuklumxul" \rightarrow "In my good, big house."

3.2 Compounds

Compounds can be formed from any type of speech with only the last determining what the whole compound is. E.g.: "jupympul" \rightarrow "big falling water" \rightarrow "heavy rain".

At the core of the compund is the grouping of roots with no suffixes or prefixes. Then suffixes and preixes may be added on to the compound as a whole.

3.3 Sentence Order

The most common order for a sentence is SVO in Sutlun, but because it has case marking, the order is almost completely free:

(6) ukes lumxulem up kyn puxe 3S-GEN house-DAT 1S-NOM move-to food-ACC "I take food to his house."

The only exception is that a genitive must always be placed immediately before its posessum, unless there is only one noun in the sentence:

- (7) ukes lumxulem up ...
- (8) * lumxulem up ukes ...

3.4 Conditionals

Conditionals, as have been mentioned previously are quite simple: To indicate that a clause is predicated on a previous clause, you can join them with "uwu,":

(9) Pampul pym uwu, up fatsyn. down-water.NOM fall COND, 1S.NOM bad-feel. "If it rains, I'll be sad."

3.5 Subordinate Clauses

As also previously mentioned, subordinate clauses are created by using "en" as a stand-in noun representing the succeeding clause:

(10) Up tyf ene, úp kin wukfusem. 1S.NOM like this.ACC, 1P.NOM go plant-place.DAT. "I like it when we walk in the park."

'En' can also be used to mean the previous sentence or statement, generally when it's used at the beginning of a sentence. The author/speaker should make it clear which is meant through context.

If no 'en' or other conjunction is used in the sentence before a clause, it counts as being grouped with the previous phrase. E.g.:

(11) Úk sutlynet ene úkem, úk týlej
1P.NOM air-word.PST this.ACC 1P.DAT, 1P.NOM make.IMP.FUT
wamlume, úk jufýlej wamlume.
flat-stone.ACC, 1P.NOM AUG.heat.IMP.FUT flat-stone.ACC.
"We said to ourselves: 'we shall make bricks and we shall fire the bricks
well."

Part II

Lexicon

Р

P-X - Food, Drink

Antonym: "Excretion, Expelling" See X-P

 $\mathbf{pux} - /\mathbf{pux} / n.$ sg. • Food, Drink, an item of food, a meal

 $\mathbf{p\acute{u}x} - /\mathbf{p}_{\Lambda}\mathbf{x}/ n. \ pl. \bullet \text{Food, many items of food/drink}$

 $\mathbf{pyx} - /\mathbf{pix}/v$. ind. • to eat, to drink, to consume

 $\mathbf{p\hat{y}x} - /\mathbf{pyx}/v$. $imp. \bullet eat!$, drink!, consume!

 $\mathbf{pax} - /\mathbf{pax}/a$. pos. • delicious, tasty

páx – /'pœx/ a. sup. • most delicious

T

T-F – Good, Positive

Antonym: "Bad, Negative" See F-T

 $\mathbf{tuf} - /\mathrm{tuf}/n$. sq. • a good deed/thing, the concept of goodness

 $\mathbf{túf} - / \mathrm{t} \wedge f / n. \ pl. \bullet \text{ many good things}$

 $\mathbf{tyf} - /\mathrm{tif}/v$. ind. • to improve, fix, better

 $\mathbf{t\acute{y}f}$ - /'tyf/ v. imp. • fix!, improve!

 $taf - /taf / a. pos. \bullet good, well$

táf - /tcef/ a. sup. • the best

T-S – Quiet, Still

Antonym: "Noise, Sound, Loud" See S-T

 $tus - /tus / n. sg. \bullet quiet, peace, stillness$

 $\mathbf{t\acute{us}} - /\mathrm{tas}/\ n.\ pl.$ • much stillness, much peace

tys - /tis/v. ind. • to be quiet, calm down, make peace

 $\mathbf{t\acute{y}s} - /\mathrm{tys}/v$. imp. • be quiet!, calm down!

 $tas - /tas / a. pos. \bullet good, well$

tás – /ˈtœs/ a. sup. • the best

K

K-M – Query, What?

Antonym: "Demonstrative, Thing, That" See M-K

kum – /'kum/ n. sg. • what thing?

kúm – /'kʌm/ n. pl. • what things?

 $\mathbf{kym} - /\mathrm{kim}/v$. ind. • doing what?

 $\mathbf{k\acute{y}m}$ – /'kym/ v. imp. • (special case) what are you doing?

 $kam - /kam / a. pos. \bullet like what?$

kám – /'kœm/ a. sup. • most like what?

kem − /'kem/ excl. • What!? (General indicator of confusion)

K-N – Go, Move, Give

Antonym: "Come, Bring" See N-K

 $\mathbf{kun} - /\mathbf{kun} / n.$ sg. • a walk, a motion/movement, a journey

kún – /'kʌn/ n. pl. • many walks, many motions/movements, many journeys

 $\mathbf{kyn} - / \mathbf{kin} / v$. ind. • to walk, to move, to go

 $\mathbf{k\acute{y}n} - /\mathrm{kyn}/v.$ imp. • walk!, move!, go!

kan – /ˈkan/ a. pos. • in motion, moving, going, living

 $\mathbf{k\acute{a}n} - /\mathbf{k\acute{e}n}/ a. \ sup. \bullet$ moving the most, the most alive

ken – /'ken/ prep. • to, toward

K-F – Fantasy, Unreal, Fake

Antonym: "Thing, Real, Exist" See F-K

 $\mathbf{kuf} - /\mathbf{kuf} / n. \ sq. \bullet$ a fantasy, something fake/unreal

 $\mathbf{kúf} - /\mathbf{k}Af/$ n. pl. • many fantasies, unreal things

 \mathbf{kyf} - /'kif/ v. ind. • imagine, picture

 $\mathbf{k\acute{y}f} - /\mathbf{kyf}/v$. imp. • iamge!, picture!

kaf − /'kaf/ a. pos. • fake, unreal, fantasy, fictional

káf − /'kœf/ a. sup. • the most fake, unreal, fictional

M

M-K – Demonstrative, Thing

Antonym: "Query, What?" See K-M

muk − / muk/ n. sq. • this/that thing

 $\mathbf{m\acute{u}k} - /\mathbf{m} \wedge \mathbf{k} / n.$ pl. • these/those things

 $\mathbf{myk} - /\mathbf{mik} / v.$ ind. \bullet doing this/that

 $\mathbf{m\acute{y}k} - /\mathbf{m\acute{y}k}/v$. imp. • do this/that!

mak − /'mak/ a. pos. • like this/that

 $\mathbf{mák} - /\mathbf{mek}/a$. sup. • most like this/that

M-N – Entertainment, Fun, Game

Antonym: "Work, Task, Boring" See N-M

mun – /'mun/ n. sg. • a game, book, film, TV-show, play, etc.

 $\mathbf{m\acute{u}n} - / \mathbf{m}\mathbf{n} / n$. pl. • many games, books, films, etc.

 $\mathbf{myn} - /\mathbf{min} / v$. ind. • to play, entertain, relax

 $\mathbf{m\acute{y}n} - /\mathrm{myn}/v$. imp. • go play!, have fun!

man − /'man/ a. pos. • fun, entertaining

mán - /men/a. sup. • most fun, entertaining

M-L – Soft, Weak, Clay

Antonym: "Solid, Strong, Rock, Metal" See L-M

 $\mathbf{mul} - /\mathbf{mul} / n$. sg. • a soft thing, some clay, sand, paste, powder

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múl - /mal / n. pl. \bullet many soft things, clay, sand, paste, powder <math>myl - /mil / v. ind. \bullet to soften, weaken, mould <math>mýl - /myl / v. imp. \bullet soften!, weaken!, mould! mal - /mal / a. pos. \bullet soft, weak <math>mál - /mel / a. sup. \bullet most soft, weak
```

N

N-M – Work, Task, Boring

Antonym: "Entertainment, Fun, Game" See M-N

num - /'num/ n. sg. • a task, job, craft, skill

núm - /'nam/ n. pl. • many tasks, jobs, crafts, skills

nym - /'nim/ v. ind. • to work, make, craft

ným - /'nym/ v. imp. • work!, maake!, craft!

nam - /'nam/ a. pos. • mandatory, boring, arduous

nám - /'nœm/ a. sup. • most boring, arduous

N-F – Like, Desire, Want

Antonym: "Dislike, Hate, Must" See F-N

nuf - /'nuf/ n. sg. • a desire, want

núf - /'nʌf/ n. pl. • many desires, wants

nyf - /'nif/ v. ind. • to like, desire, want

nýf - /'nyf/ v. imp. • like smth.! (special case:) exclamation of joy "wow!",

"yay!"

naf - /'naf/ a. pos. • nice, boring, arduous

náf - /'nœf/ a. sup. • most boring, arduous

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