

1 Translation

1.1 Thiguka

Fipelupahelah falusaya geguelah geylepahelah. Isa geylepafaysa leylepahsa lasa “Sutepafay-rukahba.” Sutepafay-rukahbakala, pelupah sutepahelah suguiba sutepafayelah ibilayelah. Geylepafaypa sifarlariki-galpahsa lasa rakuka sigutu sifarabukakuspafay sutepafayelah ibilaktay. Pelupah baseba itala sutetayelah. Geylepahsa sakara kula isa giledpahsa pafay sutetaypa.

1.2 Lemuria’s translation

1.3 Gloss

- (1) Fi-pelu-pah-elah falusaya ge gu-elah geyle-pah-elah.
DIM-person-NOM-PL like AGR ADJ-many game-NOM-PL.
Children like a lot of games.
- (2) Isa geylepafaysa leylepahsa lasa ”Sute-pafay—rukahba.”
one game-GEN-SG name-NOM-SG COP.1SG.PRS stone-GEN-fight.LOAN.V
One of these games is named ”Stone Fighting”.
- (3) Sute-pafay—rukahba-kala, pelu-pah sute-pah-elah su gu-iba sute-pafay-elah ibi-lay-elah.
stone-GEN-fight.LOAN-LOC, person-NOM stone-NOM-PL AGR ADJ-other stone-GEN-PL stack.LOAN-DAT-PL
In Stone Fighting, people throw stones at other stacks of stones.
- (4) Geyle-pafay-pa sifarlarikigal-pah-sa lasa rakuka su gu-tu sifarabukakus-pafay sutepafayelah
game-GEN-ZERO objective.LOAN-NOM-PL COP.1SG.PRS topple AGR ADJ-all opponent-GEN stone-GEN-PL
ibilak-tay.
stack.LOAN-ACC
The game’s objective is to topple the opponent’s every stack of stones.
- (5) Pelu-pah baseba itala sute-tay-elah.
person-NOM can.LOAN catch.LOAN stone-ACC-PL
People can catch stones.
- (6) Geyle-pah-sa sakara kula isa giled-pah-sa pafay sute-tay-pa.
game-NOM-SG stop if one group-NOM-SG has stone-ACC-ZERO
The game stops if one group has no stones left.

2 Commentary

1. The long dash — indicates dashes in original source text that are supposed to be there.
2. *”geylepahelah” should be marked as ”geyletayelah”, since it is accusative; being the object.
3. I interpreted ”ibilayelah” as the dative plural form of ”ibilak” (”stack, pile”).
4. I am confused by ”Geyle-pafay-pa”; it means ”no game”, but it may also be a misspelling of ”pah”.
5. Using the 1SG.PRS copula ”lasa” is incorrect here; you are not the game, you are talking about the game in the third person perspective. I would have used ”gulaya” here.

3 New coins

1. rukahba, “to fight”, from ruqawūd
2. ibilak “tack, pile”, from ibilak
3. sifarlarikigal “oal, objective”, from şifarnarikigan
4. rakuka, “to topple”, from raqykad
5. sifarabukakus, “opponent”, from şifarabukakyz
6. baseba, “to be able to; can”, from majebad
7. itala, “to catch”, from yetanud
8. tu, “all”, from tu