

1 Translation

1.1 Thiguka

Capitalization preserved as-is from the original text.

saguelah geyle saparakithielah basko pelupahsa kalesure. geguisa geylekithisa kakaslesure, kasapafay leylepah kas ifas. fasahri apalkala pegukata peluelahpafay kalahkela diledgulatay, ka kadadiledkalasa fathas litalokala katataysa. kadadiledpafaysa paslapahsa esahla, ka paslapahgula las laki, ka las susokala las kiksesekala. kadapaslakalagula ifigilepelupahelah kufa sugutalo sutepahelah lores gawralaykala asila paslakala. geylepahsa kaberehata, ka ifigilepelupahelah kalakad paguiba paslakalasa, ka kasakaki sutetayelah.

1.2 Lemuria's translation

The Basko had many games and fun activities, one of which is Ifas. In Ifas, ten people from four places form two groups. Each group would see ten, not three. Two of these places were big and had forests and fields. And thus, Ifas was born. People would walk places in search of stones.

1.2.1 Literal

Many games stopped Basko people's fun. One game was used for continued leisure; this game was Ifas. Ten people from four locations split into two groups. Each guild saw not three, but ten. Each guild's place existed, so two places were big, and forests were fields. In each and every place, a member would throw three stones onto that ground. The game was born, and people would walk to places to look for stones.

1.3 Gloss

Glossing abbreviations:

1. GDN — General discourse marker
2. TFX — Typo was fixed (the original text misspelt giled as *diled)

- (1) sa~gu-elah geyle sapara-kithi-elah basko pelu-pah-sa ka-lesure.
AGR~ADJ-PL game stop-INS-PL Basko.PR person-NOM-SG GDN-fun.activity
many games stopped Basko people's fun

Why is "person" marked here in the nominative? Why is there no accusative? I am choosing to interpret this as "many games stopped Basko people".

As for leisure, I am assuming that it is a misspelling of leisure ("fun activity").

- (2) ge~gu-isa geyle-kithi-sa ka-kas-lesure, kasa-pafay leyle-pah kas ifas.
AGR~ADJ-one game-INS-SG GDN-CONT-? PROX.DET-GEN name-NOM ? Ifas-PR
One game was used for continued leisure; this game was Ifas.

- (3) fasahri apal-kala pe~gu-kata pelu-elah-pafay ka-lahkela giled-gula-tay,
from.origin four-LOC AGR~ADJ-ten person-PL-GEN GDN-make group.TFX-DU-ACC
Ten people from four locations split into two groups.

This is grammatically incorrect, as case always precedes plurality: *pelupafayelah*, not **peluelahpafay*.

- (4) ka kada-giled-kala-sa fathas li-talo-kala kata-tay-sa.
 GDN each-group.TFX-LOC-SG see NEG-three-LOC ten-ACC-SG

Each guild saw not three, but ten.

Ten of what?

- (5) kada-giled-pafay-sa pasla-pah-sa esahla, ka pasla-pah-gula las laki, ka las suso-kala las
 each-guild-GEN-SG place-NOM-SG exist GDN place-NOM-DU COP big GDN COP forest-LOC COP
 kiksese-kala.
 field-LOC

Each guild's place existed, so two places were big, and forests were fields.

This sentence was probably the hardest of them all. Using “alu” (“and”) may have conveyed the information better.

- (6) kada-pasla-kala-gula ifigilepelu-pah-elah kufa su~gu-talo sute-pah-elah lores
 each.every-place-LOC-DU in.group.person-NOM-PL coerce AGR~ADJ-three stone-NOM-PL COP.3SG.PL
 gawralay-kala asila pasla-kala.
 ground-LOC DIST.DET place-LOC

In each and every place, a member would throw three stones onto that ground.

- (7) geyle-pah-sa ka-beretha-ta, ka ifigilepelu-pah-elah ka-lakad pa~gu-iba pasla-kala-sa,
 game-NOM-SG INTEN-born-PST GDN in.group.person-NOM-PL INTEN-walk AGR~ADJ-other place-LOC-SG
 ka ka-sakaki sute-tay-elah.
 GDN INTEN-search stone-ACC-PL

The game would then begin, and people would walk to places to look for stones.

Interpreting “born” as “to begin, to start” here. Unless “born” is in the sense of “to start being a game regularly played”, or “to become a common game”.

For “to begin, start”, Thiguka has *kalirah*.

2 New coins

- suso n. forest, woodland, grove of trees
 ← from Maacqu suusjong [suʃɔŋ] “forest”
- ka conj. and, and so, and also, but also, also, and then (general discourse marker that keeps text flowing, connecting clauses)
 ← shortened from Thiguka kalakala “in information” (information-LOC)
- kiksese n. field, meadow, open area, clearing
 ← from Maacqu jaktiiksese [jektiksese] “meadow of kajs flowers” (lit. “that which is covered in kajs flowers”)
- sakaki v. search for, look for, seek out
 ← from Maacqu skakyy [skəkɪ]

3 In Lemuria's words

camelCaseCo version

- (8) kada-giled-pafay-sa pasla-pah-sa esahla, ka pasla-pah-gula las laki, ka las suso-kala las
 each-guild-GEN-SG place-NOM-SG exist GDN place-NOM-DU COP big GDN COP forest-LOC COP
 kiksese-kala.
 field-LOC

Each guild's place existed, so two places were big, and forests were fields.

Lemuria

- (9) Kada-giled-pafay-sa pasla-pah-sa esahla. Pasla-pah-gula pogusa laki-tay alu suso-kala
 each-guild-GEN-SG place-NOM-SG exist place-NOM-DU COP.3DU.PRS big-ACC and forest-LOC
 gulaya kiksese-kala.
 COP.3SG.PRS field-LOC

4 Final thoughts

The translation was fairly challenging. However, the grammatical errors are not camelCaseCo's fault; it is Lemuria's responsibility to comprehensively document his language. Zethar had about a page of comments for Lemuria to address after Ambagame3 ended, pointing to the need for filling serious documentation gaps.