

## 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

Children like many games. One of them is “Stone Fighting”, where players must throw stones at other stacks of stones and topple them. Players can attempt to catch the stones as they are hurled at the stacks. The game will end once one group has no remaining stones.

### 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