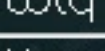
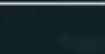
ISU LANGUAGE CHEAT SHEET

The Isu language is described as the ancestor to the Indo-European languages and, as such, it shares with them rules and sentence constructions.

PERSONAL PRONOUNS

1st singular - I: 	1st plural - WE: 
2nd singular - YOU: ?	2nd plurarl- YOU: 
3rd singular - HE/SHE/IT: ?	3rd plural - THEY: 

VERBS

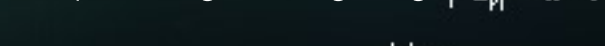
The verb **to be** is always placed as a suffix at the end of its predicative complement which can be a noun or an adjective.

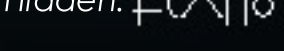
Present tense: 	Past tense:

. *Example: They are suspicious =* 

We don't have any example of the verb **to have.**

For the other verbs, they can be recognized in a sentence because of their suffixes. These suffixes change according to the verbal tense and person.

- **Infinitive Form:** the infinitive form is built by using the verb with no suffixes followed by the particle 
  . *Example: To fight /for fighting:* 

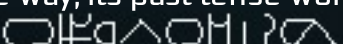
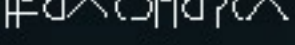
- **Past Participle Form**: the suffix for this tense is  and it never changes. These verbs, as it happens in a lot of languages, can be also used as adjectives.
  . *Example: Hidden:* 

- **Present Tense:** the verbs show a proper conjugation in this verbal tense. They probably do in other tenses too but the provided text files show several examples of this.

1st sing.		I	1st plural		I
2nd sing.	?	I	2nd plural		I
3rd sing.		I	3rd plural		I

- **Present Continuous Tense:** The present perfect tense is built by using the verb in its present tense and adding the particle  right after it.
. *Example: The flare is reaching:*

- **Past Tense**: There is no possibility of extrapolating the whole conjugation from the given files. If the present tense is indicated by the suffix I, the past tense is highlighted by the suffix
. *Example: The sun shone:* 

- **Passive Form**: The passive form in its present tense is built by adding the suffix I  at the end of the verb. In the same way, its past tense works by adding the suffix 
. *Example: It is undone:* 
It was done: 

As a rule, conjugated verbs contain all the information needed to understand the person they are referring to and the verb tense they are conjugated in. For example, the verb " it is done" () shows the third person characters - - present tense conjugation - I - passive form - .

Another noteworthy passive verb construction is the one for "must" which corresponds to . To be more specific, this word translates to "It is required" and it shows the third person singular character, the present tense conjugation and passive form. For example, the sentence "They must see" is rephrased to "It is required that they see" and as such, it corresponds to: " + I" (verb in its present tense, third person plural).
. *Example: They must see:*

NEGATION

In the Isu language the negation can be expressed by using this particle:

The negation can be used both as an indipendent word and as a prefix to signify the contrary of the subsequent word.
. *Example: War, not rebellion:*
True and Untrue:

GRAMMATICAL CASES

Grammatical cases can be considered as a way to categorize nouns, pronouns, adjectives and numerals according to their traditionally corresponding grammatical functions within a given phrase, clause, or sentence.

In latin, for example, there are 6 cases: nominative, genitive, dative, accusative, vocative and ablative. The Isu language cases featured in the provided files are the following:

- **Genitive case:** used to indicate an attributive relationship of a noun to another one, to specify the meaning of the word it refers to or to show possession. In the Isu language it can be written it by using the suffix .
  It is usually placed right before the term it refers to.
  . *Example: Lake of tears:*

- **Ablative case:** used to express various complements like the locative, instrumental or temporal ones. In particular, in the Isu language the ablative case can be recognized by the presence of the suffix or and it can be supported by prepositions.
  . *Example: In the lake:*

- **Accusative case:** used to mark the direct object of a transitive verb. In the Isu language it can be identified by two suffixes: and .
  . *Example: They see patterns:*
  We require animals:

- **Dative case:** it usually shows the indirect object of a verb, meaning the recipient of the direct object. In the Isu documents, it is featured in its dative of purpose form, which is used to denote the purpose or end of an action.
  The suffix for this case is
  . *Example: They work for us:*

Nominative case: used to indicate the subject of a verb. The suffix for this case is currently uncertain even if subjects frequently ended with .

OTHER RULES

1). Adjectives are to be placed before the word they are referring to and with the same conjugation. The only exception is represented by the verbs in their past participle form used as adjectives: in this case their declension does not follow that of the word they refer to but it keeps to the past participle suffix .

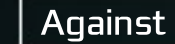
. *Example: For a better future:*
Hidden truth:

Disclaimer: these rules have been inferred from the text that was provided in the game and might contain some mistakes. They will be updated when / if new information is made available.

2) Prepositions and some adverbs are always placed after the word they are referring to. The following tables contain some examples:

From	
Before/in front	
When	
Against	

Over	
In matters of	
Where	
As	

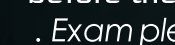
. *Example: From inside:* 

3) The conjunction "And" can appear in a sentence with the form  or as the suffix  affixed to the word it annexes, working like in Latin.

. *Example: And the flare is reaching:*

In war and in love: 

3) The plural of a word can be built by adding the character  at the end of the word, right before the suffix of the case.

. *Example: The calculator of futures:* 

4) Adverbs deriving from adjectives are often recognizable from their ending with the letter  .

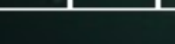
. *Example: Warmly:* 

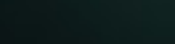
NUMBERS

Numbers are always introduced by a small dot. This is very important because some of the characters used for the numbers can be found in standard words too, so the dot indicateds the presence of a number.

In the Isu language there are 16 characters used as numbers and they bear a correspondence with the hexadecimal numeral system.

															
0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F

For example the Isu number  corresponds with the hexadecimal number AF0.
By using an online converter it is easy to transform hexadecimal AF0 into the decimal numeral system and as such to obtain the decimal number 2800.

Another example:  = hex370 = dec880

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