

## #6: MC's Ancient Unistani Dictionary Journal:

**Name:** The Meritocratic Republic of Unistan

**Location:** The Jambyl, Karagonda, Kyzylorda & Turkistan Regions of modern day Kazakhstan

**Geography:** Largely a steppe/ desert climate with some mountains, rivers and lakes.

**Capital:** Unistanopolis. A couple km from the modern day city of Balkhash on Lake Balkhash.

### **Brief History:**

Starting as only a few huts connected to growing to become one of the strongest and closest-knitted societies of the ancient world, Unistan was truly a beacon of the ideal that “truly anyone can make it.” Existing in the year 6,666 BCE, the height of the Unistani culture saw them adopt a policy that their most “strategically committed citizens” should be the ones to lead.

It was ahead of the times because it was not the ones with certain blood types or skin complexion who controlled things. No, no certain body type or outward appearance would ever dictate one's status in Unistan. But it was merely the ones who could hold their own and combat in the game of the land, *Six Point Stars*. Deliver the hits and you'll see the glory. Simple as that. It was even so engrained in society that one would say, *arams burnop*, to refer to all the basic needs of the game as one whole well-understood social concept. Being founded there, this card game was quickly adopted as the way that the elite class was built. Upon only their own strategies, guts and how they used their characters/ concepts/ locations.

The capital city of Unistanopolis on Lake Balkhash was also home to the “Cathedral of Plays,” where the Goddess of Acting, Face, was said to reside. Protecting all of those in the land and residing over all the tournaments in the land as well. So, through this and the help of the mysterious and unidentified “Heir to Crowopolis, Gollaknor the Destroyer of Worlds,” Unistan saw its great rise to power, purely built through its own connections, to a world yet to be unified.

## Grammar:

- **Yit:** in, on, at
- **Xit:** with
- **Starub:** from
- **Starubub:** to
- **Gill:** for
- **Yiz:** a, an, the
- **-ack** (Plural. Similar to “The Pack.” See below).
- **Veet:** Past and Future (See below)

## Tense Examples:

Ummer Eebuk Veet (past) - Unknown leader in the past

Ummer Eebuk (present) - Unknown leader in the present

Veet Ummer Eebuk (future) - Unknown leader in the future

## Structure/ Rules:

*There is no need to use an “Auxiliary Verb” or “the Verb to Be.” One simply makes a sentence by putting the words in order of:*

*(If needed: Article +) Subject + (If needed: Preposition +) Action/ Verb*

*Example: Yrack Nuntona (Pack Family) = We are family*

*More Examples: Cylk Yiz Tidsuth Olmate = No, the story is good, Yra Murrock Durrock = My dragon is strong*

*(To make a word plural, simply add “-ack” to the end of it. Much like how “yra” and “yray” become “yrack”)*

## Vocabulary:

- **Starous:** Regardless of the different paths you may walk, people that are forever connected, so you know you can do anything because your life's adventures are waiting for you.
- **Heart-Fule:** Forever & Always, I will love you
- **Musicopa:** a grand new journey or project
- **Theirmu:** Home
- **Tumm:** Play
- **Pumm:** Character
- **Lumm:** Location
- **Vumm:** Concept
- **Daniit:** Unstoppable
- **Buhnot:** Forgiveness/ Friends
- **Murrock:** Dragon
- **Wurrock:** Weakness
- **Durrock:** Stand Tall/ Strong
- **Bima:** Darkness/ Death
- **Amib:** Light/ Life
- **Tules:** Hello/ Good-Bye
- **Yrack:** The pack/ us/ we/ people
- **Yra:** I/ Me
- **Yray:** You
- **Arams:** Basic Needs
- **Burnop:** Games
- **Gulli:** Party/ Dance
- **Tidsuth:** Stories/ Legends
- **Ummer:** Unknown/ Mystery
- **Uppu:** Space/ Yes/ "The Positive Space is here"
- **Cylyk:** Time/ No/ "Everything has its time"
- **Eebuk:** Leader/ Heir
- **Nuntona:** Family
- **Rurt:** Here
- **Trur:** There

- **Tunn:** And
- **Nnut:** Or
- **Olmate:** Good
- **Bolmate:** Bad
- **Mundan:** A lot of, very, the best, biggest
- **Klo:** Air
- **Klobumi:** Air Animal
- **Agu:** Water
- **Agubumi:** Water Animal
- **Ter:** Land
- **Terbumi:** Land Animal
- **Uttu:** Take a Hit
- **Buttu:** Bombardment/ Attack
- **Critta:** City
- **Unnu:** United
- **Rorttote:** Deity/ Defense/ Prevention/ Protection
- **Borttote:** Acting
- **Wumtote:** Cathedral
- **Glattote:** Plays/ Theater
- **Aratote:** Art
- **Tremuror:** Destroyer of Worlds