Abbreviations (GG)

How to Abbreviate ANY Illion Number!

w/ GG's System

<u>Tier 1</u>

Abbreviations in Tier 1 are very easy to understand, since they're the simplest form of illions. They go until the Millillion. I will make a table showing what to do for each tier. I will also add extra information as we go along.

2	3	4	5	6	7
B	T	q	Q	s	S
D	T	q	Q	s	S
Vi	TR	QU	QI	Sx	Sp
Du	Te	Qr	Qn	Se	St

Now we have the table for tier 1, I will explain how the abbreviation works. The ones in the 'ones' column are only used

when saying ones. The 'addons' column is used when saying numbers larger than 10 in the tier.

Now, the joining is simple. It's just 'Addon' + 'Ten' + 'Hundred'. So:

37 in Tier 1 would be STR, referring to the table. 582 would be DOcQn. The highest illion here is:

NNoNn

<u>Tier 2</u>

Tier 2 abbreviations can also include tier 1 ones inside them. You use the tier 1 ones when adding a tier 1 value or multiplying a tier 2 value. This will carry over for the rest of the tiers.

	2	3	4	5	6	7

	Mcr	Nan	Pic	Fem	Att	Zep
	Due	Tre	Tet	Pen	Hex	Hep
ue	Ico	Tric	Tetc	Penc	Hexc	Hepc
	Dhec	Tihc	Teth	Penh	Hexh	Heph

For multiplying, you put the tier 1 abbreviation before the tier 2 one and for adding you add an abbreviation after. You put the smaller addon before the larger one just like tier 1. You also remove the first letter if the tier 2 you are multiplying is under 10. By this logic the highest abbreviation in tier 2 would be: NNoNnEnnEncEnhe-NNoNnOctEncEnhe ... NNoNnil-NNoNn

Tier 3

The abbreviations in Tier 3 work a lot different. Tier 3 introduces brackets to abbreviations.

	2	3	4	5	6	7
	Meg	Gig	Ter	Pet	Ex	Zet
	Dok	Trad	Ted	Ped	Exd	Zed
	od	tr	te	pe	ec	ze
	I(k/c)	Tra(k/c)	Te(k/c)	Pe(k/c)	Ex(k/c)	Ze(k/c)
	Bot	Trot	Tot	Pot	Eot	Zot

Tier 3 is especially confusing when it comes to names. The 'teens' part is the teens of the tier (aka 11, 12, etc) and 'addons 2+' is addons but only for 20+. Now adding ones to tens is hard. You may think it just goes Iken, Ikod, Iktr, but no, it switches between a k and c depending on

what the ones digit is. 2, 3, 4, 5, 7 and 9 are c and the others are k. Luckily, the hundreds is just adding the tens and ones on. To get (10^3n)x+y in tier 2 you do x(ny). So for 3,839,283 in tier 2, it is Nan(Meg)-EnnTricOche(Kil)-TreOccDhec. Yes, this system gets very complex later but you can avoid that by not using tier 2 in tier 3 or doing it very simply. The highest for this tier (to 2 parts) is: NNoNn(EnnEncEnheNotNecxe)-NNoNn(EnnEncEnheNotNekyo).

<u>Tier 4</u>

Tier 4 is similar to tier 3, having a teens row.

	2	3	4	5	6	7

Mej	Gij	Ast	Lun	Fer	Jov
Sup	Vers	Mul	Met	Xev	Hyp
ej	ij	ast	un	er	ov
Bar	Gar	Aar	Lur	Far	Jor
Mut	Gut	Aut	Lut	Fut	Jut

For beyond 20, you put the most-significant parts before the least-significant parts. So for example, 23 is Barij not ijBar. 637 is FutGarov not GarovFut. Multiplying and adding works the same as tier 3. This would make the highest abbreviation (to 2 parts): NNoNn(EnnEncEnhe(NotNecxeButBeret))-NNoNn(EnnEncEnhe(NotNecxeButBersol))

Tier 5

2	3	4	5	6	7
Duv	Et	Cuv	Qui	Swi	Pry
Twy	Eket	Ekuv	Ekqui	Ekswi	Ekpry
du	et	uv	qui	swi	pry
Ian	Etk	Cuk	Qik	Sik	Pyk
Dva	Eta	Cuva	Qiva	Swva	Pryv

To create any **Tier 5** number (h = hundreds, t = tens and o = ones), you do **h**t**o**.
Multi-addition works the same.
The highest number of Tier 5 (3 tiers down, 2 parts) is:
NotNecxe(ButBeretEnvaEnkne)-NotNecxe(ButBeretEnvaEnkoi)

Tier 6

Tier 6 is the end of the original illions I used,
so Tier 7 will begin my illions.

2	3	4	5	6	7
Dis	Tris	Tet	Pen	Hex	Hep
Dod	Tid	Ted	Ped	Hed	Hpd
dy	tri	tet	pen	hex	hep
Ico	Ticn	Tecn	Pecn	Hecn	Hepc
Dico	Tico	Teco	Peco	Heco	Hepco

For these illions, you add the addons 2+
after the tens. You also add 'Kis' after
everything in the main illion.
The highest number in Tier 6 (3 tiers down,
2 parts) is:

ButBeret(EnvaEnkneEncoEncneneKis)-ButBeret(EnvaEnkneEncoEncnoctKis)

Tier 7

Tier 7 introduces my illions.

	2	3	4	5	6	7
	Ora	Yel	Gre	Blu	Ind	Vio
	Ora	Yel	Gre	Blu	Ind	Vio
	Orbo	Yebo	Grbo	Blbo	Inbo	Vibo
	Alor	Alye	Algr	Albl	Alin	Alvi

Tier 7 is structured the same as tier 1.
The highest number in Tier 7 (3 tiers down,
2 parts) is:
EnvaEnkne(EncoEncneneKisGreGorAltg)-EnvaEnkne(EncoEncneneKisPinGorAltg)

Tier 8

In tier 8, the most-significant part goes first.

	2	3	4	5	6	7
	Hel	Lith	Ber	Bor	Car	Nit
Same as Ones						
	He'eo	Li'eo	Be'eo	Beo	Ceo	Neo
	He'od	Li'od	Beod	Bod	Cod	Nod

yawn These tiers are getting boring to explain... Anyway...
The highest Tier 8 number with the same settings is:
EncoEncneneKis(GreGorAltgFlorFeoFod)-EncoEncneneKis(GreGorAltgOxyFeoFod)

Tier 9

2	3	4	5	6	7
Bin	Tri	Qua	Qui	Sex	Sep
Doz	Bak	Bis	Triq	Hex	Sub
Same as Ones...					
Vig	Pes	Poc	Peg	Heg	Hepg
Decv	Tice	Icov	Pec	Hec	Hepc

The highest number of Tier 9 is:
GreGorAltg(FlorFeoFodEnacEnagNon)-GreGorAltg(FlorFeoFodEnacEnagOct)

Tier 10

2	3	4	5	6	7
Deu	Troi	Quat	Cin	Six	Sept

Douz	Trez	Quaz	Triq	Hex	Sub
Same as Ones...					
Vig	Pes	Poc	Peg	Heg	Hepg
Decv	Tice	Icov	Pec	Hec	Hepc

FlorFeoFod(EnacEnagNonNeuEnagEnac)-Fl
orFeoFod(EnacEnagNonHuiEnagEnac)

Tier 11

Tier 12

Tier 13

Naming (GG)

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<u>Tier 1</u>

Tier 1 is the easiest tier to understand,