

YALIM (yalim)

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Look at highlighted paragraph to skip introduction. For the 5th and possibly last code language I've made ([lang 1 \(Stroffveezreff\)](#), [lang 2 \(Starvsturm\)](#), [lang 3 \(Rrashi\)](#), [lang 4 \(Kotzelfoa\)](#)) this one will do something very different, that will allow it to take virtually the same amount of time to speak as English. It will do this by directly replacing phonemes (single sounds) in English with whatever sounds have the most similar properties but are still mysterious as to what sounds they correspond to for the untrained listener. The sounds are interchangeable: if there is sound A in English that translates to sound B in Yalim, sound B in English will translate to sound A in Yalim.

I first matched the vowels by seeing which sounds went well before and after those vowels, and then seeing which vowels had the most similar results. For the consonants, I tried observing mouth positions that were in different places but handled air in similar ways. This way, consonant clusters would avoid getting jumbled up in the same position when speaking the language, and would both move to different places. I had to make some exceptions to that rule when I started running out of available matches. I matched the D sound to itself and the L sound with R. These are all in similar places, but luckily the one time when they only visibly run into each other (in "dry", which could translate to "dly") is when it's actually pronounced like "jry", because "dr" isn't very comfortable in the first place. This is where you have to pay attention to the sounds much more than the letters.

Example words are provided in the language guide with parentheses around the active sounds, the International Phonetic Alphabet symbol in the brackets, and sometimes in the braces (squiggles) is the way to type the sound that doesn't match the IPA, but it's the one you use when typing/writing the language. (Multiple sounds per matched sound can have a sound in the brackets or braces and it applies to all of them.) However, most of the time, the IPA symbol is what you use. I recommend an international keyboard for this.

HAPPY COUPLES WHO USED THE YALIM PHONEME MATCHMAKING SERVICE:

B(a)ll [a] / (A)pple [æ] / m(a)n [ɛə] {a} -- yell(o)w [o]

W(a)y [e] / L(e)t [ɛ] -- I [ai] / K(i)te [əi] {əi}

Wh(a)t [ə] -- B(i)t [ɪ]

M(ee)t [i] -- B(oo)t [u]

G(oo)d [ʊ] -- G(oo)d [ʊ]
 (B)e [b] -- (G)et [g]
 (P)at [p] -- (K)ill [k]
 (F)it [f] -- (Sh)e [ʃ]
 I(ch) (German) [χ] / (H)ip [h] -- (Ch)ina [tʃ] {c}
 Vi(s)ual [ʒ] / (J)ar [dʒ] {j} -- (V)ase [v]
 (T)ip [t] -- "Th" with a strong burst of air accompanying it's release [tʰ] {iʰ}
 (L)ot [l] / Se(l) [tʃ] {l} -- (R)at [ɹ] / Ta(r) {ɹ}
 B(ull) (l) -- B(ull) (l)
 (M)at [m] -- (N)ote [n] / Di(ng) [ŋ] {n}
 (S)at [s] -- Pa(th) [θ]
 (Z)oo [z] -- (Th)e [ð]
 (D)en [d] -- Pi(zz)a [ts]
 Lat(er) / D(ir)t [ɜ] {r} -- Lat(er) / D(ir)t [ɜ] {r}
 (Y)ou [y] -- (W)ind [w]

To translate an English word like "hello" (hɛlo), you start by looking at the first phoneme {h}. That matches with the {c} sound*. The next phoneme {ɛ} matches with {ʊ}. {l} matches with {ɹ}. {o} matches with {a}. All together, the word for hello is "cʊɹa". Make sure the ʊ is clear and not diminished by the following ɹ.

Important notes:

- It's good to pay attention to what sounds are actually pronounced in each syllable of English. The word "hurrah" has two syllables, but it's not "hu-rah", it's "hur-rah". There will be one kind of "r" at the end of the first syllable and another kind at the beginning of the second. Therefore the translated syllables are {cɜ-ɹo}
- For words like "world" (translated as {yɜ-ɜd}) that will have the same kind of "r" next to each other when translated, you simply elongate the "r" sound noticeably (spelled as "rr")
- If there is a D after an N in english, then instead of "mts" the translated sound can be "mpts". For when there's a K in the middle of the D and the N, make a stronger P sound (spelled mppts)
- It can ultimately be the judgement of the speaker that decides how the word is pronounced and therefore translated, but not to the point where the listener or reader can't understand what's being said

*it sounds like "ch"; it's not the real IPA sound, it's just that c wasn't being used in any other part of the language, so why add those extra letters and not go full Italian?