WANTED

ENGLISH TO ARABIC, FRENCH, GERMAN, ITALIAN, JAPANESE, PORTUGUESE (EUROPE & BRAZIL), RUSSIAN, SPANISH (EUROPE & LATIN AMERICA)

Videogame translators

LocJAM 4 – BARCELONA STUDY GROUP
Carme Mangiron

Friday 21st April, 11 a 13 h, room Carles Riba (004), FTI, UAB
LOCJAM

• Started in 2014.

• Non-profit videogame translation contest.
LET’S TRANSLATE WORLDS!

• Spread the word about game translation and localisation.

• Open the door to translators wanting to specialise in this field.

• Networking.

• Let’s have fun!
COMPETITION

• Only one entry per participant (one language!)

• Amateur vs. pro categories

• Prizes: studio tour/diploma + *Legends of localization* books
PROFESSIONAL CATEGORY

• LocJAM winner
• University degree as a translator
• Any other degree + 2 years translation experience, professionally or as a fan/volunteer
• 5 years translation experience, professionally or as a fan/volunteer
Welcome to The Republia Times. You are the new editor-in-chief.

The war with Antegria is over and the rebellion uprising has been crushed. Order is slowly returning to Republia.

The public is not loyal to the government.

It is your job to increase their loyalty by editing The Republia Times carefully. Pick only stories that highlight the good things about Republia and its government.

You have 3 days to raise the public's loyalty to 20.

As a precaution against influence, we are keeping your wife and child in a safe location.

Start Work

by
Lucas Pope
@dukope
LOCJAM 2: NARRATIVE

This story was created with Twine and is powered by TiddlyWiki.

A game by:
Omar Enezi
Abdullah Hamed
Basma Mariki
Desperate Measures

Begin tea time.
LOCJAM 3: GAME MECHANICS

Jack a dull boy. All work and no play makes Jack a dull boy.

All work and no play makes Jack a dull boy.

All work and no play makes Jack a dull boy.

All work and no play makes Jack a dull boy.

All work and no play makes Jack a dull boy.

All work and no play makes Jack a dull boy.

All work and no play makes Jack a dull boy.

All work and no play makes Jack a dull boy.

All work and no play makes Jack a dull boy.

All work and no play makes Jack a dull boy.

By Matthew Nedelhalf & Alain Dellepiane
LOCJAM 4

• April 15th – April 30th (Greenwich Mean Time).

• Languages: AR, FR, GE, IT, JA, SP, LA SP, RU, PT, BP
Ikinari Maou by Shintaro Ito
IKINARI MAOU

• Retro turn-based RPG puzzle.

• 2nd prize in the Tyrano Game Fes Japan 2016.

• Objective: to beat the boss with a Level 1 hero following the right sequence of actions.

• Around 1500 words.
LOCALISATION PROCESS

• Familiarisation
• Glossary and style guide
• Translation
• Editing
• Integration
• QA
• Submission
FAMILIARISATION

- **Play the game**
  - **Theme**
  - **Game mechanics: Explore all actions**
  - **Find the right action order to beat the game**
  - **Who is who?**
  - **Make a note of challenging issues**
GLOSSARY AND STYLE GUIDE

• Character names
• Key terms
• Language and style
• Characterisation
CHARACTERS

- Master
- Archfiend
- Brave
- ?
MAIN TRANSLATION ISSUES

• Terminology
• Language and style
• Space constraints and segmentation
• Humour
SYSTEM MESSAGES

• CLICK TO START
• NEW GAME
• INTRODUCTION
• TURN SOUND ON
• TURN SOUND OFF
• RETRY
SYSTEM MESSAGES

• The Brave attacks!
• The Archfiend takes 0 damage!
• The Archfiend is unharmed!
• The Brave attempts to flee!
• But alas, none may flee the Archfiend!
• The Brave is defeated...
• Not enough MP!
RPG TERMINOLOGY

• Mana, leveling, last boss
• Attributes and stats
  – HP
  – MP
  – LV
• Commands
  – Fight
  – Flee
  – Spell
  – Item
SPELL NAMES

- Fire
- Blizzard
- Switch
- Holy
- Hellfire
- Freeze
- Timewarp
ITEMS: CREATIVITY

• Ether
• Medicinal herb
• Book of Battlemasters
• Magical Magus Monthly
• Epistle from Evil Elites
• Archfiend in a Nutshell
LANGUAGE AND STYLE

• Find the voice for each character
• Master

Oh Lord, we pray thee take caution.

Art thou willing? Be not afeared, inside thee there is wisdom - use it to conquer the evil that awaiteth ye both.
LANGUAGE AND STYLE

• Archfiend

Hahaha!
What a day!
Look at this pathetic being.
How could he think
he even stands a chance!
He looks utterly exhausted...
and is entirely out of mana.
Abandon all hope
and surrender to me now!
LANGUAGE AND STYLE

• Brave

Hey you, Arch-guy!
Yess!
Stop hidin’ and get out here!
Flippin' great job!
Did I muddy things up
Ah, don't sweat the details!
What cud go wrong?
INTERJECTIONS

• Huff...puff...
• Hey!
• Oh gawd!
• Dang, alright!
• Ha, ha ha!
SPACE CONSTRAINTS
HUMOUR

• Use of language

• Item names – DIE-ary of the Brave

• Cleaning the dungeon…

• Adding the final touch
PUNCTUATION

• Follow Spanish language conventions
  – Oh Lord!
  – I finally…made it!
  – Ha ha ha!
  – Thou art in the habit of casting spells as it please thee, wasting thine entire store of mana This worries me...
• Read carefully the Readme file.
• Do not translate or remove lines ending with .ks.
• Do not use straight double quotes
• Do not use semicolon
• Do not use _ in the translation in strings such as “Medicinal_Herb”.
• Maintain the original format of the file.
MAKE YOUR TRANSLATION STAND OUT!

• Be creative

• Keep style and the humour of the original

• Pay special attention to characterisation

• Keep in mind space constraints and segmentation

• No spelling mistakes and no unidiomatic expressions
EDITING

• Review the translation thoroughly.

• Use the spell checker.

• Read it aloud to make sure it is clear and easy to understand.
INTEGRATION & QA

• Integrate the files with Tyrano Translator.
• Play the game thoroughly.
• Check there are no errors, overflows, truncations, etc.
• Does the text flow nicely?
• Do regression testing to confirm changes you made have been implemented.
MORE INFORMATION

- http://www.locjam.org/
- https://www.facebook.com/groups/5617301247/
- Official chat: http://pilgrim.io/lj4
MORE INFORMATION

• http://www.at-it-translator.com/internationalizing-ikinari-maou-for-locjam-japan/


• http://1uptranslations.com/en/localization-blog/2016/03/how-to-translate-a-game-for-locjam

• https://www.youtube.com/watch?v=Xd3RUUUKoy-l