

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!

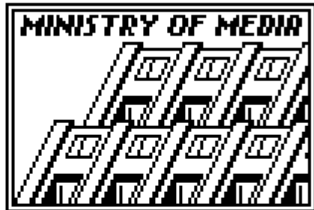
COMPETITION

- 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

LOCJAM 1: GAMEPLAY



The Republia Times

Day 1



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

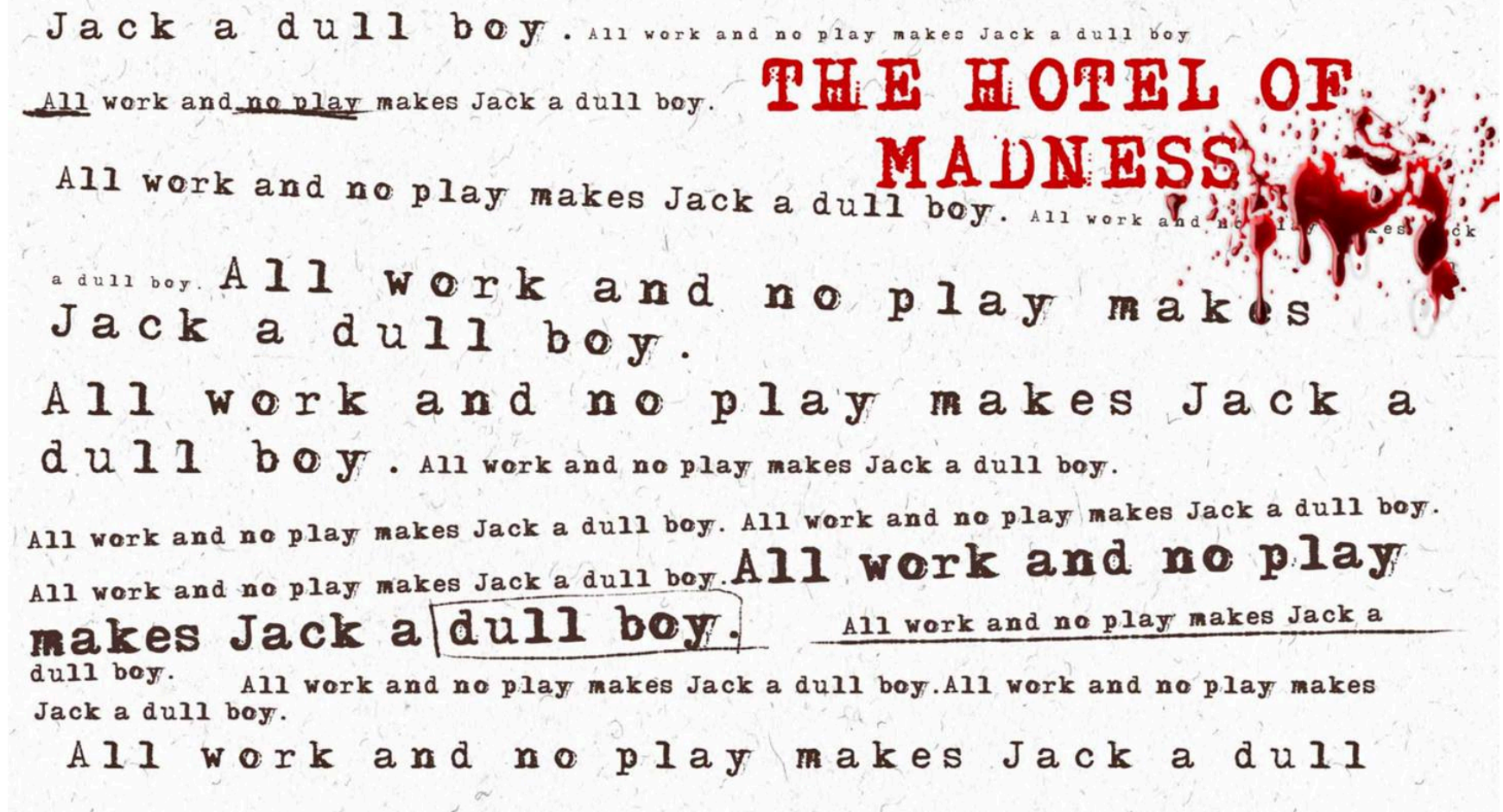


**by
Lucas Pope
@duko**

LOCJAM 2: NARRATIVE



LOCJAM 3: GAME MECHANICS

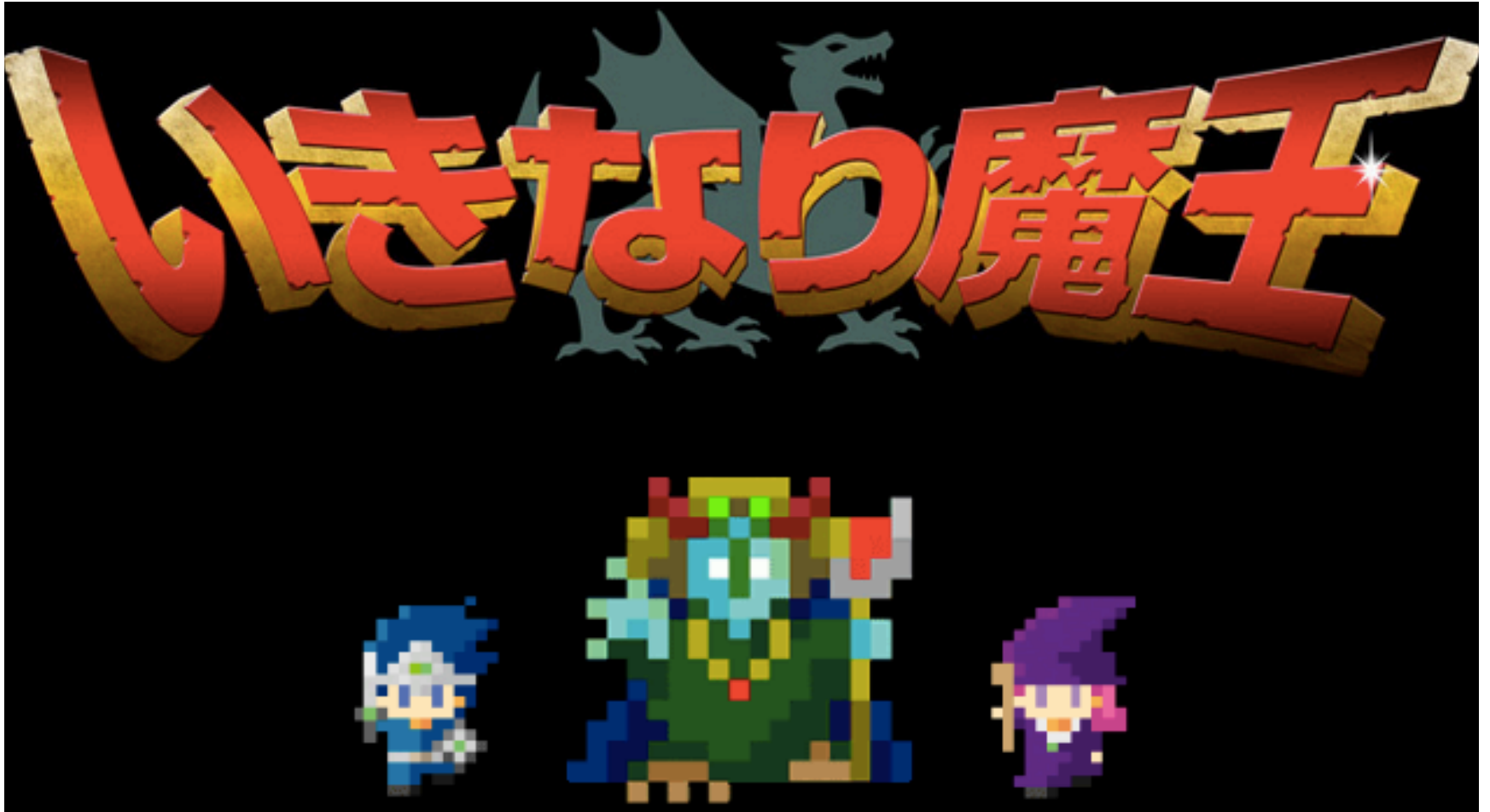


By Matthew Nedelhalf & Alain Dellepiane

LOCJAM 4

- April 15th – April 30th (Greenwich Mean Time).
- Languages: AR, FR, GE, IT, JA, SP, LA SP, RU, PT, BP

LOCJAM 4



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.

TYRANO BUILDER



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

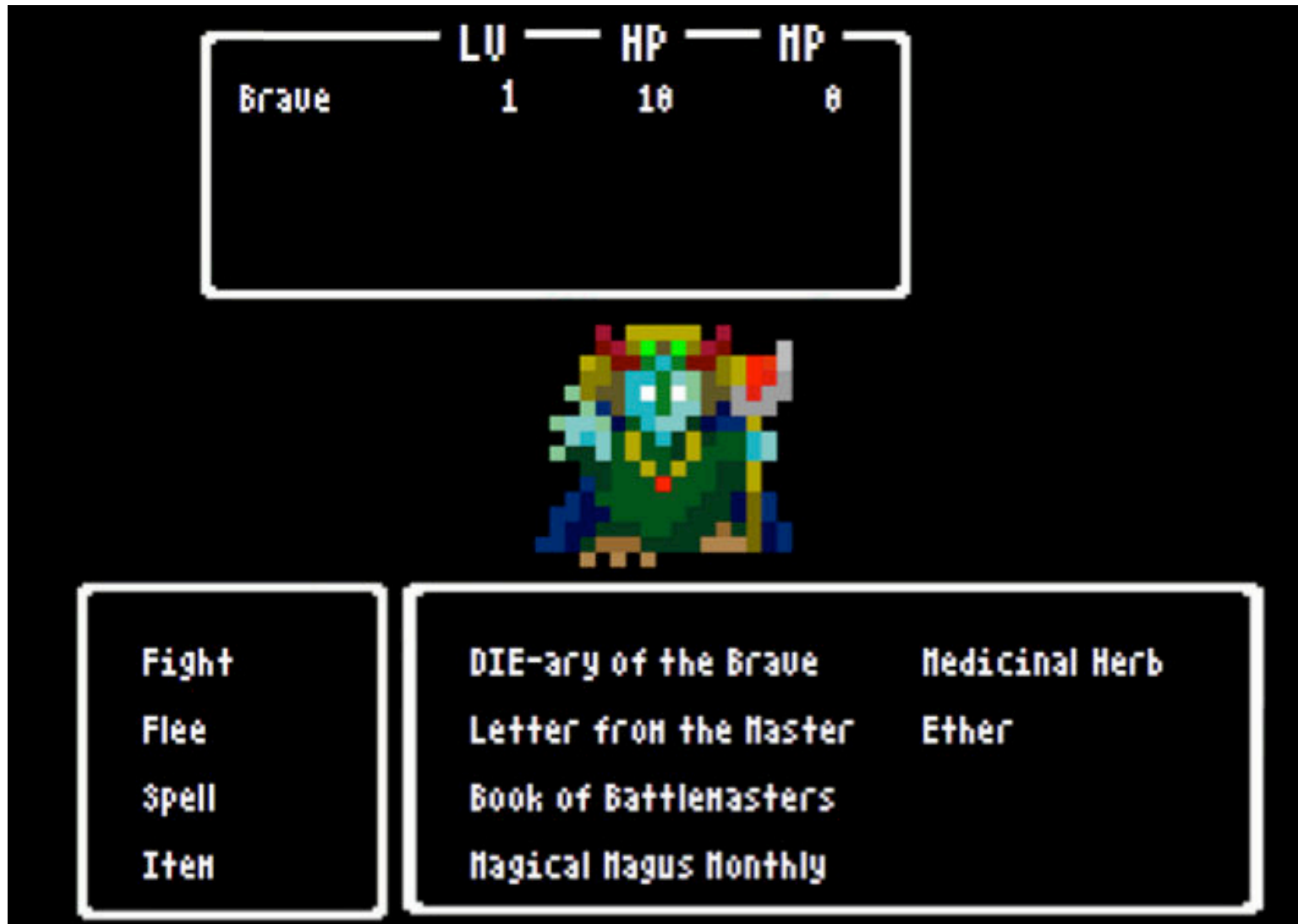
Hey you, Arch-guy!
Yess!
Stop hidin' and get out here!
Flippin' great job!
Did I muddy things up
Ah, don't sweat the details!
What cud go wrong?



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...

OTHER ISSUES

- 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/2017/4/how-to-get-the-most-out-of-locjam>
- <http://1uptranslations.com/en/localization-blog/2016/03/how-to-translate-a-game-for-locjam>
- <https://www.youtube.com/watch?v=Xd3RUUKoy-I>