

Universidad de Castilla-La Mancha Departamento de Filología Moderna Traducción Inglés-Español I Profesor Dr. Eduardo de Gregorio Godeo Curso académico 2013/2014



Alejandro "TheFireRed"

M.ª del Prado "Miss Casual"

Nombres completos y correos electrónicos eliminados para proteger la identidad y la privacidad de los autores

Table of contents

Introduction	4
Theoretical and methodological issues	4
The setting, intention and readership	4
Language functions	5
Text type	6
Translation methods	7
Translation procedures	8
Technical issues	9
Case study	10
Analysis and discussion on the issues faced	10
B2F.txt	11
Missy.txt	15
Discussion and conclusion	19
Bibliography	20
Appendix: Full translation of both files	21
B2F.txt	21
Missy.txt	32

Introduction

The purpose of the following work is to translate a videogame's script, analyse its translation process and have some comments on the issues faced while working. The reason that led us to choose this topic is that videogames are now well established in today's society. It has become a huge business practice and translation companies specialised in videogame translation are becoming increasingly popular. What's more surprising is that in recent years there has been a surge in the practice of fan videogame translations, that is, translations which have been performed by amateur translators and players who enjoyed their favourite games to the point of translating them for free. As students of English and Translation, we wanted to have an initial impression on what it feels like translating a videogame with no previous knowledge on the matter.

We will use a variety of references and bibliography used throughout the course in Translation, as well as documents on videogame translation from Pablo Muñoz, a well-known videogame translator who has worked with Nintendo and many other translation agencies.

Theoretical and methodological issues

The setting, intention and readership

Etrian Odyssey III is a role playing game developed by ATLUS for the Nintendo DS videogame console, released in 2010 in Japan and the United States. This title would never see neither a European release nor an official Spanish translation.

The story takes place in a sea city known as Armoroad, which is surrounded by the vast ocean. Armoroad prospered in the ancient times with high-level civilisation. However, because of the great earthquake that happened a hundred years ago, the central part of the city sank down into the bottom of the sea, along with its superior technology. People from all over the world gathered around Armoroad to find clues and take up the quest of finding the vanished city.

This game features major common elements from other games of its genre: playable characters created by the player, exploration rewarding the player with bonuses, a lot of items available and random battle encounters. These battles give experience points to the player's characters and thus their abilities are enhanced.

Role playing games are characterised for having a great amount of text, frequently, rendering them as a big challenge for translation companies. According to Newmark (1988), in *Etrian Odyssey III* we find examples of three text styles:

- 1. **Narrative texts.** in which events are described and verbs take the main role.
 - You decide to stop and enjoy the beauty of the night sky for a brief while...
- 2. Descriptive texts, in which vivid vocabulary is used to make an impression to the reader.
 - The thin branch cover allows you to look up and see a sky thick with stars.
- 3. Dialogue texts, where the emphasis is placed in phaticisms and colloquialisms.
 - Oooh, what is WITH those guys? They make me so mad! ...Hm? Ah, it's you!

The intention of the texts presented in the game is to entertain and immerse the player into the gameplay mechanics and its deep story, leading to a fun, memorable gaming experience. Therefore, the translation requires having a good command of Spanish vivid vocabulary, as well as colloquial style to fully convey the messages that some characters send throughout the adventure.

Language functions

Three functions can be drawn from this text: **aesthetic**, **expressive** and **phatic**. The intention of the aesthetic function is to please the senses of the reader to some extent, whether by means of sound effects or metaphors. When referring to sound effects, there is a wide variety of linguistic literary devices that are included in this group: alliterations, rhythm, onomatopoeia, assonance, stress... The difficulty of translating these constructions lies on finding equivalent language units or at least some highly similar to the original.

There is a conflict between the expressive and the aesthetic function as the first one tries to convey the truth and the second one means to express beauty itself. This is one of the issues we have faced in our translation as the text has both functions. For example, in some cases we have found words that share the same meaning but we could not adapt them to the aesthetic function (see synonym procedure) or there was no equivalent word in Spanish due to the wide vocabulary of the English language (see functional/descriptive equivalent procedures).

This type of text could be considered an expressive text even though it is not included in the common categories that Peter Newmark described: lyrical poetry, short stories, novels and plays. It is clear that scripts from videogames are literary texts, and we have to bear in mind that Newmark's book dates from 1988, year in which videogames were not as popular and evolved as they are now – we can draw the conclusion that videogames can have an expressive function. Since the core of the expressive function is the mind of the originator of the utterance (or writer) who expresses his own feelings, we can connect it with the guide of our videogame translation. He expresses his own impressions and sentiments towards what is happening while he is piloting us during the adventure, e.g.: But is that best idea...? \rightarrow ¿Crees que es una buena idea? He adds his own opinion

about the situation, but what you do is left at your choice. The way that the author describes the landscape also expresses how he feels towards it. The serenity of the heavenly view soaks into you \rightarrow La serenidad del paisaje celestial te impregna.

The phatic function is highly present through all the text. The characters maintain a friendly contact with the addressee: in this case, the guild formed by fictional characters that you have created and you have to control in the game. While translating the written text of the game we have observed the standard phrases that this function make use of. Missy is one of the characters whose dialogue we have focused on because of her expressions, and so we have in her part many examples of the phatic function: How are things going? $\rightarrow \&Cómo$ va todo?; Today is a good day \rightarrow iHoy es un buen díal; I'm glad to see you here \rightarrow iMe alegro de veros!

More examples of the phatic function can be seen in the dialogues of Olympia and Hypatia. As it is shown in the conversations, these characters intend to win the confidence and the credibility of the guild (and you as the player) which is ultimately the aim of phaticisms.

Text type

Our text belongs to the category of literary texts according to the models proposed by Carmen Valero-Garcés. In this model we can find two kinds of literary texts: one of literary texts translation and the other which includes journalism, letters and speeches. It should be bear in mind that, in the first model, novels, plays and poetry are included but as the scripts of movies, TV series and videogames are of literary nature – hence these should be also included in this category.

Some of the most common problems of this type of translation are form and message, as well as the cultural differences between the source language and the target language. According to Cary (1986:85), it is important to take into account the function of both texts in relation to this, such as can be the addressee, the affective relation, the time and the place.

Another theoretical point of view to take into account is that of Bassnett-McGuire, who says that the translation reflects the creative interpretation of the translator, so every translator will produce a different version of the same text. One of the reasons for that is the connotative language that one owns and the other is the different interpretation of the same text that one can choose.

The most controversial issue to face in this type of translations is whether to choose a literal translation or a free one; in other words, either faithfulness or beauty. The translator must try to convey both so that the translation is as accurate as possible.

The main problems when translating literary texts were underlined by Hilaire Belloc in 1931:

- A word-by-word translation should be avoided. The translation should be seen as a whole set and not by small sections.
- The idioms and verbal tenses must be reproduced in the target language with its closest equivalents.
- The intention of the text should be taken into account so as to give an accurate translation.
- The translator should not try to improve the text.

However, there are other aspects that should be paid attention to depending on the type of the text. In our case, the translation of the script of videogames, the aspects we have to bear in mind are being described through the entire theoretical framework.

Translation methods

As previously mentioned, translating as a whole leads to the matter of literal or free translation. The method of word-for-word translation, that is, preserving the source language word order, has been completely discarded. Tightly related to word-for-word, literal translation has also been rejected. These methods are not appropriate for a text of this kind. For this matter, we have tried to follow a faithful translation for all texts regarding exploration, i.e. taking into account the beautiful and natural sound of the original text (Newmark:1988).

In contrast to faithful translation, in some dialogue lines the use of adaptation, free translation and idiomatic translation was required – in other words, to maintain a genuine and natural reading of our translation in Spanish. That said, in order to solve those issues we had to rewrite the dialogues and adapt it to our cultural way of speaking, so that we could reproduce Missy's messages in fluent Spanish, colloquialisms included if necessary (Newmark:1988). This is due to the nature of Missy, the speaker of such dialogues, who speaks English in a peculiar way. This issue gave us way to translate her dialogues more freely.

One thing to note about naturalness is that of its literary nature. While the player is exploring, he may find interesting places or characters and the action is interrupted. The narrator uses a complex, beautiful stylistic writing as in this example: The thin branch cover allows you to look up and see a sky thick with stars. We had some issues and wrongly translated "thin branch cover" as "corteza". We then followed Newmark's advice (1988): "[you have to ensure that the text] reads naturally, that it is written in ordinary language (...), you can only

do this by temporarily disengaging yourself from the SL text (...) as though no original existed". We put ourselves in the adventurer's shoes and imagined how it was to be in that place, and then mended our mistake.

Translation procedures

Peter Newmark makes a division of translation procedures which are used for smaller units of language. Throughout the translation we have faced specific problems which have been solved though this procedures:

- The most common procedure was transposition/shift as many of the problems were related with grammar, when such SL grammatical structure did not exist in the TL. One example is found in the following note: You examine the vegetation-covered wall to find one section is hollow with something shining inside. → Examinas una pared cubierta de vegetación hasta encontrar una sección hueca con algo brillante.
- An example of transference is the name of the city "Armoroad" as we have transferred it to the TL.
- Some examples of naturalisation can be found in proper names such as: Deep City →
 Inmersópolis; Senatus → Senado.
- As it can be observed in the examples, we have followed the indications of Newmark about naturalisation and thus changed the pronunciation and morphology in accordance with the TL.
- We have opted for the procedure of through-translation in archetypical terms of videogames such as HP (Health Points, Hit Points) → PV (Puntos de Vida). Newmark stated that this procedure should be used only when they have been previously recognised terms; this situation applies as these terms have been standardised in videogames with their correspondent translation.
- The use of synonyms in our translations is very frequent, whether because we have tried to be creative and thus convey the literary nature of the text or because there was not a clear one-to-one equivalent. The dialogues of Missy are a good example, as throughout the whole translation process we have decided to include various forms to greet the player.
- We have also followed the procedures of descriptive and functional equivalent when needed. e,g,: The verb 'acknowledge' does not have an equivalent word in Spanish so we have described the term. The functional equivalent is found in a couplet as we have used both functional equivalent and compensation for translating the word bow which is common practice for saying goodbye in English but the Spanish translation does not imply that meaning.

Technical issues

As well as facing the issues regarding the translation of this game's script, some technical issues had to be taken in mind beforehand.

• Text limitations: The nature of this game's text does not allow very long translations and forces us to limit our translation to the space available in the screen. Built into the videogame's programme, small pieces of code called pointers measure the length of texts and indicate the starting and ending point of dialogue screens. These pointers are conveniently placed into the dialogues so as the console knows how to deal with the input given. This is an illustrated example of the input given and then placed in the screen:

While steadily stalking the deep deblue forest, you suddenly recall descenting important... [END]

While steadily stalking the deep blue forest, you suddenly recall something important... [END]





The carriage return & icon represents pressing ENTER in the keyboard. It is a control character or mechanism used to reset the position to the beginning of a line of text. If this rule is not followed, the text would carry out of the screen.

- Tags: The script included in this work contains special tags which are used by the game's programme to display the text properly in the screen. These tags must not be translated or changed because they represent specific code. Any changes would lead to malfunctioning.
 - [MSGH] dialogue code: This piece of text identifies a specific text fragment and is then reallocated to its correct place in the game.
 - [EN] English text: The EN tag displays the original, untranslated text for the translator's reference.
 - [ES] Spanish text: The ES tag contains the translated text which will substitute the original English script.

- O [HERO] name code: The HERO tag displays the name of one of the player's characters, chosen at the character selection screen at the beginning of the game. This will present some issues which will be discussed later on.
- o [GUILD]: This tag displays the name of the player's guild, which is asked right at the beginning of the game. This will also present some issues in the translation.
- o [END]: The END tag marks the end of a dialogue, and, in a nutshell, allows the player to recover the control of the game.
- © [COLOR] number code: This tag changes the colour of subsequent text into the colour code built into the game's programme. To put ilustradamente, [COLOR] [COLOR][0500] Reach towards it? would be displayed like Reach towards it? in the screen.

Case study

All things considered, for the purpose of this work, we have chosen two files from the full game's script, which are the following:

- B2F.txt: This file encloses all the dialogue lines concerning the second basement (sótano -2) of the labyrinth. When exploring, the player is addressed in many different ways. He may be interrupted and asked if he or she would like to let the characters rest for a while, and at the same time the characters within the game participate in dialogues and talk to the player, offering him or her items or advice.
- Missy.txt: Missy is the young bartender of Armoroad's Butterfly Bistro (El bistró mariposa). She's present in the whole game and gives the player sub-quests, rewards and some hints. One of her peculiarities is that she seems to be a foreigner with a good command of English, but far from being perfect. Thus, her dialogue lines present a wide range of translating issues which, in the end, have led us to freer translation methods.





Analysis and discussion on the issues faced

In the following pages we will present an in-depth commentary on the most striking issues when facing the translation. The text is displayed with coloured tags to make the reading bearable.

B2F.txt

[EN]

You examine the vegetation-covered wall to find one section is hollow with something shining inside.

Examinas una pared cubierta de vegetación hasta encontrar una sección hueca con algo brillante.

[EN]

In an instant, a monster with slime-encrusted² hide jumps out before your eyes.

En un instante, un monstruo cubierto de cieno que estaba escondido salta delante de tus ojos.

[EN]

The beast that had hoped to catch you unawares rushes out in a blur! Draw your weapons and fight![END] [ES] ¡La bestia que pretendía pillarte de imprevisto³ se desvanece en una bruma! ¡Coge tus armas y lucha![END]

[EN]

The thin branch cover allows you to look up and see a sky thick with stars.

[ES]

La fina capa⁴ de ramas te permite mirar hacia arriba y contemplar un cielo repleto de estrellas.

[EN]

You are tempted to gaze at the starry heavens for a while, despite other pressing issues.[END] Quedarte observando el cielo estrellado es tentador, a pesar de haber⁵ otros asuntos más apremiantes.[END]

[COLOR][0300]Everyone recovered 20 HP!
[COLOR][0000][END]
[COLOR][0300];Todos recuperan 20 PV⁶!
[COLOR][0000][END]

[EN

As you walk down the forest path, you find a guard standing in the corner of an expansive hall.

Mientras caminas por una senda del bosque, encuentras a un guarda⁷ en la esquina de un extenso pasadizo.

[EN]

The guard nods in response to your hail and raises a hand to acknowledge you.

El guardia asiente con la cabeza en respuesta a tu saludo y alza una mano en señal de reconocimiento⁸.

¹ This grammatical structure does not exist in the TL, Spanish, but they can replaced with a participial clause. This is an example of **transposition**.

² See note ¹

³ Since the narrator talks to us in second person, we cannot use a Spanish masculine form (pillarte desprevenido), because the player may be of either genre.

⁴ This line was a particularly difficult one. After long hours of debating, we put ourselves in the adventurer's shoes and imagined the landscape. We then realised that the tree had very thin branches, which allowed the characters to see the sky.

⁵ We decided to add 'de haber' because in the TL a verb is needed in that structure. It is another example of **transposition**.

⁶ "HP" means "Health Points" or "Hit Points", so the accurate translation would be «PV; Puntos de Vida». This is a clear example of **through-translation**.

⁷ The noun "guard" led us to the confusion of using «guardia» as "someone who protects someone or something". In Spanish, «guardia» refers to the whole unit of guards, whereas «guarda» is one.

⁸ The verb 'acknowledge' does not have an equivalent word in Spanish so we have opted for a **descriptive equivalent.**

[EN]

"Are you explorers investigating the forest? How goes it?"

«⁹Saludos, exploradores. ¿Estáis investigando el bosque? ¿Cómo va?»

[EN

"I have a proposal for you. If you have any of what I'm looking for, can you spare some for me?

«Tengo una propuesta que haceros¹⁰. Si tuvierais algo de lo que busco, ¿podrías darme lo que os sobre¹¹?

[EN]

You consider the guard's requests again to see if there are any that you can fulfill...[END]

De nuevo consideras la petición del guarda para ver si hay algo que puedas conseguir¹²...[END]

ſΕΝΊ

You tell the guard that you have no more materials to give, and he nods and thanks you.

Le dices al guarda que no tienes más materiales;¹³ él asiente y da las gracias.

[FN]

With your first steps into a new floor, your spirits are high as you advance through the forest.

Con tus primeros pasos en el nuevo subterráneo¹⁴, tu ánimo se eleva¹⁵

mientras avanzas a través del bosque.

[EN]

[COLOR][0500]How will you answer? [COLOR][0000]"We're novice explorers."

"We're quite experienced."

"And who are you?"[END]

[COLOR][0500]¿Cómo le vas a responder?

[COLOR][0000] «Somos exploradores principiantes» 16.

«Tenemos bastante experiencia».

«¿Y tú quién eres?»[END]

[EN]

"Welcome, newcomers to Armoroad. By now you must have been to the Senatus, no?"

«Bienvenidos, recién llegados a Armoroad.¹⁷ Por ahora ya deberíais de haber visitado el Senado¹⁸, ¿no?»

⁹ According to the *Manual de español urgente* and *Libro de estilo El País*, the latin « » quotation marks are recommended.

¹⁰ The speaker is still referring to the party of adventurers.

¹¹ The verb 'spare' lacks of a similar verb in Spanish so we need a **descriptive equivalent**. We also have to deal with the text limitation issue and we have simplified our translation.

We have chosen the verb 'conseguir' instead of the equivalent one 'cumplir' because in the TL, Spanish, it does not collocate with 'objects'.
 In Spanish, this sentence is separated from

¹³ In Spanish, this sentence is separated from the previous one and a comma would not be allowed.

 $^{^{\}rm 14}$ We do not use «piso» in Spanish when referring to underground floors.

¹⁵ In this situation, we have tried to convey the idea of movement by using 'se eleva' instead of a static expression as in the SL 'are high' which literally means: it gets higher as he walks in. look later.

¹⁶ The word "novice" «novato» in Spanish has actually a derogatory connotation in the context of videogames, so we have opted for a synonym.
¹⁷ This is a clear example of tranference as we have decided to transfer the SL term into the TL.
¹⁸ In contrast to the previous example of 'Armoroad', we decided that naturalisation was the best option In this case. 'Senatus' is a word of Latin origin and has a similar word in Spanish that can be adapted to its morphology and pronunciation.

[EN

The man stops for a moment and shifts his gaze toward the dense thicket of trees further in.[END]

El hombre se para un momento y dirige su mirada a la densa espesura de los árboles¹⁹.[END]

[EN

The man gives a faintly sardonic smile and bow before walking deeper into the forest.

[ES]

El hombre muestra una leve sonrisa sarcástica y se inclina para despedirse²⁰

antes de caminar en lo profundo del bosque.

[EN]

"I'm Hypatia, an astrologer with the

[COLOR][0500]Murotsumi[COLOR][00 00] guild, and I'm in some real trouble...

«Soy Hipatia²¹, una astróloga del gremio

[COLOR][0500]Murotsumi[COLOR][00 00], y estoy en un verdadero problema... "He's an excitable little ball of energy. Have you seen any young ninja like that?"[END]

"Es una pequeña y perviosa²²

«Es una pequeña y nerviosa²² bola de energía. ¿Has visto algún joven ninja así?»[END]

[EN]

An incongruously cheerful voice comes from the girl, who ignores your bewilderment and continues.

La chica posee una incongruente voz alegre²³, que ignora tu desconcierto y continúa.

[EN

"You needn't be frightened. My name is Olympia. I am active in helping explorers like you."

«No os asustéis. Mi nombre es Olimpia²⁴. Ayudo de forma active a exploradores como vosotros».

[EN

"I see. I'll be here for a while longer, then.

«Ya veo. Estaré de vuelta por aquí un rato largo, entonces...²⁵

[[]EN]

¹⁹ It is already implied that we are in a forest and a translation of the exact text would need a wider expansion than expected as we will need to paraphrase the whole text. All in all, we have decided to omit 'further in'.

²⁰ This is an example of **compensation**. We tried to make clear that the reason why he bows is to say goodbye. We could add that we have opted for a functional equivalent as bowing to say goodbye is an uncommon practice in Spanish so it is needed to clarify why the character bows By using both procedures to deal with a single problem, this is an example of **couplet**.

²¹ The procedure of **naturalization** has been applied in this case as we have adapted the noun to the normal pronunciation and morphology of the TL.

Here we have an example of **shift/transposition** as the collocation of adjectives in the SL is different from that of the TL where we need to link the adjectives with comas and conjunctions. In this example, we have only two adjectives referring to the noun so a copulative conjunction is needed: «y» "and".

²³ Paraphrasing was needed in this situation, we have tried to be faithful to the literary form of the SL text and for that we needed to change the order of the words so that it did not sound unnatural, simplistic or even unaesthetic as it would have been «una voz incongruente y alegre voz sale de la boca de la chica».

²⁴ This is an example of **naturalization** as we have adapted the name to the normal pronunciation and morphology of the TL.

²⁵ The use of suspension points helps to link with next dialogue as it does not make sense alone itself. What Olympia is saying is that she is going to stay there so if you have any questions later you can come back and ask.

[EN]

As you walk down the tree-lined, narrow path, you spot mushrooms in an out-of-the-way corner.

Mientras caminas por la estrecha senda marcada por los árboles, visualizas unas setas en una esquina.²⁶

(EN

The fragrant mushroom melts in your mouth...

[ES]

La fragancia²⁷ de la seta se derrite en tu boca...

[EN]

[COLOR][0300]Everyone recovered 5 TP! [COLOR][0000][END] [ES] [COLOR][0300];Todo el mundo recupera 5 PT²⁸! [COLOR][0000][END]

_

 $^{^{\}rm 26}$ The text-limitation issue forces us to make a shorter version.

²⁷ If we translate this sentence literally, it can lead to confusion as it could be interpreted that you are already eating the mushroom while it is not actually happening. The fragrance of the mushroom is what melts on your mouth and that is why we have opted for a noun instead of the adjective.

²⁸ "TP is the acronym of "Technical Points", so the accurate translation would be «PT, Puntos Técnicos». This is another example of **throughtranslation.**



Universidad de Castilla-La Mancha Departamento de Filología Moderna Traducción Inglés-Español I Profesor Dr. Eduardo de Gregorio Godeo Curso académico 2013/2014

Missy.txt

[EN]

How are things going? I'll always be sharing the latest unformation with you.

[ES

¿Qué tal todo? Os daré pistas e informasión²⁹ útil para vosotros.

[EN

Wait.

I mean, "information."

[ES]

Uy, disculpa mi acento.³⁰ Quería decir «información».

[EN]

Be thinking about what the client really wants instead of what is being asked for![END]

¡Grabad en vuestra cocorota lo que el cliente os solicita, no me seáis melones!³¹[END]

[EN

Whoa... Did I mean "reckless" or "feckless"? Did I just invent a new word? BONANZA![END]

Ea, ¿se dice «insensatos» o «insunsantos»?³² ¡Me estoy inventando palabras! ¡ARREA!³³[END]

[EN

I am hearing that you made it to B4F, yes? You should be careful!

[ES

Según dicen, habéis llegado al sótano -4³⁴, ¿verdad? ¡Tened mucho cuidado!

[EN

I can't believe you defeated Narmer! I must be the dreamer! Be pinching me!

¡No me puedo creer que hayáis vencido a Narmer! ¡Debo de estar ensoñada! ¡Pelliscasme³⁵!

[EN

Man, I can hardly believe you got so strong so fast.

Jobar³⁶, ¡aún no me hago a la idea de lo fuertes que os habéis hecho!

use a common Spanish interjection that fits for this case.

²⁹ Missy shows her accent by using an incorrect form of the word "information". We have decided to give her an alternate Spanish accent in our translation.

³⁰ Since she has made a mistake, the Spanish translation adds a sorry line.

³¹ Missy does not use the correct tenses and we have decided to use a more informal expression for what she is trying to say.

³² We have made up some Spanish words according to the English original confusion with the word "wreckless".

³³ "Bonanza" literally means "a large amount of something good" within a short period of time, and it is often related to financial wealth. However, its Spanish equivalent may not be useful within this context, so we have decided to

³⁴ The way American English displays floors in a building starts from 1F (first floor), whereas in European English is GF (ground floor). Regarding underground floors, American English uses B (i.e. basement) and then adds a number. The Spanish equivalent goes with the sign –1 and often adding «sótano».

³⁵ Following up Missy's tense confusion, our translation displays the alternate peculiar accent using «ensoñada» and «pelliscasme».

³⁶ In this case, "man" is used as an interjection expressing surprise, so we have decided to use «jobar», a euphemism which conveys the same idea.

[EN

Hey there! What can I be getting for you this fine day?
...MILK!? You sit down! Now!
[ES]
¡Holas!³⁷ ¿Qué os sirvo en este bonito día? ¡¿LECHE?!
¡Sentaos! ¡Ahora mismo!

[EN

Explorers drink ale when they come back from adventures!
Armoroad Ale! That is the rule![END]

¡Los exploradores beben cerveza cuando regresan de sus aventuras! ¡Esas son las reglas!³⁸[END]

[EN]

The beautiful, awesome barmaid called out to [GUILD]...

«La bella y sensacional tabernera llamó a los del gremio [GUILD]»³⁹...

[EN]

See this fish? The boy from the inn caught it. It is good, isn't it? ...ISN'T IT!?

¿Habéis visto qué pescado? El chaval del albergue⁴⁰ me lo trajo. Está bueno, ¿A QUE SÍ?

[EN]

I was talking to the old lady at the Senatus! She says you found the city in the ocean!

¡La ancianita del Senado me ha dicho que habéis encontrado la ciudad submarina⁴¹!

[EN]

The Deep City is supposed to be a well-kept secret, yes?

Se supone que Inmersópolis⁴²
es un secreto bien guardado, ¿sí?

[EN

Wow! Way to go, [GUILD], for doing that perfectly normal thing that you did![END]

¡Muy bien, [GUILD], por hacer esa cosa tan perfectamente normal que habéis hecho!⁴³[END]

[EN

I am welcoming you! Are you in the moodings for something to eat or drink today?

¡Bienveniditos todos! ¿Os apetese⁴⁴ hoy algo de comer o beber?

[EN

...What are you staring at? Oh, it's my necklace, right? ...⁴⁵ ¿Qué estáis mirando? Ah, mi colgante, ¡verdad?

³⁷ Throughout the whole translation process, we have decided to include various forms to greet the player.

³⁸ Due to space constraints and reiteration, we have deleted "Armoroad Ale" from our translation.

³⁹ In this context, Missy is acting by speaking new greeting lines out loud. In order to convey this meaning to our Spanish translation, we have decided to place some quotation marks.

 $^{^{40}}$ «El chaval del albergue» refers to Amán (Aman in the original English text), who works as the innkeeper in the city.

⁴¹ «La ciudad en el océano» would not be an appropriate way of expressing this in Spanish.

⁴² We have decided to go for a more creative translation. This time, the term Deep City (ciudad profunda/de la profundidad/sumergida) would not be very eye-popping for the Spanish reader and thus we coined **Inmersópolis** (from Latin *immersio* 'immersion' + Greek *polis* 'city').

⁴³ Missy pretends to be congratulating the guild for doing something of little interest, but she is really hiding what she knows. This is conveyed in our translation.

⁴⁴ Once again, Missy uses strange phrases with incorrect use of grammar – which we have translated with a very closed accent.

⁴⁵ According to the *Diccionario panhispánico de dudas*, ellipses in Spanish need a space before the following word.

⁴⁶ The following situation takes place as an excuse of talking about her large breasts. Missy, being unaware of what the guild members are looking well and truly, thinks that they are staring at her necklace.

[EN]

When you all have children, buy your daughters necklaces! I'm sure it'll make them happy![END] Si algún día tenéis churumbeles⁴⁷, ¡comprad colgantes a vuestras hijas! ¡Seguro que las hacéis felices! [END]

[EN

I'm glad to see you here! C'mon, take a seat! ¡Yuuujuuu!⁴⁸ ¡Bienvenidos! ¡Me alegro de veros! ¡Vamos, tomad asiento!

Yoohoo! Welcome!

[EN]

You did it! I am not knowing the details, but I heard that you killed a huge monster! [ES] ¡Lo habéis conseguido! Según dicen, ¡habéis matado un monstruo cacho⁴⁹ grande!

[EN]

Everyone's focused on just exploring the forest now. Bunch of slackers...

Ahora todos se centran en explorar el bosque. ¡Panda de vagos!⁵⁰

[EN]

Sigh..... Hm? Oh, it's you. Here, sit down. [ES] Ains...⁵¹ ¿Mm? Oh, sois vosotros. Venid; sentaos.

[EN

...Okay, I have officially killed the mood in here. Everybody start drinking![END] [ES] (...) Bueno, ya he deprimido al personal⁵². ¡Todo el mundo

[EN

a beber![END]

It would appear that things are getting extremely serious in the undersea shrine.

Parece que el ambiente se está caldeando⁵³ en el santuario submarino.

[EN

There's this thing called an abacus used for back massages! You roll it on your back, and...

Esta cosa se llama ábaco, ¡y se usa para dar masajes en la espalda! Te lo pones, y...⁵⁴

⁴⁷ Following up Missy's accent and variation, we translated "children" as «churumbeles» (nonspecified gender).

⁴⁸ The Spanish interjection for brimming happiness is frequently written as «yuju».

⁴⁹ Once again, her wrong use of tenses and grammar allows us to elaborate freer translations. In this case, the word «cacho» meaning "very" has been used as a token of her lively, informal accent.

 $^{^{50}}$ Since the translation of "slacker" is closely related to «vago», «panda de» would be a perfect match.

⁵¹ In English, "sigh" could be used as a verb or an interjection. We have decided to use an onomatopoeic interjection.

⁵² "to kill the mood" is an expression meaning "quitar las ganas de", but since Missy is talking about the death of several adventurers, "deprimir" would be a better alternative.

⁵³ Å better alternative to «se están poniendo muy serias» has been placed.

⁵⁴ Due to space constraints, we have been forced to simplify its contents.

[EN]

See this flower? The boy from the inn brought it here a while ago. I can't stop looking at it!

¿Veis esta flor? El chico del albergue⁵⁵ me la trajo hace un rato. ¡No puedo dejar de mirarla!

[EN]

...You must be evildoers masquerading as members of [GUILD]! Have at you!

¡Seguro que sois malechores disfrazados de los miembros de [GUILD]! ¡Desenvainad!⁵⁶

[EN]

How is the new Labyrinth treating you, everybody?

¿Qué tal os lleváis con el nuevo laberinto⁵⁷, chicos?

[EN]

Oh, I got it! You guys should just live here in Armoroad! That'd be schway, right? Right?

¡Ah, ya sé! ¡Deberíais quedaros a vivir en Armoroad! Molaría un montón, ¿a que sí?⁵⁸ ¿Eh?

_

 $^{^{55}}$ "the boy from the inn" refers to Aman – the innkeeper in town. We translated his name as "Amán".

⁵⁶ The expression "have at you" could lead to many different possibilities. Up to this point, the party's now the most powerful in town and should have excellent equipment. With that said, Missy's joke is to challenge them in a duel, and hence our translation "desenvainad (vuestras espadas)"

⁵⁷ The word "treat" «tratar» here portrays a metaphor which we have translated as «llevarse con».

⁵⁸ Taking into account Missy's accent, we presumme that "schway", is a corrupted word indicating joy or happiness, which we have translated informally as «molar un montón».

Discussion and conclusion

In conclusion, the translation of videogames involves an extensive work on the field. As we were already familiarized with it, we had a clear starting point but the translation of such a specific text required spending many hours of research.

Working with videogames has given us the opportunity to work with an innovative type of translation that is actually growing and changing. It is interesting to work with a business whose popularity is increasing day by day and in which language students like us could develop a professional career. Being gamers ourselves we have observed how the translation of videogames has been improving through the years and having the opportunity to do it by ourselves was an enriching experience.

We have also learned how hard is the process of translating a videogame script, among other things because of the technical problems such as text limit, the specific vocabulary of the field, but especially because of its aesthetic function. Games are written with a literary function as it is the case of movies or TV series, where the writers try to tell a story that catches the attention of the reader and in this case, make you feel part of it in the most realist way. Missy's language was a challenge for us but also the most amusing part of the translation as we had to translate her peculiar use of English into Spanish without losing the original meaning or the specific traits of her language.

The theoretical framework by Patrick Newmark and Carmen Valero-Garcés has been decisive in our project as it has served us as a guide to translate the whole text, first by analyzing its features and then by helping us to solve specific problems by means of several translation procedures.

Bibliography

- Diccionario de la lengua española. 20.ª ed. Madrid: Real Academia Española, 1984.
 Print.
- Diccionario panhispánico de dudas. Madrid: Real Academia Española:, 2005. Print.
- Garcés, Carmen. Languages in contact: an introductory textbook on translation =
 Manual introductorio a la traducción. Lanham (Md.) [etc.: University Press of America,
 1995. Print.
- Libro de estilo El País. 14.ª ed. Madrid: El País, 1998. Print.
- Manual de español urgente. 18.ª ed. Madrid: Cátedra, 2008. Print.
- Muñoz Sánchez, Pablo. "En torno a la localización de videojuegos clásicos mediante técnicas de romhacking: particularidades, calidad y aspectos legales." The Journal of Specialised Translation Jan. 2008: 80-95. Print.
- Newmark, Peter. A textbook of translation. Hemel Hempstead: Prentice-Hall International, 1987. Print.

Appendix: Full translation of both files

B2F.txt

[HEAD][0000724a][00000042]

[MSGH][00000000][0000021e]

[EN]

You examine the vegetation-covered wall to find one section is hollow with something shining inside.

[ES]

Examinas una pared cubierta de vegetación⁵⁹ hasta encontrar una sección hueca con algo brillante.

[EN]

You try peering inside, but it's too dark to make out whatever is glistening within.

[ES]

Intentas echar un vistazo dentro, pero está demasiado oscuro como para divisar lo que sea que brilla adentro.

[EN]

It probably wouldn't be hard to reach if you tried, but is that the best idea...?[END]

[ES]

Probablemente no sería difícil alcanzarlo si lo intentases, pero... ¿Crees que es una buena idea? [END]

[MSGH][00000001][0000002e]

EN1

[COLOR][0500]Reach towards it?

[COLOR][0000][END]

[ES]

[COLOR][0500]¿Alcanzarlo? [COLOR][0000][END]

• [MSGH][00000002][000001f6]

[EN]

As [HERO][0000] prepares to stick one hand into the hole, an eerie growl emanates from within it!

[ES]

Mientras [HERO][0000] se prepara para introducir una mano en el agujero, ¡un búho escalofriante surge de dentro!

[EN]

In an instant, a monster with slime-encrusted⁶⁰ hide jumps out before your eyes.

[ES]

⁵⁹ This grammatical structure does not exist in the TL, Spanish, but they can replaced with a participial clause. This is an example of **transposition**.

En un instante, un monstruo cubierto de cieno que estaba escondido salta delante de tus ojos.

[EN]

Having sensed danger, the monster attacks faster than you can draw your weapons![END]

[ES]

Habiendo percibido el peligro, ¡el monstruo ataca velozmente antes de que puedas sacar tus armas![END]

• [MSGH][00000003][00000288]

[EN]

You are about to approach the hole when [HERO][0000] suddenly stops you!

[ES]

Estás a punto de acercarte al agujero... ¡cuando [HERO][0000] te detiene repentinamente!

[EN]

You shift to [HERO][0000]'s vantage point and see that in fact, a monster was hiding inside!
[ES]

Te desplazas al punto de vista de [HERO][0000] y ves que, de hecho, jun monstruo se hallaba escondido!

[EN]

What you saw before was the monster's hide, glistening with viscous fluids!

[ES]

¡Lo que habías visto antes era el escondite de un monstruo de fluidos viscosos y relucientes!

[EN]

The beast that had hoped to catch you unawares rushes out in a blur! Draw your weapons and fight![END]

¡La bestia que pretendía pillarte de imprevisto⁶¹ se desvanece en una bruma! ¡Coge tus armas y lucha![END]

[MSGH][00000004][00000174]

ΓΕΝΊ

Anticipating danger and avoiding it preemptively is often a wise choice when in the Labyrinth.

[ES]

⁶⁰ See note 1

⁶¹ Since the narrator talks to us in second person, we cannot use a Spanish masculine form (pillarte desprevenido), because the player may be of either genre.

Anticipar el peligro y evitarlo de forma preventiva es la elección más sabia dentro del Laberinto.

• [MSGH][00000005][000001fa]

[EN]

As you walk the darkened forest, you come to a hall in the corner of the Labyrinth.

[ES]

Mientras caminas por el tenebroso bosque llegas a un pasadizo en la esquina del laberinto.

[EN]

The thin branch cover allows you to look up and see a sky thick with stars.

[ES]

La fina capa⁶² de ramas te permite mirar hacia arriba y contemplar un cielo repleto de estrellas.

ΓΕΝΊ

You are tempted to gaze at the starry heavens for a while, despite other pressing issues.[END]

Quedarte observando el cielo estrellado es tentador, a pesar de haber⁶³ otros asuntos más apremiantes.[END]

• [MSGH][00000006][0000003e]

[EN]

[COLOR][0500]Spend a while stargazing? [COLOR][0000][END]

[ES]

[COLOR][0500]¿Pasar un rato contemplando las estrellas?

[COLOR][0000][END]

• [MSGH][0000007][00000154]

[EN]

You decide to stop and enjoy the beauty of the night sky for a brief while...

[ES]

Decides parar un breve instante para disfrutar de la belleza del cielo nocturno...

[EN]

...The serenity of the heavenly view soaks into you. You find

⁶² This line was a particularly difficult one. After long hours of debating, we put ourselves in the adventurer's shoes and imagined the landscape. We then realised that the tree had very thin branches, which allowed the characters to see the sky.

⁶³ We decided to add 'de haber' because in the TL a verb is needed in that structure. It is another example of **transposition**.

its brilliance soothing...[END]

La serenidad del paisaje celestial te impregna y encuentras su brillo reconfortante...[END]

[MSGH][00000008][0000003e]

[EN]

[COLOR][0300]Everyone recovered 20 HP! [COLOR][0000][END]

[ES]

[COLOR][0300]¡Todos recuperan 20 PV⁶⁴! [COLOR][0000][END]

• [MSGH][00000009][00000142]

[EN]

It's hard to tear your eyes away from the stars, but the forest at night is not a safe place.

[ES]

Es difícil apartar tus ojos de las estrellas, pero el bosque durante la noche no es un lugar seguro.

[EN]

You cautiously run an eye over your surroundings before leaving.[END] [ES]

Examinas tus alrededores con precaución antes de marcharte. [END]

• [MSGH][0000000a][000005ee]

ΓΕΝ1

As you walk down the forest path, you find a guard standing in the corner of an expansive hall.

[ES

Mientras caminas por una senda del bosque, encuentras a un guarda⁶⁵ en la esquina de un extenso pasadizo.

[EN]

The guard nods in response to your hail and raises a hand to acknowledge you.

[ES]

El guardia asiente con la cabeza en respuesta a tu saludo y alza una mano en señal de reconocimiento⁶⁶.

⁶⁴ "HP" means "Health Points" or "Hit Points", so the accurate translation would be «PV; Puntos de Vida». This is a clear example of **through-translation**.

⁶⁵ The noun "guard" led us to the confusion of using «guardia» as "someone who protects someone or something". In Spanish, «guardia» refers to the whole unit of guards, whereas «guarda» is one.

⁶⁶ The verb 'acknowledge' does not have an equivalent word in Spanish so we have opted for a **descriptive equivalent.**

"Are you explorers investigating the forest? How goes it?'

[ES] «⁶⁷Saludos, exploradores. ¿Estáis investigando el bosque? ¿Cómo va?»

Despite his question, the guard continues speaking without waiting for your answer.

[ES]

Aun haciendo una pregunta, el guardia continúa hablando sin esperar a tu respuesta.

[EN]

"I've been gathering materials left by monsters for a certain investigation.

[ES]

«He estado recogiendo materiales que los monstruos dejan para una investigación especial.

"I've found a few... but there are still some I'm missing. [ES]

«He encontrado unos cuantos... pero todavía me faltan algunos.

[EN]

"I have a proposal for you, If you have any of what I'm looking for, can you spare some for me? [ES]

«Tengo una propuesta que haceros⁶⁸. Si tuviérais algo de lo que busco, ¿podrías darme lo que os sobre⁶⁹?

[EN]

"I'll make it worth your while with something I know you'll find useful in your journeys."

[ES]

«Haré que os merezca la pena con algo que os será útil en vuestro viaje».

[EN]

Upon saying so, the guard shifts his gaze to you to gauge your reaction.

[ES]

Tras decir esto, el guarda dirige su mirada hacia ti para medir tu reacción.

[EN]

You consider the offer carefully...[END] [ES]

Consideras la oferta con cuidado... [END]

[MSGH][0000000b][00000032]

[EN]

[COLOR][0500]Give him materials?[COLOR][0000][END] [COLOR][0500]; Darle los materiales?[COLOR][0000][END]

• [MSGH][0000000c][00000200]

[EN]

The guard nods happily and clarifies his request.

El guarda asiente contento y clarifica su petición.

"What I need now is... a [COLOR][0500]Sharp Tooth[COLOR][0000], a [COLOR][0500]Pungent Ivy[COLOR][0000], and a [COLOR][0500]Purple Scale[COLOR][0000]. Have any of that?" [ES] «Lo que necesito ahora es un [COLOR][0500]diente afilado[COLOR][0000]. una [COLOR][0500]hiedra de de acre[COLOR][0000], y una [COLOR][0500]escama púrpura[COLOR][0000]. ¿Tienes algo?»

[EN]

The guard's hand is already out, eager to receive... If you have anything, you can hand it to him.[END] [ES] La mano del guarda ya está afuera, impaciente por recibir... Si tienes algo, se lo entregas. [END]

[MSGH][0000000d][000000a2]

[EN]

[COLOR][0500]What will you hand over? [COLOR][0000]A Sharp Tooth

A Pungent Ivy A Purple Scale Nothing[END]

[COLOR][0500]¿Qué le vas a entregar? [COLOR][0000]Un diente afilado

Una hiedra de acre Una escama púrpura Nada[END]

• [MSGH][0000000e][0000016c]

⁶⁷ According to the Manual de español urgente and Libro de estilo El País, the latin « » quotation marks are recommended.

⁶⁸ The speaker is still referring to the party of adventurers.

⁶⁹ The verb 'spare' lacks of a similar verb in Spanish so we need a descriptive equivalent. We also have to deal with the text limitation issue and we have simplified our translation.

[EN]

You regret your lie before you speak it, as you know perfectly well you have no such thing.

[ES]

Te arrepientes de mentir antes de hablar, ya que sabes perfectamente que no tienes tal cosa.

[EN]

You consider the guard's requests again to see if there are any that you can fulfill...[END]
[ES]

De nuevo consideras la petición del guarda para ver si hay algo que puedas conseguir⁷⁰...[END]

• [MSGH][0000000f][000001c8]

[EN]

You hand the item over to the guard, who eagerly snatches it away and puts it into his pack.

[ES]

Le entregas el objeto al guardia, que lo agarra impacientemente y lo guarda en su mochila.

[EN]

"Thanks! That's one less piece of junk I'll have to find. I promised a reward, and here it is."

[ES]

«¡Gracias! Otro trasto menos que encontrar. Prometí una recompensa, y aquí está».

[EN]

The guard gives you a small bottle.[END] [ES]

El guarda te entrega una redoma.[END]

• [MSGH][00000010][000001bc]

[EN]

"Oh... Too bad. If you do find any of that stuff and you're willing to part with it, come see me."

[ES]

«Oh... ¡Qué lástima! Si encuentras algo de eso y quieres compartirlas conmigo, ven a verme».

[EN]

The guard falls silent and rests himself against a tree trunk.

[ES]

El guarda se queda callado y se dispone a descansar sobre un tronco.

[EN]

You part with the guard and return

We have chosen the verb 'conseguir' instead of the equivalent one 'cumplir' because in the TL, Spanish, it does not collocate with 'objects'. to your explorations.[END] [ES]

Te alejas del guarda y vuelves a tus investigaciones.[END]

• [MSGH][00000012][000000a0]

[EN]

[COLOR][0500]Give him anything else? [COLOR][0000]A Sharp Tooth

A Pungent Ivy A Purple Scale Nothing[END] [ES]

[COLOR][0500]¿Darle algo más? [COLOR][0000]Un diente afilado

Una hiedra de acre Una escama púrpura Nada[END]

• [MSGH][00000013][0000034a]

[EN]

You tell the guard that you have no more materials to give, and he nods and thanks you.

[ES]

Le dices al guarda que no tienes más materiales;⁷¹ él asiente y da las gracias.

[EN]

«It's not quite everything... But you've done more than enough! Thanks!"

[ES]

«No es todo lo que necesito... ¡Pero has hecho más que suficiente! ¡Gracias!»

[EN

The guard hefts his large bag over his back and shifts his posture.

[ES]

El guarda se sube su enorme mochila sobre la espalda y cambia de postura.

[EN]

"I'll keep looking. You're going back to investigating the forest, right? I'll be praying for you.

«Seguiré buscando. Regresáis a investigar el bosque, ¿no? Rezaré por vosotros».

[EN]

"If you do find anything and you remember me out here... Feel free to come back again."[END]

⁷¹ In Spanish, this sentence is separated from the previous one and a comma would not be allowed.

«Si encuentras algo y te acuerdas de mí... siéntete libre de volver».[END]

• [MSGH][00000014][000001fe]

[EN]

You suddenly recall the guard you met in the corner of this hall who was gathering materials...

[ES]

De repente recuerdas al guardia que conociste en la esquina de este pasadizo, él que estaba recogiendo materiales...

[EN]

You look around to find him in the same place as you remember him, adopting the same manner.

[ES]

Miras alrededor para encontrarlo en el mismo sitio, con el mismo ademán.

[EN]

"...Weren't you here before? Did you find any more materials?"[END] [ES]

"...¿No has estado aquí antes? ¿Has encontrado más materiales?"[END]

[MSGH][00000015][0000034e]

[EN]

As your boot sticks slightly in some mud, you take a second look at the path you tread.

[ES]

Cuando tu bota se queda atrancada en el lodo, decides pararte un segundo a mirar la senda sobre la que caminas.

[EN]

On closer inspections, there are certain areas here that are like a marshy wetland.

res1

Inspeccionándolo más de cerca, hay algunas zonas aquí que son como un humedal pantanoso.

[EN]

It doesn't seem too deep, but

the [COLOR][0500]mud[COLOR][0000] does put a noticeable

damper on your walking speed.

[ES]

No parece muy profundo, pero el[COLOR][0500]lodo[COLOR][0000] resulta un impedimento evidente para tu velocidad al caminar.

[EN]

You shudder to think how easily any monster chasing you through this muck would catch you.

Te estremeces al pensar que fácil les resultará a los monstruos que te persiguen, cazarte a través del fango.

[EN]

You make a note to be careful of the mud from this point on.[END]

Tomas nota para tener cuidado con el lodo de este punto en adelante. [END]

• [MSGH][00000016][000000a4]

[EN]

The treasure chest is locked. You doubt you'll be able to open it at the moment.[END]

El cofre del tesoro está cerrado. Dudas si vas a ser capaz de abrirlo en este momento.[END]

• [MSGH][00000019][000001f2]

[EN]

With your first steps into a new floor, your spirits are high as you advance through the forest. **[ES]**

Con tus primeros pasos en el nuevo subterráneo⁷², tu ánimo se eleva⁷³ mientras avanzas a través del bosque.

[EN]

However... a sudden, sharp voice calls to you from behind.

[ES]

Sin embargo... una repentina voz aguda te llama por detrás.

[EN1

"Hold, explorers! There is much you should know to survive these depths. Heed my advice."[END] [ES]

«¡Alto, exploradores! Hay mucho que deberíais saber para sobrevivir en las profundidades. Escuchad».[END]

• [MSGH][0000001a][00000278]

[EN]

You turn to find a young explorer before you.

[ES]

Te giras y encuentras a un joven explorador delante de ti.

[EN]

He is blond and has a stern look that hints at greater maturity

⁷² We do not use «piso» in Spanish when referring to underground floors.

⁷³ In this situation, we have tried to convey the idea of movement by using 'se eleva' instead of a static expression as in the SL 'are high' which literally means: it gets higher as he walks in. look later.

than his youth would suggest.

[ES]

Es rubio y con una mirada severa que indica una mayor madurez de la que su juventud podría sugerir.

[EN]

"Is this your first time on the second floor?" he asks, as if gauging your mettle.

"¿Es tu primera vez en el segundo piso?" te pregunta, midiendo tu valía.

[EN]

Though he is alone, his presence is somewhat fearsome. You wonder how best to respond...[END]

A pesar de que está solo, su presencia es de alguna manera aterradora. Te preguntas cuál sería la mejor respuesta...[END]

• [MSGH][0000001b][000000c4]

[EN]

[COLOR][0500]How will you answer? [COLOR][0000]"We're novice explorers."

"We're quite experienced."

"And who are you?"[END]

[ES]

[COLOR][0500]¿Cómo le vas a responder? [COLOR][0000] «Somos exploradores principiantes»⁷⁴.

- «Tenemos bastante experiencia».
- «¿Y tú quién eres?»[END]

• [MSGH][0000001c][00000394]

[EN]

On hearing your honest answer that you are novice explorers, the man smiles and continues.

[ES]

Al oir tu respuesta sincera de que sois *principiantes, el hombre sonríe y continúa.

[EN]

"Welcome, newcomers to Armoroad. By now you must have been to the Senatus, no?"

[ES]

«Bienvenidos, recién llegados a Armoroad.⁷⁵ Por ahora ya deberíais de haber visitado el Senado⁷⁶, ¿no?»

⁷⁴ The word "novice" «novato» in Spanish has actually a derogatory connotation in the context of videogames, so we have opted for a **synonym**.
⁷⁵ This is a clear example of **tranference** as we have decided to transfer the SL term into the TL.
⁷⁶ In contrast to the previous example of 'Armoroad', we decided that **naturalisation** was the best option In this case. 'Senatus' is a word of Latin origin and has a similar word in Spanish

[EN]

The man, who is clad in a red outfit of foreign design, speaks much more amicably than before.

[ES]

El hombre esta ataviado con un traje rojo de diseño extranjero y habla de una manera mucho más amigable que antes

[EN]

"My orders from the Senatus are to give useful advice to novice explorers in this Labyrinth."

[ES]

"Las ordenes del Senado son dar consejos útiles a los exploradores principiantes de este laberinto."

[EN]

The man stops for a moment and shifts his gaze toward the dense thicket of trees further in.[END] [ES]

El hombre se para un momento y dirige su mirada a la densa espesura de los árboles⁷⁷. [END]

• [MSGH][0000001d][0000017a]

[EN]

"Those who come here swaggering in triumph from the 1st floor... usually die at that beast's hand."

[ES]

"Aquellos que vienen alardeando de su triunfo en el primer piso...

normalmente mueren en manos de aquella bestia."

[EN]

You follow the man's gaze to a powerful monster, the likes of which you've never seen.[END]

Sigues la mirada del hombre hacia un poderoso monstruo, de un tamaño que jamás habías visto.[END]

• [MSGH][0000001e][000003aa]

[EN]

"If everyone was smart enough to back away from fights they clearly can't win, there'd be no issue. [ES]

"Si todo el mundo fuese lo suficientemente inteligente para huir de aquellas batallas que

that can be adapted to its morphology and pronunciation.

⁷⁷ It is already implied that we are in a forest and a translation of the exact text would need a wider expansion than expected as we will need to paraphrase the whole text. All in all, we have decided to omit 'further in'.

claramente no pueden ganar, no habría ningún problema.

[EN]

"But too many novice guilds perish from foolishly charging towards monsters beyond their abilities.

[ES]

"Pero muchos grupos de principiantes perecen por su insensatos cargando contra un monstruo que esta por encima de sus habilidades.

[EN]

"...I must caution you as well. Watch the enemy's movements before making your own."

[ES]

"...Debo advertiros a vosotros también. Vigilad los movimientos del enemigo antes de llevar a cabo los vuestros."

[EN]

The man gives a faintly sardonic smile and bow before walking deeper into the forest.

[ES]

El hombre muestra una leve sonrisa sarcástica y se inclina para despedirse⁷⁸ antes de caminar en lo profundo del bosque.

[EN]

"I look forward to meeting you again should our paths cross," he calls out as he walks away.[END]

"Espero que nuestros caminos se vuelven a cruzar,

Él te llama a gritos mientras se marcha.[END]

• [MSGH][0000001f][0000024c]

[EN]

You tell the man that you are experienced explorers, to which he gives a clearly mocking smile.

[ES]

Le dices al hombre que sois exploradores experimentados, a lo que él responde con una sonrisa burlona.

[EN]

"Ah, pardon me. I'm here to give advice to newcomers, advice which you... veterans... wouldn't need." [ES]

⁷⁸ This is an example of **compensation**. We tried to make clear that the reason why he bows is to say goodbye. We could add that we have opted for a functional equivalent as bowing to say goodbye is an uncommon practice in Spanish so it is needed to clarify why the character bows By using both procedures to deal with a single problem, this is an example of **couplet**.

"Ah, perdóneme. Estoy aquí para dar consejos a los recién llegados, consejos que vosotros... veteranos... no necesitarías."

[EN]

The man, who is clad in a red outfit of foreign design, shifts his gaze to the forest ahead.[END]

El hombre, ataviado en su traje rojo de sieño extranjero, dirige su mirada hacia el bosque en adelante.[END]

• [MSGH][00000020][00000176]

[EN]

"But who, save novices, would make such an error? Veterans like you should have no worries."

[ES]

"Pero ¿Quién, excepto los principiantes, cometería tal error? Los veteranos como vosotros no tenéis nada de lo que preocuparos."

[EN]

The mocking smile does not leave the man's face as he disappears from view into the forest.[END] [ES]

La sonrisa burlona continúa en su cara mientras desaparece de tu vista en el bosque.[END]

• [MSGH][00000021][00000220]

IEN

The man seems surprised and amused to have his question answered with another question.

[ES]

El hombre parece sorprendido y disfrutando de haber conseguido la respuesta a otra pregunta con otra pregunta.

[FN1

"Me? I'm not the one you should concern yourself with right now. The monster ahead is."

"¿Yo? Yo no soy del que deberías preocuparte en este momento. El monstruo esta ahí delante."

[EN]

The man, who is clad in a red outfit of foreign design, shifts his gaze to the forest ahead.[END] [ES]

El hombre, ataviado en su traje rojo, dirige su mirada hacia el bosque en adelante. [END]

• [MSGH][00000022][0000016c]

[EN]

As you walk through the forest, you find a girl walking in the hall up ahead, looking around.

[ES]

Mientras caminas a través del bosque, encuentras a una chica caminando por el pasadizo delante de ti, mirando a su alrededor.

[EN]

She seems to be searching for something... She notices your presence and rushes over.[END]

Parece estar buscando algo...Ella nota su presencia y se gira rápidamente.[END]

• [MSGH][00000023][000004dc]

[EN]

"Ummm, sorry to bother you! Could I speak with you for just a few moments?"

[ES]

"Emmm, ¡perdona por molestarte!¿Podría hablar con usted un momento?"

[EN]

The apparent astrologer's blonde hair sways as a torrent of words streams from her mouth.

[ES

El aparente cabello rubio de la astrologa se balancea a la que un torrente de la palabras sale de sus labios.

[EN]

"I'm Hypatia, an astrologer with the [COLOR][0500] Murotsumi[COLOR][0000] guild, and I'm in some real trouble...

res1

«Soy Hipatia⁷⁹, una astróloga del gremio [COLOR][0500]Murotsumi[COLOR][0000], y estoy en un verdadero problema...

[EN]

"[COLOR][0500]Agata[COLOR][0000], a young ninja in the guild, got carried away and went deep into the forest all by himself!"
[ES]

"[COLOR][0500]Agata[COLOR][0000], un joven ninja,

se entusiasmo demasiado y ¡se marchó a lo profundo del bosque él solo!"

[EN]

The girl massages her temples with her slender fingertips and sighs deeply.

[ES]

La chica se masajea las sienes con las delgadas yemas de sus dedos y suspira profundamente.

[EN]

"I can't find him, and I've looked everywhere... I was hoping maybe you happened to see him...

[ES]

"No consigo encontrarlo, y he mirado en todos sitios...Esperaba que quizás vosotros lo hubieseis visto

•••

[EN]

"He's an excitable little ball of energy. Have you seen any young ninja like that?"[END] [ES]

«Es una pequeña y nerviosa⁸⁰ bola de energía. ¿Has visto algún joven ninja así?»[END]

• [MSGH][00000024][0000003e]

[EN]

[COLOR][0500]Tell her you've seen him?[COLOR][0000][END]
[ES]

[COLOR][0500]¿Decirle que lo has visto?[COLOR][0000][END]

[MSGH][00000025][000000fc]

[EN]

You catch yourself, knowing such a lie would shame your entire guild.

[ES]

Te detienes, sabiendo que una mentira como esa avergonzaría a todo tu grupo.

[EN]

You must answer the astrologer's question truthfully![END]
[ES]

¡Debes contestar la pregunta de la astrologa honestamente![END]

• [MSGH][00000026][00000392]

[EN]

"I see. Where in the world could Agata have gone...?"

"Ya veo. ¿Dónde demonios puede haber ido...?"

[EN]

The girl's brow furrows, then raises as she addresses you again, her expression bright.

so Here we have an example of shift/transposition as the collocation of adjectives in the SL is different from that of the TL where we need to link the adjectives with comas and conjunctions. In this example, we have only two adjectives referring to the noun so a copulative conjunction is needed: «y» "and".

⁷⁹ The procedure of **naturalization** has been applied in this case as we have adapted the noun to the normal pronunciation and morphology of the TL.

[ES]

La chica arruga la frente, y la desarruga a dirigirse a ti de nuevo, su expresión es alegre.

[EN]

"Hey! If you don't mind, um, maybe you could do me a favor?

"¡Eh! Si no te importa, um, ¿Podrías hacerme un favor?

[EN]

"If you happen to see Agata while you're out here, could you tell me where you saw him!?"

[ES]

"Si por casualidad ves a Agata,¿Podrías decirme dónde lo has visto?"

[EN]

Hypatia's blonde hair again sways violently at the intensity of her request.

[ES]

El cabello rubio de Hipatia se balancea violentamente con/debido a la intensidad de la petición.

[EN]

You pause before answering, hesitant to add to your obligations in the Labyrinth.[END]

Te detienes antes de contestar, dudando si añadirlo a tus obligaciones en el Laberinto.[END]

• [MSGH][00000027][00000032]

[EN]

[COLOR][0500]Accept her request?[COLOR][0000][END] [ES]

[COLOR][0500]¿Aceptar su petición?[COLOR][0000][END]

• [MSGH][00000028][00000204]

[EN]

You graciously oblige the girl, who finally smiles and joyfully expresses her gratitude.

[ES]

Te condesciendes gentilmente de la chica, que finalmente sonríe y expresa alegremente su gratitud.

[EN]

"In that case, I'll head back to Armoroad. I'll be waiting at the inn. I'm counting on you...!" [ES]

"En ese caso, me dirigiré de vuelta a Armroad. Estaré esperando en la posada. ¡Cuento contigo...!"

[EN]

You see the girl off as she leaves before resuming your explorations.[END] **[EN]**

Ves a la chica marcharse antes de volver a explorar.[END]

[MSGH][00000029][000002a8]

[EN]

On hearing your response, the crestfallen girl's gaze drops to the forest floor.

[ES]

Al escuchar tu respuesta, la mirada alicaida de la chica se dirige hacia el suelo del bosque.

[EN]

"Well... If you do see Agata... Maybe you could reconsider and come tell me anyway...?"

"Bueno... Si ves a Agata... ¿Podrías reconsiderarlo y decírmelo de todas maneras...?"

[EN1

The girl thanks you nonetheless before muttering in defeat that she is headed to Armoroad's inn.

La chica te lo agradece de todas maneras antes de murmurar que se dirige a la posada de Armroad.

IEN

You see the girl off as she leaves before resuming your explorations.[END] [ES]

Ves a la chica marcharse antes de volver a explorar.[END]

• [MSGH][0000002a][0000016e]

[EN]

As you go forth, matching wits against dangerous monsters, you see a cloaked figure.

[ES]

Mientras avanzas, te desenvuelves con soltura contra monstruos peligrosos ,ves una figura oculta.

[EN]

Noticing you, the figure comes near. You can see it is female, and what's more, she is smiling.[END] [ES]

Percatándose de tu presencia, la figura se acerca . Puedes ver que es una mujer, y lo que es más, ves que esta sonriendo.[END]

• [MSGH][0000002b][00000362]

[EN]

"Hello. It is nice to meet you. You must be explorers from Armoroad."

"Hola.Un placer conoceros.

Debéis ser exploradores de Armroad."

[EN]

An incongruously cheerful voice comes from the girl, who ignores your bewilderment and continues.

[ES]

La chica posee una incongruente voz alegre⁸¹, que ignora tu desconcierto y continúa.

[EN]

"You needn't be frightened. My name is Olympia. I am active in helping explorers like you."

[ES]

«No os asustéis. Mi nombre es Olimpia⁸². Ayudo de forma active a exploradores como vosotros».

[EN]

The girl smiles again and hands you one of the backpacks she is holding.

[ES]

La chica sonríe de nuevo y te entrega una de las mochilas que sujeta.

[EN]

"This is a camping
[COLOR][0500]tent[COLOR][0000]. It is
practically a necessity here.
You may have it if you like."[END]
[ES]

«Esto es una [COLOR][0000]de campaña. Prácticamente aquí es una necesidad. Podéis quedárosla si queréis».[END]

• [MSGH][0000002c][00000334]

[EN]

"That way lies a

[COLOR][0500]campground[COLOR][0000]. It is a safe place to use your tent."

[ES]

«Ese camino lleva a un

[COLOR][0500]campamento[COLOR][0000]. Es un lugar seguro donde usar tu tienda».

[EN]

Olympia looks again at the tent in your hands.

[ES]

Olimpia mira de nuevo a la tienda entre tus manos.

• [MSGH][00000035][0000043e]

[EN]

As the girl seems to be a veteran of the Labyrinth, you ask her for suggestions on how to proceed.

[FS]

Ya que la chica parecer ser una veterana en el Laberinto, le pides sugerencias para saber como proceder

[EN]

The girl looks up and thinks to herself before answering slowly.

La chica mira hacia arriba y reflexiona antes de contestar.

[EN]

"Hmmm... listen carefully. Some paths in this forest exist where you'd least expect them to.

[ES]

"Hmmm...escucha con cuidado. Algunas sendas de este bosque están donde menos te las esperas

[EN]

"Even when you think you've come up against a wall or dead end, search carefully.

[ES]

"Incluso cuando crees que has llegado a un pared o callejón sin salida, investiga detenidamente el lugar.

ΓΕΝ1

"If you can find these hidden passages, travelling from town and back will be much easier." [ES]

"Si puedes encontrar esos pasajes secretos, viajas a una ciudad y volver será mucho más fácil."

[EN]

The girl looks at you and smiles once again.

[ES]

La chica te mira y sonríe.

[FN]

It looks as though she expects you to ask another question.[END]
[ES]

Parece que espera a que le preguntes alguna otra cosa.[END]

• [MSGH][00000036][000001e2]

[EN]

You determine that you have nothing to ask her right now and tell her so.
[ES]

⁸¹ Paraphrasing was needed in this situation, we have tried to be faithful to the literary form of the SL text and for that we needed to change the order of the words so that it did not sound unnatural, simplistic or even unaesthetic as it would have been "una voz incongruente y alegre voz sale de la boca de la chica".

⁸² This is an example of **naturalization** as we have adapted the name to the normal pronunciation and morphology of the TL.

Determinas que no tienes nada más que preguntarle ahora mismo y se lo dices.

"I see. I'll be here for a while longer, then.

[ES]

«Ya veo. Estaré de vuelta por aquí un rato largo, entonces...83

"If you have any other questions, you can find me here."

[ES]

"Si tienes alguna pregunta, Puedes encontrarme aquí."

[EN]

You say your farewells to Olympia and resume your journey.[END]

Te despides de Olimpia y vuelves a tus asuntos.[END]

• [MSGH][0000037][00000234]

[EN]

As you walk down the tree-lined, narrow path, you spot mushrooms in an out-of-the-way corner.

[ES]

Mientras caminas por la estrecha senda marcada por los árboles, visualizas unas setas en una esquina.84

[EN]

The brown mushrooms growing near the roots on both sides of the path smell and look delicious.

[ES]

Las setas marrones crecen cerca de las raíces a ambos lados de la senda y tienen una pinta apetitosa.

[EN]

The sight of the mushrooms makes your mouth water... You consider picking them for later.[END]

El aspecto de las setas te hace la boca agua... Consideras cogerlas para después.[END]

• [MSGH][00000038][0000017e]

[EN]

You reach for one of the mushrooms and inspect it carefully, but you can detect no danger.

83 The use of suspension points helps to link with next dialogue as it does not make sense alone itself. What Olympia is saying is that she is going to stay there so if you have any questions later you can come back and ask.

84 The text-limitation issue forces us to make a shorter version.

[ES]

Coges una de las setas y la inspeccionas minuciosamente, pero no detectas ningún peligro.

[EN]

The mushroom smells so luscious... If you're convinced there is no danger, you can try eating it.[END] [ES]

La seta huele tan sabrosa... Si estas convencido/a de que no hay peligro, puedes *intentar probarla.[END]

• [MSGH][00000039][0000002e]

[EN]

[COLOR][0500]Eat the mushroom?[COLOR][0000][END] [COLOR][0500]¿Comer la seta?[COLOR][0000][END]

Missy.txt

[HEAD][0000730c][0000002b]

• [MSGH][0000000][00000144]

Welcome.
Ah! Oh... Um, you're...
Bienvenidos.
¡Ah, eh...! Si sois...

(EN)

GUILD]! I know it!
I remember it clearly!
¡Ya, los de [GUILD]!
¡Lo recuerdo bien!

I do know my customers here
at the Butterfly Bistro! Have
a drink, and have fun![END]
¡Claro que debo conocer a todos
los que vienen al Bistró mariposa!
¡Pasad, echad unas risas y bebed![END]

• [MSGH][00000001][00000236]

How are things going? I'll always be sharing the latest unformation with you. ¿Qué tal todo? Os daré pistas e informasión⁸⁵ útil

Wait.
I mean, "information."
Uy, disculpa mi acento.⁸⁶
Quería decir «información».

para vosotros.

Hey, listen. If you go above and beyond on requests, some clients will give you a bonus.

Escuchadme, chicos. Si cumplís las tareas que piden los clientes, os darán una paguilla.

Be thinking about what the client really wants instead of what is being asked for![END] Grabad en vuestra cocorota lo que el cliente os solicita, no me seáis melones!⁸⁷[END]

The Deep City is supposed to be a well-kept secret, yes?
Se supone que Inmersópolis⁸⁸ es un secreto bien guardado, ¿sí?

I will celebrate as secretly as I can... Lo celebraré de la forma más secreta posible...

Wow! Way to go, [GUILD], for doing that perfectly normal thing that you did![END] ¡Muy bien, [GUILD], por hacer esa cosa tan perfectamente normal que habéis hecho!⁸⁹[END]

• [MSGH][00000009][000001be]

I am welcoming you! Are you in the moodings for something to eat or drink today?
¡Bienveniditos todos!
¿Os apetese⁹⁰ hoy algo de comer o beber?

⁸⁵ Missy shows her accent by using an incorrect form of the word "information". We have decided to give her an alternate Spanish accent in our translation.

⁸⁶ Since she has made a mistake, the Spanish translation adds a sorry line.

⁸⁷ Missy does not use the correct tenses and we have decided to use a more informal expression for what she is trying to say.

⁸⁸ We have decided to go for a more creative translation. This time, the term Deep City (ciudad profunda/de la profundidad/sumergida) would not be very eye-popping for the Spanish reader and thus we coined **Inmersópolis** (from Latin *immersio* 'immersion' + Greek *polis* 'city').
⁸⁹ Missy pretends to be congratulating the guild for doing something of little interest, but she is really hiding what she knows. This is conveyed in our translation.

⁹⁰ Once again, Missy uses strange phrases with incorrect use of grammar – which we have translated with a very closed accent.

Say, have you been checking the message board regularly?
Decidme, ¿habéis mirado el tablón de anuncios últimamente?

The [GUILD] guild is starting to be famous! The Butterfly Bistro is proud to serve you![END] ¡EI gremio [GUILD] se está haciendo famoso! ¡EI Bistró mariposa se enorgullece de serviros![END]

• [MSGH][0000000a][000001d0]

Welcome!
Ah, it's you guys!
¡Bienvenidos!
Ah, ¡sois vosotros, chicos!

Oh, it's my necklace, right?

Chy it's my necklace, right?

Compared to the co

My daddy bought this for me. He was such a kind man.

Me lo regaló mi papi. Era un hombre muy generoso.

When you all have children, buy your daughters necklaces! I'm sure it'll make them happy![END] Si algún día tenéis churumbeles⁹³, ¡comprad colgantes a vuestras hijas! ¡Seguro que las hacéis felices! [END]

⁹¹ According to the *Diccionario panhispánico de dudas*, ellipses in Spanish need a space before the following word.

⁹² The following situation takes place as an excuse of talking about her large breasts. Missy, being unaware of what the guild members are looking well and truly, thinks that they are staring at her necklace.

⁹³ Following up Missy's accent and variation, we translated "children" as «churumbeles» (nonspecified gender).

• [MSGH][0000000b][000001f2]

You have reached B12F, yes? You're going so fast! The end of the lava caves is coming up. Habéis llegado al -12, ¿verdad? ¡Qué rápido vais! El final de las cuevas de lava está cerca.

You might be getting stronger, but you're in a very dangerous time of your exploring career! Puede que os estéis haciendo fuertes, ¡pero estáis en un momento peligroso de vuestra exploración!

Don't you get overconfident, now! If you die, I'll be all sad.[END]

¡No os paséis de optimistas! Si morís, me pondré muy triste.[END]

• [MSGH][0000000c][0000028a]

Yoohoo! Welcome!
I'm glad to see you here!
C'mon, take a seat!
¡Yuuujuuu!⁹⁴ ¡Bienvenidos!
¡Me alegro de veros!
¡Vamos, tomad asiento!

You did it! I am not knowing the details, but I heard that you killed a huge monster! ¡Lo habéis conseguido! Según dicen, ¡habéis matado un monstruo cacho⁹⁵ grande!

To think you were once such novices, and now you are doing all this amazing stuff!
¡Y pensar que una vez fuisteis unos novatos! ¡Ahora hacéis cosas increíbles!

You are going to reach the ruins at the bottom of the sea, yes? I wonder what it's like.[END] Vais a llegar a las ruinas del fondo submarino, ¿sí? Me pregunto cómo serán... [END]

• [MSGH][000000d][0000023c]

Oooh, what is WITH those guys?
They make me so mad! ...Hm?
Ah, it's you!
¡Buf! ¿Pero QUÉ les pasa?
¡Me vuelven loca! ¿Mm?
Ah, sois vosotros.

Urgh... More and more guilds are forgetting the deadlines to the requests they take.

Uf... Cada vez más y más gremios no cumplen los plazos de los encargos.

Everyone's focused on just exploring the forest now.
Bunch of slackers...
Ahora todos se centran en explorar el bosque.
¡Panda de vagos!

Ugh! I wish all the explorers were more like you![END] ¡Ugh! ¡Ojalá todos fueran como vosotros![END]

• [MSGH][0000000e][000002e4]

Sigh..... Hm? Oh, it's you. Here, sit down.

Signature of the signature of

One of the guilds that operated out my bar... They... They won't be coming anymore.

Uno de los gremios que frecuentaba

⁹⁴ The Spanish interjection for brimming happiness is frequently written as «yuju».
⁹⁵ Once again, her wrong use of tenses and grammar allows us to elaborate freer translations. In this case, the word «cacho» meaning "very" has been used as a token of her lively, informal accent.

⁹⁶ Since the translation of "slacker" is closely related to "vago", "panda de" would be a perfect match.

⁹⁷ In English, "sigh" could be used as a verb or an interjection. We have decided to use an onomatopoeic interjection.

mi bar... no... no va a volver jamás.

I'm the owner of this place.
I can't be getting sentimental about stuff like this.
Soy la propietaria y no puedo ponerme sentimentaloide por estas cosas.

But it still hurts to know that I'll never get to see their faces again...

Pero duele saber que no volveré a verles la cara nunca más...

...Okay, I have officially killed the mood in here.
Everybody start drinking![END]
(...) Bueno, ya he deprimido al personal el jero el mundo a beber![END]

• [MSGH][0000000f][000001f8]

It would appear that things are getting extremely serious in the undersea shrine.

Parece que el ambiente se está caldeando⁹⁹ en el santuario submarino.

Of course, you know what that means... A huge fight's coming up in the near future!
Y claro, ya sabéis lo que significa... ¡Un gran combate se acerca próximamente!

At least, that is how things usually go in this world...
You'd better be prepared.[END]
Al menos, así es como funcionan las cosas en este mundo...
Deberíais ir preparados.[END]

• [MSGH][00000010][000002ca]

Ah! You guys!
Hey, do you know this?
¡Ah, sois vosotros, chicos!
Eh, ¿habéis visto esto?

There's this thing called an abacus used for back massages! You roll it on your back, and... Esta cosa se llama ábaco, jy se usa para dar masajes en la espalda! Te lo pones, y... 100

⁹⁸ "to kill the mood" is an expression meaning «quitar las ganas de», but since Missy is talking about the death of several adventurers, «deprimir» would be a better alternative.

⁹⁹ A better alternative to "se están poniendo muy serias" has been placed.
100 Due to space constraints, we have been forced to simplify its contents.

Ahhhhhhhhh, that's nice.
It really relaxes my muscles from a hard day of work.

Aaaah, qué bien... Relaja mucho mis músculos después de un duro día de trabajo.

The girl at Napier's Firm sold it to me! Isn't it so cool?

Me lo ha vendido la chica de los talleres de Napier. ¿A que mola?

She said this would be a big seller, so if you want one, you'd better get it quick![END]
Me dijo que se vende mucho, así que si queréis uno, jid rápido a por uno![END]

[MSGH][00000011][00000234]

Awh, this is so cute...
It just makes me so happy.
Oooh, qué bonita es...
Me hace muy feliz.

Oh, hey! I did not even notice you! Sit down here! ¡Oh, hola! ¡No os había visto! ¡Coged sitio!

See this flower? The boy from the inn brought it here a while ago. I can't stop looking at it!
¿Veis esta flor? El chico del albergue 101 me la trajo hace un rato. ¡No puedo dejar de mirarla!

Go ahead and gaze at it all you want. I won't even charge you for the privilege.[END]

Adelante, contempladla todo lo que queráis. No os cobraré por tal privilegio.[END]

• [MSGH][00000012][00000328]

Your adventures are going to come to an end soon...

Vuestras aventuras pronto van a terminar...

Through the Abyssal Shrine and the lava caverns... Oh, and the Labyrinth! You beat up a catfish!

 101 "the boy from the inn" refers to Aman – the innkeeper in town. We translated his name as $^{\mbox{\tiny «}}\mbox{Amán}$ ».

Cruzasteis el Eremitorio abismal, Las cuevas de lava... ¡Oh, y el Laberinto! ¡Vencisteis a un pez gato!

Look back on your life and see the road you took to get where you are today!
¡Recordad vuestra vida y observad el camino que habéis tomado hasta llegar a hoy!

Yesterday's road leads to today, and today's continues on to tomorrow. ...What's with me?
El camino del ayer lleva a hoy, y el de hoy continúa en el mañana... ¿Y yo qué?

Don't you worry your pretty little heads about that!

Just be ready for the future![END]
¡Ahora que no se preocupen vuestras lindas cabecitas!
¡Preparaos para el futuro![END]

[MSGH][00000013][000002aa]

Oh, you guys! I am so glad you made it back safely! So, so glad!
¡Oh, chicos! ¡Me alegro tantísimo de que hayáis vuelto a salvo!

I don't really know what you're facing in your explorings right now...

No sé realmente a qué os enfrentáis en vuestras exploraciones...

...But the looks on your faces say that it is truly fierce.
You look like true adventurers!
Pero... por vuestras caras deduzco que es atroz.
¡Parecéis aventureros de verdad!

If you ever feel lonely, or need a drink, or a side job, or just a friend, come on in!
Si alguna vez os sentís solos, queréis una ronda o un trabajillo, o necesitáis a una amiga...

I'll always be here![END] ¡Siempre estaré aquí![END]

• [MSGH][00000014][00000318]

Ah, you guys! Welcomes!

[พรษา][บบบบบบ14][บบบบบราช]

Waaaaait a second...

¡Sois vosotros, chicos! ¡Hola! Esperad un segundito...

Why are you guys still here in Armoroad? I thought you left for a new journey...?

¿Pero qué hacéis en Armoroad? ¡Creía que os habíais ido de aventuras por ahí!

...You must be evildoers masquerading as members of [GUILD]! Have at you!

¡Seguro que sois malechores disfrazados de los miembros de [GUILD]! ¡Desenvainad!¹⁰²

[EN]

...I'm kidding. Don't give me that look.

¡Estoy de broma! No me miréis así.

If you came back, that must mean that you still have stuff to do, right?

Si habéis vuelto, es porque aún tenéis asuntos pendientes, ¿verdad?

Well, I'm always happy to be helping you, so you're always welcome here.[END]

Bueno, siempre me alegra seros de ayuda, así que siempre seréis bienvenidos.[END]

• [MSGH][00000015][00000270]

How is the new Labyrinth treating you, everybody? ¿Qué tal os lleváis con el nuevo laberinto 103, chicos?

You might be the strongest in Armoroad now, but you can't let your guard slip down there!

102 The expression "have at you" could lead to many different possibilities. Up to this point, the party's now the most powerful in town and should have excellent equipment. With that said, Missy's joke is to challenge them in a duel, and hence our translation "desenvainad (vuestras espadas)"

¹⁰³ The word "treat" «tratar» here portrays a metaphor which we have translated as «llevarse con».

Aunque seáis los más fuertes de Armoroad, ¡no podéis bajar la guardia!

Please talk to all the other people here. They've been watching over you all this time.

Hablad con la gente de por aquí. Han estado observándoos desde el principio.

[ES]

Hey! That includes me, too!
Haven't I been watching over
you the most!?[END]
¡Eh! ¡Y eso me incluye a mí!
¿Es que no os he estado

cuidando como la que más?[END]

• [MSGH][00000016][000001da]

I am so glad you came, you guys! I've been waiting for you to show up! ¡Chicos! ¡Me alegro de que

¡Chicos! ¡Me alegro de que hayáis venido! ¡Os estaba esperando!

Where are you all headed off to? And what's waiting for you when you get there?
¿Hacia dónde os dirigís? ¿Y qué vais a hacer cuando lleguéis allí?

...Well, I guess you'll find out when you make it there, right? Good lucks to you![END] Bueno... supongo que ya lo descubriréis cuando estéis allí, ¿no? ¡Mucha suerte! [END]

• [MSGH][00000017][0000052a]

Welcomings! Are you coming here today for requests, or for my charming company? ¡Buenas! ¿Venís a por un encargo o a disfrutar de mi encantadora compañía?

l've got one in today! It's another request from that monster researcher...

¡Pues tengo una misión nueva! Es otro encargo de aquel investigador de monstruos...

...Oh, you aren't here for a request? W-Well, I've got a new item on the menu...

Ah, ¿no habéis venido por eso? Bueno... pues tengo una novedad en el menú...

[EN]

...If you make it to the end of the Labyrinth, you'll leave Armoroad for more adventures...

Si llegáis al final del laberinto, os iréis de Armoroad en búsqueda de nuevas aventuras... Thinking about that makes my heart cry inside... Hey! How can you let that happen!?

Se me deprime el corazón de tan solo pensarlo... ¡Eh!
¿Cómo lo habéis permitido?

Oh, I got it! You guys should just live here in Armoroad! That'd be schway, right? Right? ¡Ah, ya sé! ¡Deberíais quedaros a vivir en Armoroad! Molaría un montón, ¿a que sí?¹04 ¿Eh?

...Aw, boo. What kind of person would I be to keep adventurers from having adventures?

Oooh, ¿pero quién soy yo para que los aventureros no vayan en busca de aventuras?

...Just go about your business like normal, all right?[END]
Seguid con vuestras cosas tal y como antes, ¿vale?[END]

• [MSGH][00000018][000004ba]

There you are! I have an urgent request just for you! ¡Aquí estáis por fin! ¡Tengo un encargo urgente para vosotros!

The client is this really cute and awesome girl who runs a bar in Armoroad!
¡La clienta es una chica guapísima e increíble que regenta un bar en Armoroad!

listen to the details.
Es un encargo fácil, ¿sí?
Escuchad los detalles

When you leave Armoroad for more adventures, she wants you to send letters to her!
¡Quiere que le enviéis cartas cuando os vayáis de Armoroad en búsqueda de aventuras!

...But she wants to keep her identity a secret, so just send your letters here to me.
Aunque quiere ocultar su verdadera identidad, así que dadme las cartas a mí.

You'll get your reward when you come visit here again!
...Okay? You'll do it?
¡Os daré vuestra recompensa cuando vengáis de visita!
¿Vale? ¿Lo haréis?

Well, you don't have to give me an answer now. Just write the letters when you can.

Bueno, no tenéis que responder ahora. Escribidlas cuando podáis.

I want you to remember this request, though! Remember! Send me letters! ...For her![END] Pero no quiero que se os olvide, ¿vale? ¡Recordad! Mandadme cartas... ¡para ella! [END]

¹⁰⁴ Taking into account Missy's accent, we presumme that "schway", is a corrupted word indicating joy or happiness, which we have translated informally as «molar un montón».