

1. Select the language you want to translate.

NightofFullMoon Update README.md			Latest commit 95f7b8d just now
English	Add 3 English Files		2 hours ago
.gitattributes	Initial commit		2 hours ago
LICENSE	Initial commit		2 hours ago
README.md	Update README.md		just now

2. Select the text kind you want to translate

NightofFullMoon Add 3 English Files			Latest commit 9718471 2 hours ago
..			
FM_Buffs_En.csv	Add 3 English Files		2 hours ago
FM_CardKeyWords_En.csv	Add 3 English Files		2 hours ago
FM_Cards_En.csv	Add 3 English Files		2 hours ago

3. Select "Edit"

NightofFullMoon Add 3 English Files			9718471 2 hours ago
1 contributor			
38 lines (37 sloc) 3.17 KB			
Raw Blame History			
Q Search this file...			
1	Id	ÓcĭÄ	
2	Id	en	
3	cardSpecialDesc_1001	<color=#ffffff>PoisonedE</color>Take damage at start of turn,then amount-1.	

4. Hold "CTRL" then press "F" to find the text you want to modify.
("freeze" in the example)

Translation / English / FM_CardKeyWords_En.		or cancel
Edit file		Preview changes
Spaces 2 No wrap		
Search: freeze (Use /e/ syntax for regexp search)		
2 Id,en		
3 cardSpecialDesc_1001,"<color=#ffffff>PoisonedE</color>Take damage at start of turn,then amount-1."		
4 cardSpecialDesc_1002,<color=#ffffff>Armor: </color>Withstand damage.		
5 cardSpecialDesc_1003,<color=#ffffff>Burn: </color>Take fire damage when using card, then amount-2"		
6 cardSpecialDesc_1004,<color=#ffffff>Frailty: </color>Take additional damage this turn.		
7 cardSpecialDesc_1005,"<color=#ffffff>Chilled: </color>Deal less damage to the enemy,then amount-2."		
8 cardSpecialDesc_1006,"<color=#ffffff>Weakness: </color>The physical damage you deal decreases by 50%,last for 1 turn."		
9 cardSpecialDesc_1007,"<color=#ffffff>Double Effect: </color>When used, takes effects 1 more time."		
10 cardSpecialDesc_1008,1		
11 cardSpecialDesc_1009,"<color=#ffffff>Side effect:</color>Includes Burn,Chilled,Stuck,Poison"		
12 cardSpecialDesc_1010,<color=#ffffff>TemporaryE</color>Will disappear after use.Won't be shuffled to deck.		
13 cardSpecialDesc_1011,1		
14 cardSpecialDesc_1012,1		
15 cardSpecialDesc_1013,1		
16 cardSpecialDesc_1014,1		
17 cardSpecialDesc_1015,"<color=#ffffff>Stuck:</color>Have chance of losing effect when using card,then amount-2."		
18 cardSpecialDesc_1016,"<color=#ffffff>Freeze:</color>1-cost action card:Exile,draw a card."		
19 cardSpecialDesc_1017,"<color=#ffffff>Drained:</color>2-mana-cost card:Exile,draw a card,enemy gain 2 mana."		
20 cardSpecialDesc_1018,<color=#ffffff>Potent:</color>Your Potions are more effectable.		
21 cardSpecialDesc_1019,<color=#ffffff>Exile:</color>When a card is Exiled,it can never be drawn in this combat anymore."		
22 cardSpecialDesc_1020,<color=#ffffff>Prank:</color>Prank is a blank card that can not be played.		
23 cardSpecialDesc_1021,<color=#ffffff>Tux:</color>Potions with same name but different grades are regarded as same type.		


5. Then press “Enter” button to jump to the text.

```
12 cardSpecialDesc_1010,<color=#ffffff>Temporary!</color>Will disappear after use.Won't be shuffled to deck.
13 cardSpecialDesc_1011,1
14 cardSpecialDesc_1012,1
15 cardSpecialDesc_1013,1
16 cardSpecialDesc_1014,1
17 cardSpecialDesc_1015,<color=#ffffff>Stuck:</color>Have chance of losing effect when using card,then amount-2."
18 cardSpecialDesc_1016,<color=#ffffff>Freeze:</color>1-cost action card:Exile,draw a card."
19 cardSpecialDesc_1017,<color=#ffffff>Drained:</color>2-mana-cost card:Exile,draw a card,enemy gain 2 mana."
20 cardSpecialDesc_1018,<color=#ffffff>Potent:</color>Your Potions are more effectable.
21 cardSpecialDesc_1019,<color=#ffffff>Exile:</color>When a card is Exiled,it can never be drawn in this combat anymore."
22 cardSpecialDesc_1020,<color=#ffffff>Prank:</color>Prank is a blank card that can not be played.
23 cardSpecialDesc_1021,<color=#ffffff>Type:</color>Potions with same name but different grades are regarded as same type.
24 cardSpecialDesc_1022,<color=#ffffff>Lightning Link:</color>1-mana-cost card:deal 1 lightning damage,draw 2 1-mana-cost card "
```

6. Then you can modify the text to anything you want. We will check it manually then merge it to official game.

```
13 cardSpecialDesc_1011,1
14 cardSpecialDesc_1012,1
15 cardSpecialDesc_1013,1
16 cardSpecialDesc_1014,1
17 cardSpecialDesc_1015,<color=#ffffff>Stuck:</color>Have chance of losing effect when using card,then amount-2."
18 cardSpecialDesc_1016,<color=#ffffff>Freeze:</color> This is modified text."
19 cardSpecialDesc_1017,<color=#ffffff>Drained:</color>2-mana-cost card:Exile,draw a card,enemy gain 2 mana."
20 cardSpecialDesc_1018,<color=#ffffff>Potent:</color>Your Potions are more effectable.
21 cardSpecialDesc_1019,<color=#ffffff>Exile:</color>When a card is Exiled,it can never be drawn in this combat anymore."
22 cardSpecialDesc_1020,<color=#ffffff>Prank:</color>Prank is a blank card that can not be played.
23 cardSpecialDesc_1021,<color=#ffffff>Type:</color>Potions with same name but different grades are regarded as same type.
24 cardSpecialDesc_1022,<color=#ffffff>Lightning Link:</color>1-mana-cost card:deal 1 lightning damage,draw 2 1-mana-cost card "
```

7. Finally fill in the reason you modify it. (Optional) Then click commit.



Commit changes

Update FM_CardKeyWords_Er

Add an optional extended description...

☒ Commit directly to the `master` branch.

☐ Create a new branch for this commit and start a pull request. [Learn more about pull requests.](#)

Commit changes

Cancel