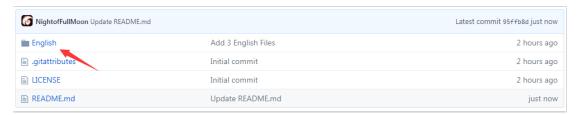
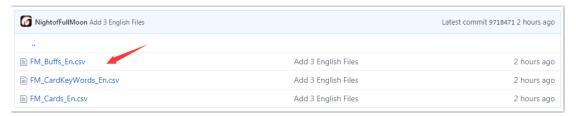
1. Select the language you want to translate.



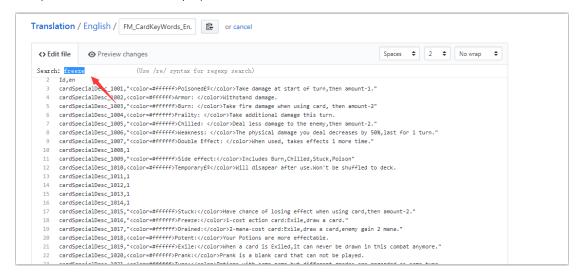
2. Select the text kind you want to translate



3. Select "Edit"



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



5. Then press "Enter" button to jump to the text.

```
12 cardSpecialDesc_1018, <color=#fffff}>TemporaryE0</color>Will disapear after use.Won't be shuffled to deck.
13 cardSpecialDesc_1012,1
14 cardSpecialDesc_1012,1
15 cardSpecialDesc_1013,1
16 cardSpecialDesc_1014,1
17 cardSpecialDesc_1015,"<color=#ffffff>Stuck:
18 cardSpecialDesc_1015,"<color=#ffffff>Stuck:
19 cardSpecialDesc_1016,"<color=#fffff>Pereze:
10 cardSpecialDesc_1017,"ccolor=#fffff>Drained:
10 cardSpecialDesc_1017,"ccolor=#fffff>Drained:
10 cardSpecialDesc_1018,
11 cardSpecialDesc_1018,
12 cardSpecialDesc_1018,
12 cardSpecialDesc_1018,
12 cardSpecialDesc_1020,
12 cardSpecialDesc_1020,
12 cardSpecialDesc_1020,
12 cardSpecialDesc_1020,
12 cardSpecialDesc_1020,
12 cardSpecialDesc_1021,
12 cardSpecialDesc_1022,
```

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, "ccolor=#ffffff>Stuck:</color>Have chance of losing effect when using card,then amount-2."
18 cardSpecialDesc_1016, "ccolor=#ffffff>Freeze:</color> This is modified text."
19 cardSpecialDesc_1017, "ccolor=#ffffff>Prained:</color>2-mana-cost card:Exile_draw a card_enemy gain 2 mana."
20 cardSpecialDesc_1018, "ccolor=#ffffff>Protent:</color>Your Potions are more effectable.
21 cardSpecialDesc_1019, "ccolor=#ffffff>Exile:</color>Hen a card is Exiled, it can never be drawn in this combat anymore."
22 cardSpecialDesc_1023, <color=#fffff>Prank:</color>Prank is a blank card that can not be played.
23 cardSpecialDesc_1021, <color=#ffffff>Prank:</color>Potions with same name but different grades are regarded as same type.
24 cardSpecialDesc_1021, <color=#fffff>Prank:</color>Potions with same name but different grades are regarded as same type.
24 cardSpecialDesc_1021, <color=#ffffff>Prank:</color>Potions with same name but different grades are regarded as same type.
```

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

