***Documentation for the Baka to Test to Shoukanjuu Translation Project Revival:***

**About:** This is a translation project to translate Baka to Test Portable which is a Japanese PSP game based on the Baka To Test To Shoukanjuu series which had manga, anime and light novel written by Kenji Inoue. The project was once started by FShadow who gathered members and began working on the project with the members he gathered. But he disappeared at around 2018. On 2023, bladerain also goes by Ascrein made a discord server and restarted the project and attempted to gather members to help finish the project FShadow and his group started.

**Members of FShadow's Group who worked on the project:**

FShadow – Project Leader, Small Translations, Graphics Editing, Script Localizer

DashingBob – Script Localizer

Scragged – Script Localizer

Zander1995 – Script Localizer

AdanK85 – Translator

NiM1233 – Translator

Tamekichi – Translator

CompCom – Creator of Baka to Test Script/Image Tools, hacking

**Members of the 2nd group to attempt translating the project:**

Ascrein-Recruiter, made the discord server and began attempts to extract text and data as well as gather members via Reddit and GBATemp Forum.

Pnvd-provided plenty of advice, created the github and helped with designing the discord server.

Gil

FistingUranus

Ethanol-Helped on font and allow extra spaces for the names

KingClover-Former member of the 1st group as a localizer for the project. Had access to the first revised and localized translated script of the game and offered it to the group.

Bunkai

FlowerNadia-Artist and the one who worked on the English Patch. Also worked on translating the images and putting them into the game.

* The font used was Rodin with wanpaku Kana set(<https://en.fontworks.co.jp/fontsearch/rodinwanpakupro-db/?word=続きから%20-%20最初から%20-%20フリープレイ%20-%20オプション%20-%20おまけ%20-%20インストール>)
* The game engine was the same as the one from Nichijou : Uchuujin. We thank the group who translated Nichijou for their help and advice for us during our project.