LocJAM2 - translation pack

The game

Grandpa by Omar Enezi, Abdullah Hamed e Basma Mariki.

"Emi enjoyed caring for Grandpa and his old mansion. The two were inseparable, and with Grandpa around, Emi was never lonely."

Familiarize with the game mechanics and themes.

Translation

Recommended workflow for an efficient translation

The level of explanation provided is aligned to the usual expectations of the industry but, if you need further assistance, leave a message on the IGDA LocSIG's group on Facebook or on our official chat.

»

Submission

Requirements for a successful application

Read this carefully and upload your translate.txt file on the locjam.org website before the 1st of March 2015 at midnight (Greenwich Mean Time).
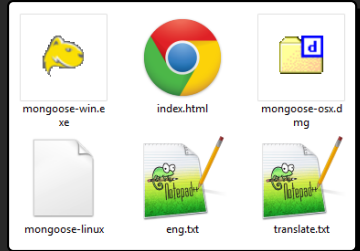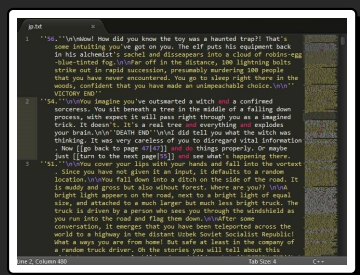
»

Step by step

Deactivate your antivirus before starting to translate.

The tool used to visualize translations (Mangoose, explained below) can cause a false alarm on certain antivirus.

You are reading readme.pdf. Ensure that all the other files have been extracted correctly: mongoose-linux, mongoose-osx.dmg, mongoose-win.exe, index.html, eng.txt, translate.txt


Open the translate.txt file with a text editor compatible with unicode.

Windows notepad is fine but, for ease of reading, we recommend to install the free Sublime Text editor and set View>Syntax>Regular Expression to clearly differentiate translatable text and control codes
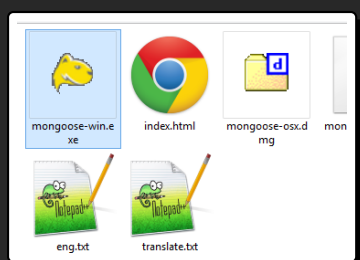
**Launch Mangoose using the right executable for your system**: mongoose-win.exe, mongoose-osx.dmg or mongoose-linux.

Disable any antivirus, firewall or web server running on your computer as they may interfere with the game (and Mangoose in particular).
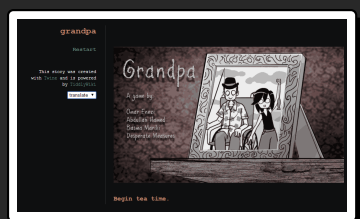
Your browser should now open automatically to show the game.

Start the game from this Mangoose-powered browser window only. If you open the index.html from your file explorer translations will not be loaded.
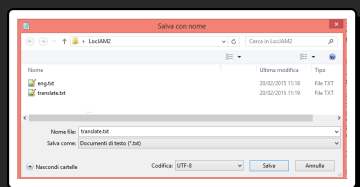
If accented letters and other special characters appear corrupt, **your translation is saved in the wrong format**. Open translate.txt with notepad, select File > Save as and ensure that encoding is set to "UTF-8".

After reviewing your text, read everything out loud. You should be able to reach the end of the file **without having to change a single word**.

As the last step before submitting your translation, paste your text into Word (or LibreOffice Writer) and run an automated grammar and spelling check.
Remember that a single typo might lead to the exclusion of your translation!

\n, text within <<>> and codes like tt42 tags are control codes used by the game and must be copied as-is for the game to work properly.

The strings "Restart" and "This story was created with Twine and is powered by TiddlyWiki" cannot be translated.

Do not rename the translate.txt file or move it into another folder or the game will

no longer be able to load it

Submission

Once your translation is over, reach the application form on the locjam.org website and **upload your translate.txt file before the 1st of March 2015 at midnight (Greenwich Mean Time)**.

Select "I am interested in receiving eventual job offers." **if you want your contact details to be shared with the jurors upon request.**.

Select "I am a professional translator" if you have direct experience of commercial translation and know their requirements. If you are an amateur translator, **leave this unselected in order to enjoy more leeway with terminology, formatting and fidelity**.
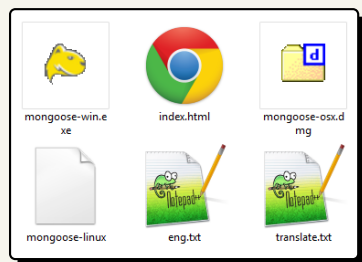
Select and upload the translate.txt file. Be careful not to upload other files, as **only one entry may be submitted per entrant. Subsequent files will be discarded**.

Once the submission is complete, you will be able to preview the game online, exactly like it will be seen by jurors. Thank you for participating!

The game   Translation   Submission