

LocJAM3 - translation pack

TRANSLATION SUBMISSION



The game

The Hotel of Madness by Matthew Nedelhalf

"A two-player game inspired by classic horror stories of the 1980s. One controls a sentient and evil Hotel while the other guides its luckless caretakers".

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 Localization group](#) on Facebook or [join the live chat](#) .

[»](#)

Submission

Requirements for a successful application

Read this part carefully and upload a [zip file](#) containing both translation files on the locjam.org website before the 27th of March 2016 at midnight (Greenwich Mean Time).

[»](#)

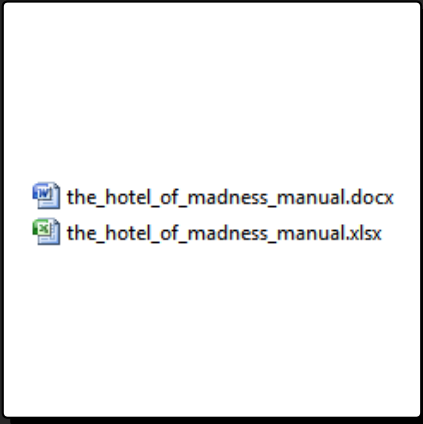
Step by step



The files to be translated are two Microsoft Office files: one **Word file** (the_hotel_of_madness_manual.docx) and one **Excel file** (the_hotel_of_madness_maps.xlsx).

You are free to edit them with any compatible software, but remember that they will be reviewed and judged inside Office 2010 - **ensure that they remain readable and that the original layout is maintained!**

Print and play the game with your friends to [improve the translation](#)! The MAP 1 and MAP 2 tabs should be printed on sturdy **A3** paper, while the COUNTERS should be printed on **A5** paper then folded, glued and cut as needed



Once you are ready to deliver, select **the_hotel_of_madness_manual.docx** and **the_hotel_of_madness_maps.xlsx only** and store them in a [zip file](#) called LocJAM3.zip

Do not change the name and format of the two Microsoft Office files and do not add other files, as that could break the anonymity of your application and lead to disqualification

If you have modified any of the graphic elements of the game, compress them in order to match the original size as much as possible. Files that are too large may be refused by the system

Submission



Once your translation is over, reach the [application form on the locjam.org website](#) and **upload your LocJAM3.zip file before the 27th of March 2016 at midnight (Greenwich Mean Time).**

Select "I want my contact details to be published if I win" **if you want your contact details to appear on the website if you win one of the prizes (so that potential employers can reach you).**

If you are an amateur translator, leave "I am a professional translator" **unselected in order to enjoy more leeway with terminology, formatting and fidelity.**

You must apply as a professional if: you have won LocJAM before, or you have a University Degree as a translator, or you have any other Degree plus two years of experience (~200.000 words translated or ~800.000 words reviewed) either professionally or as a volunteer, or you have five years of translation experience (~500.000 words translated or ~2.000.000 words reviewed) either professionally or as a volunteer.



Select and upload the LocJAM.zip file. Be careful not to upload other files, as **only one entry may be submitted per entrant. Subsequent files will be discarded.**

A confirmation message will display once the submission is complete. Thank you for participating!



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[Translation](#) [Submission](#)