**Perara Seed**

Instruction Manual V1.0

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**About**

Until now, there has been no complete dump, made accessible to the public, comparing the official English and Japanese text from Nintendo’s *The Legend of Zelda: Breath of the Wild*.

Additionally, so far there has been no concentrated effort to create a full English fan-translation that is more accurate to the original Japanese text. As has been pointed out within the fandom, there are a number of glaringly different alterations in the official English localization. One of the most notable of these changes is the switch from [first person Quest logs](https://vadnyl.tumblr.com/post/165075103289/major-discovery-botws-adventure-log-links/amp) written from Link’s POV, including some of Link’s very own thoughts, in Japanese, to third person Quest logs utterly scrubbed of Link’s personality in English.

Using msyt files, the mini project **Perara Seed** gives users **a full dump of both Japanese and English text from the game, compared side-by-side, in a directory of csv files**. The **script** for processing the msyt files and producing the dump is also included as reference.

**It is my hope that this small project may be one of many first steps towards an accurate English fan-translation of the game**, and that it may be a useful tool or reference towards anyone else wanting to translate the game text into another language – whether it is a translation into a language not officially offered by Nintendo, such as Arabic, or simply a more accurate fan-translation.

“Perara Seed” comes from ぺララの実 (Perara no Mi), the original Japanese name for the [Jabber Nut](https://zelda.fandom.com/wiki/Jabber_Nut) from *The Legend of Zelda: The Minish Cap*. After eating the Jabber Nut, Link gains the ability to communicate with the Minish.

“Perara” comes from [ペラペラ (pera pera)](https://jisho.org/word/%E3%83%9A%E3%83%A9%E3%83%9A%E3%83%A9), an onomatopoeic word for speaking (a foreign language) fluently. “Seed” comes from one possible translation of [実 (Mi)](https://jisho.org/word/%E5%AE%9F-1); another possible translation is “fruit” or “nut.” I chose “seed” as I hope that this project may become part of the groundwork from which better fan-translations may continue to sprout and grow.

**Disclaimer**

Perara Seed was developed and tested solely with Python 3.9.2. It is possible that the script won’t work with Python versions prior to 3.9.

**Acknowledgements**

I would like to thank @MLagaffe of [Eternal Dream Arabization](https://www.youtube.com/channel/UCBu-HgZ998PO18-bfWEk2ZA) and the admins at the [Zelda Mods](https://zeldamods.org/wiki/Main_Page) [Discord](https://discord.gg/vPzgy5S) for their support, especially in granting me a wealth of insight into Nintendo localizations and into overall project setup, respectively.

Many thanks to [polarbunny](https://github.com/polarbunny) for their creation of [msyt-tools](https://github.com/polarbunny/msyt-tools). This incredibly handy toolset is invaluable for putting text edits of any kind into the game.

Last but not least, many thanks to Nintendo for *The Legend of Zelda: Breath of the Wild*. Even years after its release, this game continues to inspire me and further reinvigorate me to simply create.

**Requirements:**

1. Google Sheets
   * Required for correctly viewing the Japanese text in the csv files.
2. Python 3.9+ 64-bit
   * Required for the perara-seed.py script to run. This will work with msyt-tools as well, as it is compatible with Python 3.6+ 64-bit.
3. sarc
   * Required for msyt-tools.
4. rstb
   * Required for msyt-tools.
5. msyt-tools
   * Recommended for acquiring the Japanese and English text input.
6. unicodecsv
   * Required for perara-seed.py to run correctly.
7. tqdm
   * Required for perara-seed.py to run correctly.

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**output**

This directory contains 8 folders of csv files. They are all organized in the exact same way as the .msyt files are organized in the .sarc Message files in the game.

Currently, I am only able to correctly view the csv file contents, particularly the Japanese text, using Google Sheets. Thus, please use Google Sheets for viewing the files on your own.

Instructions for viewing:

1. Download the