

Translating Pool of Radiance via GoldBox Companion

This document will outline the process of using the [GoldBox Companion](#) to translate the names of the monsters, items, and game level encounters/events. The process of translation of Pool of Radiance also includes modifications to game font and the binary START.EXE and GAME.OVR files, but this document does not include the process for those modifications. GBC requires a Windows PC to run.

Please consider making a donation to support the GoldBox Companion via the Donate button at the [GoldBox Companion website](#).

Step 1 - Get Pool of Radiance

Download / purchase Pool of Radiance from GoG. The current version at the time of this document is v 1.3.

Step 2 - Get GoldBox Companion

Download and install the GoldBox Companion from the GoldBox Companion. Direct link at the time of this document is <https://gbc.zorbus.net/gbc.zip> Unzip the GBC zip file somewhere on your hard drive.

Step 3 - Open Keyboard Mapper

Open the [PoR Keyboard Mapper](#) web page in a browser window. This sheet will allow you to translate your Cyrillic Russian string into a keyboard-mapped Latin string that can be pasted into GBC.

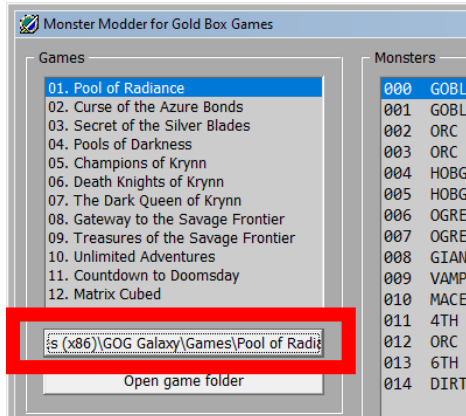
Step 4 - Modify Game Files

Use GBC to modify the game files. Instructions are provided below for modifying items, monsters, or ECLs (game levels).

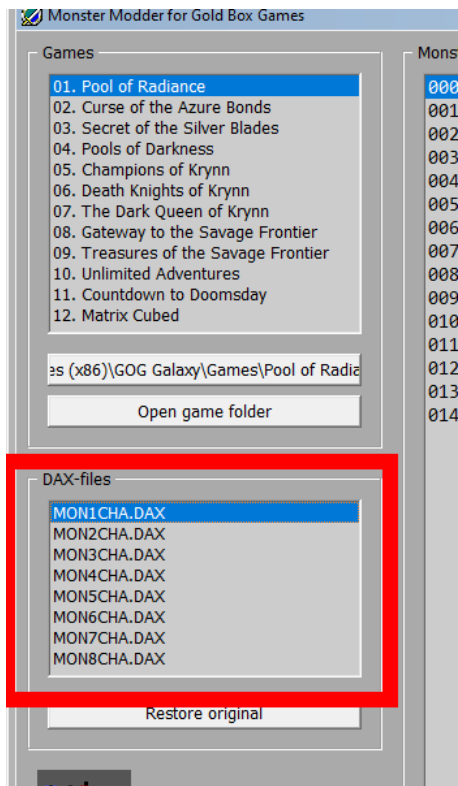
4a) Modifying Monster Names

In the GBC directory, double click the MonsterMod.exe executable to launch the MonsterMod program.

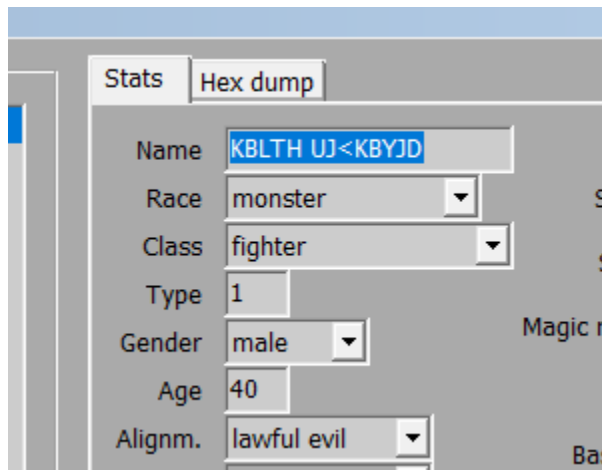
If necessary, click on the button in the upper left hand corner of the window to set your game location directory. This is your POOLRAD directory.



Monsters are stored throughout several .DAX files in the game. Choose the DAX file that you would like to work with by clicking on the “DAX files” list. Note that the list of monsters changes when a different DAX file is selected. when It is usually a good idea to work with one DAX file at a time or split DAX files up between translators.



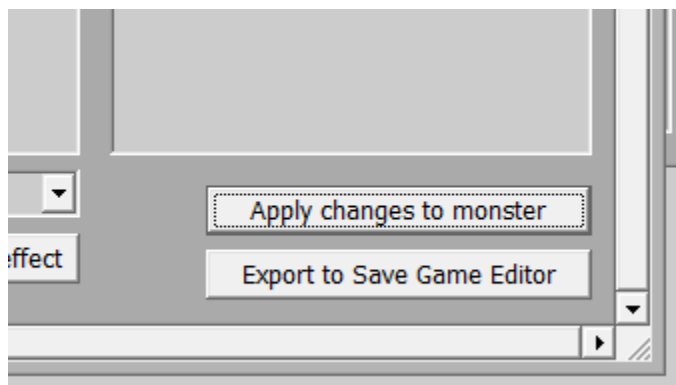
Select the monster whose name you would like to change in the Monsters list. Enter the translation of that name into the “Cyrillic Russian” PoR keyboard mapper. Copy the value from the “Lating Mapping” box. Paste that value into the Name field under the Stats tab.



The screenshot shows a window with two tabs: "Stats" and "Hex dump". The "Stats" tab is active. It contains several fields for monster data:

Field	Value
Name	KBLTH UJ<KBYJD
Race	monster
Class	fighter
Type	1
Gender	male
Age	40
Alignm.	lawful evil

Click the “Apply changes to monster” button in the lower right hand corner of the window. The DAX file in your game directory will be updated with each press of the button.



Continue this process until all monsters have been translated.

Step 5 - Create diff files

TODO