

-Translation Notes-

Below are some notes and trivia about our translation of Sakura Wars 2. We also give some examples of how our script handles certain nuances related to language issues and/or technical limitations. These notes are specifically for translation choices that were made for Sakura Wars 2 and do not cover decisions that were carried over from our translation of the first game.

1. A handful of Kayama's idioms were changed compared to the Japanese originals, while most others were left alone. These changes were usually done because the game expected the player to be familiar with the idiom in certain instances, so we tried to replace them with an equivalent saying that English speaking fans would immediately grasp. The main example of this is the proverb Kayama misquotes in episode 4. In the Japanese, Kayama mixes two proverbs together: 病は気から (Sickness and health start with the mind) and 猿も木から落ちる (Even monkeys fall from trees). The game expects the player to recognize that what Kayama said was a mashup of two idioms, so we rewrote the line in order to maintain the same effect. We instead combined "An apple a day keeps the doctor away" and "To err is human, to forgive divine", which we thought were pretty similar in meaning to the originals.
2. Two of the minigame titles were changed because they were originally Japanese puns (Sumire's and Reni's). Sumire's game "mai garu" just translates to "Dance Girl" or "Dancing Girl" but it also sounds similar to "My Girl" when spoken phonetically, perhaps referencing the song of the same name. We ended up changing it to "Dancing Queen," another song reference that fit the minigame while also being similar to the title's direct translation. Reni's minigame title is a mix of the Japanese word "ojouzu" (meaning "well done" or "very good") and "Jaws" in reference to the movie. We tried making a new Jaws related pun in English, but the title just came off as a non-sequitur. This was because the word "jaw" can mean a lot of different things in English, not just the title of a movie. So we instead changed the title to "Bang-up Job," which works as a translation of ojouzu while also being a pun playing off the fact that the minigame involves avoiding explosive mines.
3. A handful of questions for the Long Day quiz were rewritten due to language issues. These involved questions related to material that was left untranslated in our patch, such as unsubtitled voice clips that play during battles or background text. All these questions were rewritten to something else related to the original question. For example, one of the questions asks what the text on the Demon King's kimono says, so we changed this to ask how many kanji characters were on his outfit instead. One other example is a question that asks the player what a sign said in the background. In this case, instead of changing the question or the background graphic, we actually had Ogami read the sign out loud in his dialogue so the player would know what it said.
4. In the original script, Orihime speaks in non-fluent Japanese, having a quirky manner of speech where she often says random words in English. In the English script we localized this by lightly sprinkling some odd grammar into her dialogue to make her sound less fluent and had her speak Italian instead of English when it was called for. However, we

did not have an English equivalent for some of her other quirks, which led to us having to slightly rewrite a scene where Orihime tries to speak more like her mother. In the scene, Orihime originally stopped elongating the end of her sentences but this was changed to her trying to speak more eloquently by using more sophisticated sounding vocabulary.

5. Special attack names were translated in our patch instead of just being romanized Japanese, unless they were in another language like French, Russian, or German. We tried to make them as close to the original Japanese as possible but some concessions had to be made due to space. For example: Ogami's special attacks all begin with "Raging Wolf" (Rouko Mekkyaku) but this was removed in the menus due to space issues. So an attack like "Raging Wolf - Tiger Slash" (Rouko Mekkyaku - Sanjin Seiko) was just written as "Tiger Slash". A similar thing was done for Sakura's and Sumire's attacks as well. However, the full names were used whenever they appeared in dialogue.
6. In episode 4, Iris asks Ogami what a "three-legged race" is. In the Japanese script she specifically says "ninin-sankyaku" (二人三脚) which means "two people, three legs". It was basically a different word to describe a "three-legged race" so we went with that term instead to avoid any confusion.
7. In episode 5, Iris asks Ogami for help on her times tables. Specifically, she mentioned that she is having trouble learning "kyuu-kyuu" (nine-nine). This is a common method of learning your times tables in Japan. We thought this would be lost on most English speaking players so we just had Iris mention that she was having trouble with her Japanese time tables and represented each question as 35-15, 45-20, etc.
8. In episode 5 and in the Long Day mode, the player can play a card game called "Daifugo". In our translation we call the game "Tycoon", which is the English title of the same card game. Similarly, the "Trump Wars" minigame in the Long Day mode was renamed to "Tycoon Wars". "Trump" is a loan word that is used in Japanese to refer to any kind of card game but this was changed in our translation since "trump" does not have the same meaning in English.
9. In episode 2, Iris shares some sweets that she got from her family in France. We translated these sweets as "Lindt French biscuits" (フランスのリンツのビスケット). There was a lot of discussion on exactly what sweets were being described in this scene as the food is never shown visually. "Biscuit" is often used in British English to describe what most Americans would call a "cookie", so we originally translated it as "cookies from Linz" (maybe something like a Linzer Keksi). However, the Japanese script specifically mentions that the cookies are French and Linz is in Austria. We also later discovered that the player is asked about these sweets in a quiz and "cookie" is specifically listed as an incorrect answer. After doing some digging, we realized that the Japanese spelling of "Linz" and "Lindt" (the chocolate company) are exactly the same. So we thought it might be some kind of Lindt shortbread cookie, which is sometimes called a "biscuit" even in the US. Some Japanese fans also seemed to think that Iris's biscuits were some kind of Lindt branded sweet, so that's why we ended up going with "Lindt French biscuit". As a side note, Kayama's old translation guide seemed to think that Iris was talking about

French Linz pie (or “Linzer torte”) but we were pretty sure that was incorrect since the sweet was described specifically as a “biscuit”.

10. In Project X Zone, and the fan patch for Sakura Wars GB, the Kinematron was translated as “Cinematron”. However we decided to spell it with a “k” because that is how the device was spelt in many Japanese sources. Plus, we believe the name is supposed to be a reference to early motion picture devices like the Kinetoscope.
11. In the previous patches for Sakura Wars 1, we simply called the portrait cards you purchase at the gift shop “photos”. However, for Sakura Wars 2, we decided to call the cards by their Japanese name: “bromides”. This was mainly due to members of the team simply preferring that term over “photos” but also because the official English translation of Sakura Wars (PS4) used that term.
12. During the kamishibai show in episode 7, the storyteller’s voice acting contains a lot of improv done by the character’s actor that is not included in the dialogue box. We wanted to translate everything that was spoken by the voice actor but space limitations prevented us from doing so. So the final English script contains a slightly edited translation of the actor’s improv.
13. When Kohran explains to Ogami that he needs to play the role of the straight man when she tells a bad joke, she is specifically referring to a style of Japanese comedy called “manzai”. Manzai involves two people where one performer plays the funny man (boke) while the other is the straight man (tsukkomi).
14. In the Japanese text, the hero of the radio drama “Masked Red” was originally named “Shonen Red” (少年レッド). Our localization choice was inspired by the English name of episode 4 of Sakura Taisen Gouka Kenran (the second anime OVA). Several Japanese sources translated the episode title as “Masked Red of Paper Moon” whereas ADV’s release from the 2000s called it “May you be Eternal, Red Lad!”. We thought “Masked Red” sounded better than “Red Lad”, so we went with that name for our translation. Similarly, we also localized the name of Red’s motorcycle to “Mach Red”, inspired by the Mach Five from Speed Racer. We did this because even the bike’s Japanese name, Red Gou (レッド号), sounded similar to Mach GoGoGo (Speed Racer’s original Japanese title).
15. In episode 5, Iris mentions that Ogami looks like the “ball of rice in a kid’s meal.” She is specifically referring to a “okosama lunch” (お子様ランチ). This term is often used to refer to a children’s meal at a family restaurant, which stereotypically includes a ball of rice with a toothpick flag in it.
16. In the Tycoon card game, the graphics for “Tycoon” and “Beggar” were changed to “Very Rich” and “Very Poor”. The reason for this is that “Tycoon” (大富豪) and “Rich” (富豪) both share the kanji graphic for 富豪 between them. Therefore, the English graphics for both needed to include the word “Rich”. The same thing also applies to the graphics for “Poor” (貧民) and “Beggar” (大貧民), which both include 貧民.
17. Other miscellaneous changes compared to our translation of Sakura Wars 1:

- Some returning unit names have changed. "Rear Guard" is now "Wakiji" and Satan's mech was corrected to "Kamui".
- The "Will" stat in the battle menus was corrected to "Spirit".
- Sakura now specifically mentions losing her belly button when talking about her fear of thunder.
- Several room names have been changed compared to Sakura Wars 1: Dressing Room > Changing Room, Backstage > Dressing Room, Costume Room > Wardrobe Room.
- "Cerulean" Satan was changed back to "Aoi" Satan.
- Several attack names have changed compared to the Sakura Wars 1 patch. Sakura's "Floral Divinity" was changed to "Blossom Smite". Kohran's "Cyber Angel" was changed to "Cyber Guardians".