



SimulTrans
your languages – your timeline

Games Localization Capabilities

Overview of Games Localization Capabilities

SimulTrans provides comprehensive capabilities for the localization and international testing of games on a variety of platforms.

- ◆ Console games
 - ◆ Microsoft Xbox
 - ◆ Nintendo GameCube
 - ◆ Sony PlayStation
- ◆ Computer-based games
 - ◆ Windows
 - ◆ Macintosh
- ◆ Mobile games
 - ◆ Cellular phones
 - ◆ Nintendo DS and Game Boy
 - ◆ Nokia N-Gage
 - ◆ Sony PSP
 - ◆ PDAs
 - ◆ Other portable devices

Experience with Games Localization

With over 20 years of globalization experience, SimulTrans has worked with many major games producers, contributing to some of the most exciting and high-profile titles.

SimulTrans helped THQ ensure Nemo's friend Crush correctly said, "Cuz we were like, 'woaaaah,' and I was like, 'woaaaah,' and you were like, 'woaaahh...'" in eight languages. SimulTrans worked with Electronic Arts to translate and adapt their American-centric Battlefield 1942 game to appeal to a European audience. And, SimulTrans helped Nokia bring the popular Colin McRae Rally to the N-Gage in Europe and Asia.

In addition to these three examples, SimulTrans has worked on hundreds of successful games for many customers, including Activision, Atari, and Vivendi.

Development Equipment and Mastering Lab

SimulTrans is a certified developer of Microsoft, Nintendo, and Sony, giving us access to special development and testing game consoles and tools, which fill our games localization lab. We also work with various mobile device manufacturers, providing SimulTrans access to equipment used by wireless games.

SimulTrans has a full in-house mastering lab, allowing us to burn games on optical media and firmware cartridges.

Translation of In-Game Text and Scripts

SimulTrans is able to translate in-game text and scripts of all varieties, often needing to re-write content to be appropriate for the target market. From character-specific slang to idioms and Leetspeak, SimulTrans is accustomed to conveying meaning appropriately in languages around the world. We can use Kusachu in Japanese, know Bugs Bunny says, "Quoi de neuf, docteur?" in French (instead of "Qu'est vers le haut, Doc.?"), and maintain glossaries of typical game-speak.

To ensure console game certifiers are happy, SimulTrans also adheres to requirements for on-screen text set by Microsoft, Nintendo, and Sony, referring to hardware functionality consistently in the target languages.

SimulTrans can measure and time text to ensure the localized content fits within any constraints set by screen resolution or animation length.

Sound Recording Capabilities

Many games require accompanying sound recording. SimulTrans provides voice-over work for clients in two ways: 1. Working with professional voice talent in external studios, and 2. Internally recording less formal passages using linguists in our offices. The appropriate method is chosen based on client requirements.

We have invested in high-end recording equipment and software. Using these tools and in-house linguists, we have been able to produce well-accepted, near-professional-quality recordings which have suited the needs of our customers looking for a less expensive approach to multi-language voice-over work.

Regardless of where recording is done, we edit sound files easily internally, using Sony SoundForge and Digidesign software. These tools allow us to convert digital sound to the required file formats, remove noise (through professional NoiseReduction plug-ins), time recordings correctly to match on-screen animation, and normalize the volume across files and languages.

Customized Program

SimulTrans creates successful long-term customized programs for all our customers. To begin creating a program for your games localization and testing, please contact SimulTrans at info@simultrans.com for more information about our services and a free proposal.