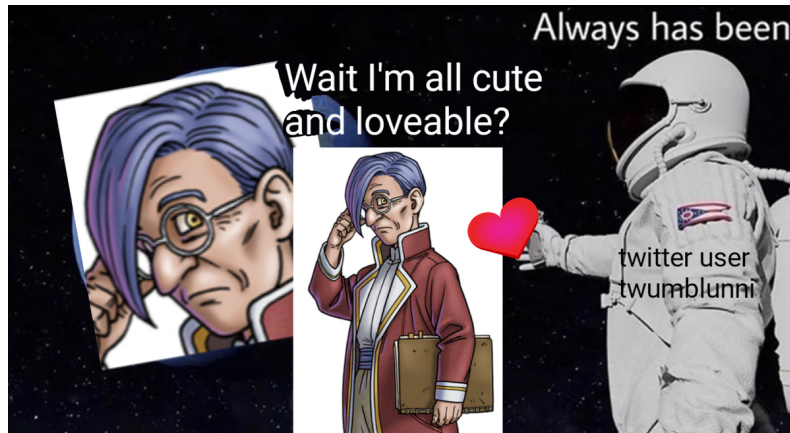


~Karmagi Project: Index~

An ongoing dive into the surprisingly huge translation changes made to Dragon Quest Monsters Joker! With a specific focus on how the main villain Dr Snap had his personality completely changed and USED TO BE AN ENDEARING CUTE SYMPATHETIC FRIEND OF HUG



Project named for the way better and cuter translation of his Japanese name that Sparrow created~ Karmagi~~~!!

So~ let's read the doc and appreciate the doc and all become monsters and live happily ever after~!

EDIT: We are now also featuring general facts and guest articles by the DQMJ

Speedrunning community. They are all posted with permission and links to the creators.

Thank you so much, everyone!

Organizational key:

big heckin **[COMPLETE!]** = this has been fully translated yay!!!

Red = Translated by Shelby (Trinketsnail)

Original awesome superfriend who did the first few translation docs! He's currently on hiatus but said it was okay for me to recruit another friend to the project while he's busy. He's also a super talented artist so please check out his redbubble, t-shirt designs and comics for sale! :D

Purple = Translated by Sparrow (nejimakipiyo)

Our second recruit, they're currently doing the translations and have gone back and given their additions to the previous docs. Sparrow is the translator who made the awesome Dragon Quest Monsters Delocalized patch, and has lots of other projects on their page!! :D

regular blue link = Additional research stuff/etc bein done by Bonnfond (twumblunni)

Hi, I'm the one who started this project but I know literally nothing about translating so please go click my two friends above!! All I contribute is being a big heckin fan of an obscure grandpa, lol!



→ Important before we start:

- [Name and terminology changes](#) [Perpetually growing as we do more scenes]
- [Help needed!](#)

→ Story scenes:

- [His Snappisms](#) [**VERY important**, read before starting the translations]
- [Dr Snap's introduction/tournament opening ceremony](#) [**COMPLETE!**]
- [Dr Snap saves Incarnus](#) [**COMPLETE!!**]
- [Friendship moments with Dr Snap](#) [**COMPLETE AND OH SO GODDAMN SWEET!!!!**]
- [In between short tournament scene](#) [**COMPLETE!!**]
- [Tournament ending and reveal as the villain](#) [**COMPLETE!**]
- [Final boss time with Dr Snap/ped](#) [**COMPLETE!!**] (The Doc of Doc)

→ Other character dialogue about him:

- [NPC dialogue about him, Part 2, Part 3](#), [**These ones are done!**]
- Part 4, [Part 5](#), [Part 6](#), [Part 7](#), Part 8, Part 9 [These are still in progress!]
- Dr Snap's stolen notes in CELL HQ [not yet started]
- [Igor/J.J NPC character, and his rivalry with Snap](#) [Incomplete]
- Igor/J.J postgame scene in Snap's lab [not yet started]
- [NPCs talking about the Igor scene](#) [currently only one done, confirming the "they were childhood friends" NPC is correct!]
- [Mildly relevant beta dialogue from an out of bounds npc in an ominous room where everyone only says OOOO](#) [**COMPLETE!**]
- Other unused lines found in the files [cannot be completed til we finish the npc logs to be absolutely sure its not used anywhere]

→ Appearances in other games:

- [BONUS: Dr Snapped's cameo appearance in DQM 3DS Terry's Wonderland \(and the unsolved mystery of cannibal mistranslation\)](#) **[COMPLETE]**
- [Dr Snapped moments in DQ Tact app game crossover event](#) **[COMPLETE]**
- [Dr Snap story retelling in Keshikeshi app game](#) **[COMPLETE]**

→ Further translations outside of the game itself:

- [Dr Snap/ped character profiles](#) **[COMPLETE!]**
- [Interview mentions in DQM 20th Anniversary Monster Memories artbook](#) [Short Dr Snap mention complete, rest of interview is still in progress!]
- [Glorious translation of the one official comic where Dr Snapped makes pickles for no apparent reason](#) **[COMPLETE!]**
- [Other language names for the character](#) [Hoping to someday find people who can help with comparing these translations too!]

→ Non-Dr Snap related DQMJ translations:

Translated parts:

-> Story

- [Ending scenes with Incarnus](#) **[COMPLETE!]**

-> Menu and interface

- [Item descriptions](#) **[COMPLETE!]**
- [Monster Library descriptions part 1, part 2](#) **[COMPLETE!]**
- [Map names and story objectives](#) **[COMPLETE!]**

-> Unused Lines

- [Leftover Japanese text in the English version](#) **[COMPLETE!]**

-> Outside of game information

- [DQMJ beta information in 20th Anniversary DQM Monster Memories artbook](#) **[COMPLETE and VERY interesting!! I really recommend looking!]**

Not yet translated:

- [Japanese and English side by side screenshot comparison of the entire game](#) [incomplete]
- [Text that will be absent from this \(and how you can help us find it!\)](#)
- [All Roaming/Trading NPC Scout dialogue](#)
- [All monster nicknames](#)

-> Menu and interface

- [Weapon List](#)
- [Skillset List](#)
- [Attack List](#)
- Traits List
- Battle messages

→ Non-translation-related DQMJ research:

→ Beta stuff:

- [Main Beta content doc](#) [eternally ongoing...?]

- [DQMJ beta information in 20th Anniversary DQM Monster Memories artbook](#) [yes i i am listing it twice **ITS SO INTERESTING AAA**]
 - [Unused gift monsters](#)
 - [Unused/dummy monsters, items, NPCs](#)
 - [Unused/dummy skills \(WAY MORE of these!\)](#)
 - [Unused item drops](#) (guest post by Frikkinfriks14!)
 - [Japanese text leftover in the English version](#) **[COMPLETE!]**
- Other language comparisons:
- [UK and US English changes](#) [in progress, not many found yet]
- Unpacking various bizarre other dub changes aside from translation:
- [Gameplay changes](#)
 - [DQMJ's strange monster library number rearrangement](#) **[COMPLETE!]**
 - [DQMJ's strange monster gender edits \(and the breeding -> synthesis change\)](#) **[COMPLETE!]** (I would absolutely recommend checking this out as its goddamn wild)
 - ["WTF is a Baryon Orb, my guy?"](#) **[COMPLETE]**
 - Menu UI/animation changes:
 - [Part 1: Title Screen](#) **[COMPLETE!]**
 - Part 2: Name Entry Screen
 - Part 3: Bottom Screen Menu Interface
 - Part 4: Battle Interface
 - Part 5: Wifi And Online Tournament Menu
 - [Ending credits comparison](#) **[COMPLETE!]**
- Various other DQMJ mysteries:
- [Curiosities in that intro crowd jpeg](#) **[COMPLETE!]** (haha, this is where my beta info research first started!)
 - Theorizing over that completely unexplained Snap Egg in the map design of Tartarus
 - Further exploring The OOOO Room
- Other miscellaneous:
- [Glitches we stumbled into](#)
 - [Miscellaneous oddities/mistakes/trivia](#)
 - [Stuff I've figured out about how random gameplay things work during my research](#)
- Friks's research:
- (This is a guest section by Friks, you can reach him at Frikkinfriks14 on YouTube, twitch and twitter)
- Helpful gameplay insights:
- [Roaming NPC battle teams and locations](#)
 - [Trading NPC requirements](#)
 - [How trader NPC spawns work \(video diagram!\)](#)
 - [Klepto Clobber item drops](#)
- Speedrunning specific information:
- [DQMJ Any% guide](#)
 - [Which NPC scout monsters can be one shot by level 1 Incarnus](#)
- Additional resources:
- [DQMJ Official artworks](#) (guest post by [ExcaliburZero](#))

- [Synthesis recipe to fuse a Dr Snapped](#)
- [Proof that I fused a Dr Snapped, in shitpost video form](#) (warning: attempting this will consume more hours of your life than an entire regular playthrough...)
- List of resources used during this project (emulator, file extraction tools, lets plays viewed for reference, japanese artbooks with info, etc)
- DQMJ action replay codes: [NA English](#), [japanese](#), [EU version](#)
- Guide on how to enter the OOOO Room
- [Guide on how to load an english save file in the japanese game and vice versa](#) (I only know how to do this on an emulator, sorry)

→ Video links

- [Dr Snap videos on Bonnford's YouTube channel \(both informative facts and random memes!\)](#)
- [Unused animations](#)
- Interface animation changes footage
- Clips from animes to explain how Japanese Snap's speaking style works
- Beta and unused content
(still working on these)

→ Bunni's silly attempts at a re-localization; come with me on a journey into a world where english Snap remained cute...!!! (Well, at least I hope my writing can do him justice...)

- Dr Snap's introduction/tournament opening ceremony [in progress]
- Final battle [in progress]

(Links removed cos I wanted to go back and redo these now I have the additional comments from Sparrow, to make sure they're Maximum Lore Accurate. If you saw the old versions just consider them a beta draft ok?)