PINE TAR POKER

Localization Guide

Pine Tar Poker is a yahtzee-inspired card game with just a touch of cosmic horror.

Set in a dusty saloon, players learn a simple card game from an old-timey barkeep. As they play, players earn money to buy upgrades and bring dark magick to the table to help them win.

HOW ABOUT ANOTHER DEAL
PARTNER?

Almost all text is delivered from the barkeep. He speaks with a casual slang:
"you" becomes "ya"
"your" becomes "yer"
"to" becomes "ta"
"of" becomes "a" and so on.

He refers to the player by one name, "Partner". This should be translated and used consistently throughout.

In addition to the barkeep's text, there are quite a few hand types that are named. The most important is Pine Tar as it's the namesake hand type. However Pine Tar is translated, it should be used the same way everywhere.

There isn't a ton of room on the score sheet, so abbreviation is encouraged. In English I've changed "Large Straight" to "Lg STRAIT" for instance. Similarly, "Three Of A Kind" is shortened to simply "3 OF KIND".

Hand types should be around 12 characters or less if possible. If this isn't possible, please let me know and we can brainstorm some solutions!

Some hand types are pre-existing and likely have official translations (like "Royal Flush" or "Ace High"), other hand types are new to this game (like "All Red" or "Even Full House"). The specifics for how to make each hand are described in the string spreadsheet.

All hand types are explained within the game as well. The translated description of the hand type must match how the hand type is actually scored.

Please use CAPS similar to how English is using them.

Players are given hints or instructions in various strings. These strings will generally contain "{0}" and "{1}". These characters should surround the text that is most helpful as a hint or instruction.

Examples:
"THE LOVERS WISH TO SEE EVERYONE'S {0}HEART FULL.{1}" (string from screenshot above)

"{0}Tap the card to hold it.{1} Held cards stick around after new deals"

The game culminates in a boss fight with an elder god that is Moon-like. For this reason, any translations of Moon, should be capitalized.

If possible, please use words that conjure occult, dark magick, and cosmic horror like the works of HP Lovecraft https://arkhamarchivist.com/wordcount-lovecraft-favorite-words/

DIALOGUE_PINETARSCORED_LINE_1
DIALOGUE_PINETARSCORED_LINE_2
DIALOGUE_PINETARSCORED_LINE_3
DIALOGUE_PINETARSCORED_LINE_4

EARLYGAME_BANK_1_LINE_1
EARLYGAME_BANK_1_LINE_2
EARLYGAME_BANK_1_LINE_3
EARLYGAME_BANK_2_LINE_1
EARLYGAME_BANK_2_LINE_2
EARLYGAME_BANK_2_LINE_3
EARLYGAME_BANK_2_LINE_4
EARLYGAME_BANK_2_LINE_5
EARLYGAME_BANK_3_LINE_1
EARLYGAME_BANK_3_LINE_2
EARLYGAME_BANK_3_LINE_3
EARLYGAME_BANK_4_LINE_1
EARLYGAME_BANK_4_LINE_2
EARLYGAME_BANK_4_LINE_3

Anytime you see a string that ends in "_LINE_X", the number X is the order the player will see the strings in.

In the left example, the player sees DIALOGUE_PINETARSCORED_LINE_1 and then taps and sees DIALOGUE_PINETARSCORED_LINE_2 and so forth.

Some strings have "_BANK_X" in them. These are collections of strings or "banks" that the player unlocks when they do certain actions. Like above, LINEs are always shown in order.

BANKs are generally unlocked in order, but if the player plays the game in a very strange way, they might unlock them slightly out of order.

In general, if a player is reading for example a BANK_4 string, you can assume they have seen all the strings in BANK_1, BANK_2, and BANK_3.

The English strings have some repeat references and things like "remember when I told you about…" so translating those as is should just work!

THANK YOU

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https://www.pinetarpoker.com/