

Legend of Dragoon - Revised Edition (Version 1.0)

Preface: I would like to thank TheFlyingZamboni for providing the tools and knowhow for this project. He is the one who got the ball rolling on this idea to begin with, and if it weren't for him, I wouldn't have known where to even start, with the technical aspects. I wouldn't have gotten off the ground, period. He deserves more credit than I do. I had the easy part.

This document is free of any major spoilers for Legend of Dragoon (for you new players). Names of characters and places are mentioned, but no plot points are spoiled. Any potential spoilers are hidden and must be highlighted to be seen.

[Link to Version 1.0 Patched Roms](#) (Also includes the script spreadsheets and the modding tool)

Introduction

Welcome to the **"Legend of Dragoon: Revised V1.0!"** This is a fanmade update that seeks to fix issues with the game's translation/script. Despite being one of the most cherished RPGs of all time, the game is known for its notoriously rushed and sloppy translation, which hampered an otherwise extremely well constructed story. Some (but not all) of the dialogue is clunky, stilted, unnatural or downright hard to read. I have gone through the entire script of the game to remedy this situation.

I should clarify that this is **not** a literal "re-translation" from the Japanese version. This is simply a refinement of the existing translation, with liberties taken on certain occasions, to make it more natural and engaging.

I set out with the goal to tweak and improve the script of the game, so the dialogue felt more natural and coherent. This may be the only complete "script revamp" that this game will ever receive (though we have created the tools for other people to try it). Because of that, I wanted to put serious effort into this and give the game the polished script that it always deserved.

(Example of Dialogue changes. "Old" on the left, "New" on the right)

2630		Kaiser<LINE> Lavitz!<LINE> Welcome!<LINE>	Kaiser<LINE> Lavitz!<LINE> Welcome!<LINE>				
	DRGN	1 I see your Knighthood was....<END>	I... heard about your knighthood.<END>	1d	04	1	10.03
2631		Lavitz<LINE>	Lavitz<LINE>				
	DRGN	2 Yeah, it was my mistake.<END>	Yeah... I made a bad call.<END>	18	02	2	10.03
2632		Lavitz<LINE> But I won't let the dreams of my<LINE> company end in death and be in<LINE> vain. I'll end the war and unify<LINE>	Lavitz<LINE> But I won't let their deaths<LINE> be in vain. Im ready<LINE> to push the imperials<LINE>				
	DRGN	3 Serdio! I will!<END>	all the way back to their nest.<END>	20	05	3	10.03
2633		Kaiser<LINE> Hmm, We cannot stop until we<LINE>	Kaiser<LINE> Hmm, I'm glad to see you're<LINE>				
	DRGN	2 make our dreams come true.<END>	still as brash as ever, my friend.<END>	1c	03	2	10.03



Liberties Taken

Many old-time fans will want to know exactly how much this patch deviates from the original game. Most of this document deals with these changes.

How many liberties were taken?

How deeply was the content of the script altered?

How much did this random guy meddle with one of your favorite games?

All I can say is that liberties were taken to enhance the game, not to radically alter it. The vast majority of what I did was minor. I mostly just “tweaked” the writing, while keeping the intended meaning intact. Only in rare cases did I feel that the dialogue is so unsalvageable, that I have to completely invent something new for them to say. I didn’t want to do anything to jeopardize the integrity of the game’s intended story. However, I was not afraid to make dialogue sound more natural, whether that entailed re-organizing grammar, changing word usage, or adjusting the speech to sound more like something a real person would say. It was all a “case by case” basis. It will be easier to elaborate on the kinds of changes I did **NOT** do.

Things I DIDN'T do.

1) Excessive name changes - Later in this document, I have detailed almost all of the changes I made to names. One could make the argument that several of the names in the game would surely have been different if the game was localized today. The spellings of certain character and location names seem a little off (For example “Hellena” instead of “Helena”). Naming a town “Hoax” or an object “Moot,” are also very strange choices. The name “Basil” is weird too, when you think about it. However, I think that the odd names are part of the charm and foreign universe of the game. I think changing a bunch of major names would be a step too far, for a lot of fans. So, the changes were relatively minor, overall (mostly enemy names).

2) Censorship - I didn't censor anything that could be considered too dark, violent, offensive, insensitive, politically incorrect, or anything like that. Honestly, I don't think the game has anything like that to censor to begin with. I just want to assure people that no changes were made for ideological reasons. Personally, I would be annoyed if someone did that.

3) Excessive jokes/memes - There are very few areas where I injected any humor that wasn't already there. Most comedic additions were just to improve the game's shaky attempts at comedy. The amount of outright comedic or referential things I inserted into the game, you could count on one hand. And they are mostly in places where you will probably never encounter them. I promise that none of them are cringy or horribly out of place.

4) Adding or removing text boxes - I did not change the number of text boxes in the game, thus altering the progression of dialogue scenes. To be perfectly honest, I would be weary of doing that. I'm sure it would lead to catastrophic technical problems if I tried to do such a thing.

5) Japanese Version “Authenticity” Changes - Note, that this is not a true “re translation” that attempts to make the script more accurate to the original Japanese version. There are several reasons for this.

1) I don't know very much Japanese.

2) Precise accuracy to the original Japanese script is the least of the problems with Dragoon's original script. Anyone with a middle school education could look over this script and find many chunks of dialogue that could easily be reworded and improved. These are issues that can be fixed without any reference to the nuances of the Japanese version. The mere tweaking of grammar and awkward word usage is enough to greatly improve the experience.

3) Loyalty to the Japanese version would not necessarily equate to making the script "better." The cultural and linguistic differences between Japanese and English necessitate a certain amount of rewordings and liberties in order to convey a connectable message to a foreign audience. Trying to make a 1:1 "exact" translation from Japanese to English without any deeper thought, is one reason why so many early localizations were notoriously clunky to begin with.

For the reasons above, I am not particularly interested in working on a "true Japanese translation" version of the game, but if anyone wants to send me information that was originally lost in translation, that could improve individual scenes, I would be glad to hear them.

6) Fixing the dubbing - I don't exactly have a budget to hire an entire professional voice acting cast to redo the dubbing in this game. Some people have suggested just removing the voices from cutscenes entirely (remixing the music and sound effects). I really don't have the time to do that, nor would I necessarily want to, if given the chance. I'm fine with the cheesy cutscenes. They are a product of their time.

Problems which were addressed

Here are the primary issues with the script that I set out to correct.

1) Weird grammar - There are some cases where the grammar is incorrect, but more often the issue lies with readability and needlessly awkward sentence structure. Here is a heavily "spoiler redacted" example

"We will stop the murderous deeds of _____, who continues the plan of _____, by using the attacking spell, the _____ bomb"
It is structured in a way that borders on being a run-on sentence. There are many ways you can convey this information in a more natural and grammatically solid way.

"We will stop the genocidal wishes of _____. To do so, I will give you the most powerful offensive spell, the _____ Bomb."

2) Unnatural phrasing - Many things fall into this general category of "unnatural," which unfortunately characterizes a lot of the script. For example, take this phrase (picked almost entirely at random)

"Being alive may be painful. But at least we can feel happiness, because we are alive."

It's hard to think of a less natural way to convey what they are trying to say here. So, I changed it to this

"These may be painful times, but we should be grateful that, at least, we're alive."

It's not Shakespeare, but it's far more coherent and natural.

3) Poor Word usage - There are some words in the original script which are "adequate," but any localizer today would opt to use a better one. For example, characters in Disk 1 frequently use the phrase *"deserve to rule dragons"* in reference to dragoons. *"Deserve"* isn't really the best word in this context. *"Worthy to rule dragons"* carries much more weight and has a more precise meaning. *"Deserve"* is typically used more in reference to punishment and reward, rather than one's strength. This is just one example of many.

A few odd and notable word usages were preserved from the original script. The game's frequent use of the words *"guy/guys"* and *"bastard"* were mostly kept in place, because it feels like an iconic aspect of the game's world. They're just words that are commonly used in this particular fantasy universe. It has a charm, I think.

4) Stilted "on the nose" dialogue - There are some parts where characters speak in very clunky, expository ways, even during moments with heavy emotions. Things are sometimes stated in a very unnatural and robotic way, with little nuance. Here is a mild example

"Are you still carrying that grudge after more than a dozen years for my betrayal of your father!?"

That's pretty on the nose, in terms of exposition. It's lacking in subtlety or realistic characterization. So, here is what I changed it to

"Are you still carrying that grudge after all this time? A dozen years after your father and I... parted ways?"

You will find these kinds of changes all throughout the script.

5) Word Salads - A "Word Salad" is when a complex sentence crumbles under the weight of its own overly elaborate grammar and word usage. These happen a lot in the story sections of the script. A lot of important moments devolve into a "word salad" that is sometimes barely understandable. Sometimes the game tries to throw some kind of philosophy your way and it gets buried in bad syntax. For example:

"Brave young people, what you'll see is all the truth. Never gaze away. Only total acceptance brings you to the way."

That's something you probably skimmed over when playing this as a kid, but when you actually read it now, you're like, ".....what?"

It's semi philosophical gibberish, but you can vaguely understand the intentions behind it. So, this is where I needed to take some liberties and give it some new "lofty dialogue" that was a little more comprehensible.

"Such Bravery... Your resolve is unwavering and true. Perhaps you are indeed worthy to carry the future."

You could say the dialogue I came up with is somewhat "cliche." I'm no expert author, but at least it's intelligible and passable. It's no more corny than what you would see in other JRPGs these days.

6) Repetitive dialogue between multiple NPCs - There are many cities and towns where you can talk freely with NPCs. They generally have unique dialogue, but sometimes they suffer from being too samey, where multiple NPCs are saying basically the same exact thing. In Basil, early on, many NPCs are suffering from alcoholism and their second text line is almost always *"Really.... I gotta have a drink."*

Damn near half a dozen NPCs have this same exact line. So, I added some variations for each character, still keeping the same theme. For example, one character (in the OG script) talks about how his grandson died in the war. Instead of using the generic, canned "gotta have a drink" line, I had him say

"Perhaps I can drown out the memories..."

So, bottom line, I tried not to halfass the NPC dialogue. I tweaked it in areas to give a little extra personality and make it less repetitive. I encourage players to talk to more NPCs in this patch. It will be more worth your time, this time around.

7) Dialogue noises. Some dialogue noises always felt a little weird. So, some of them were tweaked. Many "Wow!"s were changed to "Woah!" and many "Tut!"s changed to "Tch!"

8) Contractions. Contractions are surprisingly sparse in the original script (Can't, Don't, Wouldn't and so on). Nine times out of ten, a contraction is going to sound far more natural in colloquial speech. So, I almost always opted to use them. The only place I might not use them is in certain serious moments or when it's a character who is known for being more verbose or proper (like Albert), which actually helps make their personalities stand out more.

9) Plot holes or lore contradictions - Rest assured, I did not tamper with the plot in any major ways. I often reworded things for clarity, but on some rare occasions, strange offhand comments and plot holes were tweaked as well. For example, there are some points where a certain villain's dialogue is kinda nonsensical. [Spoiler Alert]

There are other areas where the lore seems to contradict itself. These minor instances were ironed out, to remove confusion.

10) Descriptions of spells and items - Some item, equipment, and spell descriptions were refined so they made more sense. For example, a "Pandemonium" is an item that attracts enemy attacks to one party member. Originally, in battle its description says "allows enemy attacks 3x." The word "allow" is totally **not** the right word to describe such an item. Here is another example. With equipment that increases your AV (Avoid Rate, AKA Evasion), for some reason it says "escape rate," which is confusing on many levels. That obviously had to be changed.

11) Enemy names - I changed several minor enemy names. If you run into these enemies, you will understand why. They are listed below.

Air Combat -> **Sky drake**

Aqua King -> **Sea King**

Arrow Shooter -> **Centaur Archer**

Beastie Dragon -> **Raptor Dragon**

Bowling -> **Spin Bowler**

Cute cat -> **Huntress**

Death -> **Reaper**

Erupting chick -> **Raging Chick**

Flying Rat -> **Wyvern Rat**

Icicle Ball -> **Ice Urchin**

Killer Bird -> **Blood Gorgor**

Madman -> **Mudman**

Magician Bogey -> **Rogue Magician**

Maximum Volt -> **Circuit Boxer**

Mega Sea Dragon -> **Sea Drake**

Piggy -> **Raider Orc**

Deadly Spider -> **Dread Spider**

Red Hot -> **Magma Walker**

Rocky turtle -> **Blast Turtle**

Run Fast -> **Pelican**

Scorpion -> **Scissorhands** (Scorpion and Scissorhands are swapped because it makes more sense that you would encounter a generic "scorpion" first)

Scissorhands -> **Scorpion**

Sea Dragon -> **Glow Fish**

specter -> **Spectre**

Swift Dragon -> **Dwarf Dragon**

Toad Stool -> Toadstool

White Ape -> Snow Ape

Wildman -> Frost Ogre

Wounded Bear -> Rogue Bear

Commander -> Sandora Captain (to avoid people confusing him for the Great Commander in the opening cutscene)

Monster -> ?????

00PARTS -> Wanderer

Swapped the names of the "Dark" and "Light" swords in Disk 4

12) Battle text - A few things were changed in battle text. The Addition "**flower storm**" was changed to "**blossom storm**" to match spoken dialogue. The dragoon spell "**Blossom Storm**" was changed to "**rose storm**" for the same reasons. The notification "**Can't Combat**" was changed to "**Instant Death**," which is what the corresponding protective equipment already refers to it as.

13) Miscellaneous name changes - These are the notable names that I altered in each disk.

Disk 1

- **Abnormal status** -> **Status ailment** (throughout the whole game)

- **Hero match** -> **Hero Cup**

- **"Who is the Man Game"** -> **"Shuffling Hats Game"**

Disk 2

- **Eyie** -> **Eiya** (the unborn baby, named by princess Emille)

- **Gravity Paddles** -> **Gravity Wells**

- **The Prison Island** -> **Prison Island**

- **San Christ Islands** -> **Sanchrist islands** (this is literally mentioned only once)

Disk 3

- **Mountain of Mortal Dragon** -> **Mountain of Draco Morta** or **Mount Morta** (the biggest and most notable name change I implemented. References to the **Dragon Tomb** are also tweaked to make the connection between the Tomb and the mountain more clear).

- **Magician Faust** -> **High Wizard Faust**

Disk 4

- **Ziegggy** -> **Ziggy** (Charle's nickname for Zieg)

- Faust is referred to as a "**Wizard**" rather than a "**Magician**"

- Faust's "**apparition**" is referred to as a "**copy**" or "**clone**" in various areas, so its function is more clear to the reader and doesn't sound like a mere illusion (which wouldn't be that impressive).

- **Spear Shooter** -> **Heaven Splitter** (The giant weapon in Vellweb)

- **Ulara, the Spring Breath Town** -> **Ulara, Citadel of Spring**

- The wingy city names changed from the format of "**____ City**" to "**City of ____**"

- The Aglis tower is referred to as a "tree" instead of a "stick" by onlookers.