

Sansara Naga 2

ENGLISH TRANSLATION

Version 0.1 · beta test release

A patch for the Super Famicom game. You apply it to your own copy of the game; no game data comes with it.

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1. What this is

Sansara Naga 2 is a 1994 Super Famicom role-playing game that was only released in Japan. You raise a dragon from an egg, feed it what you hunt, and travel through eight worlds stacked one above the other.

This patch puts the whole game into English: the story, the menus, the battles, the shops, the graphics that carried Japanese lettering, and the game's own hidden debug screens. Version 0.1 is the first release for outside testers. Everything is translated and playable from start to finish, but it has not yet been played through by people other than its author, which is what this release is for.

> **In the package**
>
> - `sansara-naga-2-en-0.1.bps`: the patch
> - `README.pdf`: this document
> - `README.txt`: the same essentials as plain text

2. What you need, and how to patch

THE ROM IT APPLIES TO

Game	Sansara Naga 2 (Japan), without a copier header
Size	1,572,864 bytes (1.5 MiB, 12 Mbit)
CRC32	`C1FFEF17`
SHA-1	`7d9658572b762aa325a4e66222c762d77b00ef69`

If your file is 1,573,376 bytes it has a 512-byte copier header. Remove the header first, or the patcher will refuse the file because the checksum will not match.

STEPS

1. Check your ROM against the size and the CRC32 or SHA-1 above.
2. Apply the `.bps` file with any BPS patcher: Floating IPS (Flips), beat, or a web patcher such as Rom Patcher JS. Keep your original file and write the result to a new one.
3. Play the new file in an emulator, or on hardware with a flash cart.

THE PATCHED ROM

Size	2,097,152 bytes (2 MiB, 16 Mbit), LoROM, correct header checksum
CRC32	`793B979D`
SHA-1	`b668e3e6e7328b3d4f02d012fcae58255cc678b3`

BPS checks both files for you: a patcher will say so if the ROM is the wrong one, and the result always has the hashes above.

3. What is done in 0.1

TEXT

- All dialogue and event text in all eight worlds
- The prologue, the ending and the staff credits
- Every menu: items, mantras, equipment, record, status
- Battle commands and every battle message
- Shops, stalls, storage, the money changer
- The restaurant chain: meals, selling prey, the stamp card and its prizes
- The save-file screen and its confirmations
- Name entry with a Latin alphabet, digits and punctuation
- Text the game holds but seems never to show, so nothing can turn up in Japanese

NAMES

- Items, weapons, armor, mantras, enemies, dragons, places and characters all have English names.
- Names are localized, not romanized: an English name says what the thing is or does. Words English speakers already know stay as they are.

GRAPHICS

- The title logo, redrawn in English
- The prologue's pages
- The restaurant's sign and stamp card
- The carved message in the opening area
- The heading over the medallion

ENGINE WORK

- **Proportional text.** The original draws fixed 8-pixel characters. Dialogue and messages now use a variable-width 12-pixel font, and menus and lists a small 8-pixel one, so English fits without abbreviating.

- **Windows resized and re-placed** for English: wider lists, titles set into the window frame, messages moved so they do not cover what they speak of.
- **Lists with pages** where the original's single list could not hold English names, with page arrows.
- **Speed.** Item names and window titles are drawn ahead of time and stored in the ROM, and text is sent to the screen only during the blanking period, so menus open quickly and nothing flickers or tears.
- **ROM expanded** from 1.5 to 2 MiB. All new code and text live in the added space; the original's code is touched only at the points where the English routines hook in.

FIXES TO THINGS THE ORIGINAL DOES

- At the last boss, an empty party place no longer shows a bare box top, and a fallen member's box top turns grey with its box.

DEBUG MODE

- The game's hidden debug mode is kept and translated, usable from one controller.
- The sound test, which the original contains but gives no way to open, can be opened and left.

HOW IT WAS CHECKED

Before each release an automated run opens every window, choice, title and list in the game (143 kinds, across 472 recorded situations) and checks that text stays inside its window, nothing is left behind when a window closes, no frame shows half-drawn text, and no Japanese remains in the ROM. That finds layout faults. It cannot tell whether a line reads well or fits the scene, and that is where testers come in.

4. For beta testers

Thank you for helping. The aim of this round is a complete playthrough by fresh eyes. Play it the way you would play any game; you do not need to hunt for faults methodically.

WHAT TO LOOK FOR

Text that reads wrong	Typos, grammar, a line that does not fit who is speaking or what just happened, a hint that points the wrong way, a name used two ways.
Text that looks wrong	Words cut off or running out of a window, text over other text, a window covering something you need, leftover pieces after a window closes, garbled or Japanese characters.
Names	An item, enemy or place name that is unclear, too long, or easy to mix up with another. Suggestions are welcome.
Getting stuck	A place where the English left you not knowing what to do next. Say what you thought the game wanted.
Crashes and freezes	Anything that stops the game, resets it or corrupts the picture or sound.
Slow or jumpy menus	A menu or list that opens noticeably late, flickers, or shows a blank frame.

PLACES THAT MOST NEED A VISIT

- World 8's dealer, and World 6's casino, club and colosseum.
- Items and mantras used on the whole party in battle.
- The ending and credits, reached by playing and not by a debug warp.
- Late-game shops with long lists, and a full item bag.

HOW TO REPORT

> For each fault, please give:
>
> 1. **Where:** the world number and the town, building or map. In debug mode, Select then Y puts the position on screen (see the next section).
> 2. **What you did** just before it happened.
> 3. **What you saw,** and what you expected.
> 4. **A screenshot.** For text faults this is usually all that is needed.
> 5. **A save state or save file** from just before, for anything that is not plain on a screenshot. Name your emulator and its version.
>
> Where to send it: see the forum thread this release was posted in.

PRACTICAL NOTES

- **Emulator.** Any accurate one: bsnes, Mesen 2, ares, or Snes9x. If you can test on real hardware with a flash cart, please say so in your report; that has not been done yet.
- **Saves.** The game has two save files. Save files from the Japanese game should load, but names typed in Japanese will not display correctly; start a new game for testing.
- **Save states** made with one version of the patch may not work with a later version. Battery saves (`.srm`) carry over.
- **Please quote the version** (0.1) in every report.

5. Debug mode

The game shipped with a hidden debug mode. It is optional, and useful for reaching a place quickly or getting past something that blocks you.

> **To turn it on:** at name entry, name the hero **Dappu** (boy) or **Parira** (girl). You start with 65,000 rupees and a full bag. It cannot be turned on later in the same game.

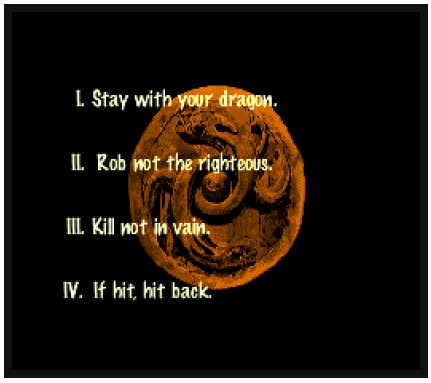
FUNCTION	KEYS	WHAT IT DOES
Map menu	Start in the field	Up/Down choose a map of the current world, A warps there, B closes.
World menu	hold A, press Start	World 1 to 8; A warps to its first map, B closes. **This clears the story's event flags.** World 1 replays the opening scene.
Flag editor	Select in the field	Left/Right move, Up/Down change a digit or toggle a flag. B closes.
Battles on/off	X in the flag editor	Turns random battles off or on.
Position line	Y in the flag editor	Shows "World N Map NN X xx Y yy" on the top line in the field. Stays on through warps. Useful for reports.
Quick save	hold L or R, press Select	Saves to file 1 (L) or file 2 (R) anywhere.
Script words	A in the flag editor	Shows four of the script's work values.
Sound test	hold A, press Select	Up/Down choose music or sound, Left/Right the number, A plays, B stops; B again returns to the field.
Place window	Y in the field	Shows the name of the map. Works without debug mode too.
Walk through walls	hold A while walking	Passes walls, but not people. Battles still happen.
Full speed	hold B while walking	Full walking speed on slow ground.
Win a battle	L in battle	Ends the battle as won.
Leave a battle	R in battle	Ends the battle at once, nothing gained.

If hold-A-then-Start misses right after a step or a load, wait a moment and try again. Because the world menu clears event flags, use the debug warps on a copy of your save, and note in a report when a fault was reached by warping: a fault that needs a warp to happen may not be a fault in normal play.

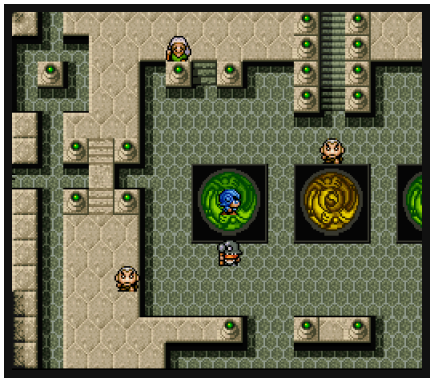
6. Known issues

- **Not yet walked in testing:** World 8's dealer; World 6's casino, club and colosseum. Using an item or a mantra on all allies in battle has not been confirmed.
- **Names and terms under review.** A few may change in a later version.
- **Menus open a little later than in the original.** The item bag takes 7 frames against the original's 5 (about three hundredths of a second more); shop and equipment lists are similar.
- **Staff credits.** The names are read from the Japanese and some readings are uncertain.
- **Not tested on real hardware.**

7. Screenshots



The prologue

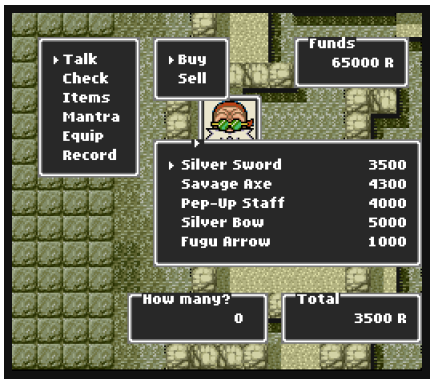

In the field



Dialogue in the 12-pixel font



A choice



Buying at a shop



The restaurant's menu



The item bag



The dragon's record

8. Credits

Translation and hacking: the project's author.

Sansara Naga 2 was developed and published in 1994 by its original creators, whose work this patch only translates. All rights to the game belong to their owners. This patch contains none of the game's data and is of no use without your own copy.

Version 0.1. Patch file `sansara-naga-2-en-0.1.bps`, 239,582 bytes, SHA-1 `e7fea5542a204f40cde8ff43ea1c32b3db3e7ff5`.