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Brothers conflict game english

Does anyone know what's going on with translating Brothers Conflict fans? From Tumblr, it seemed they were pretty close to the release, but the last update was over a year. It would be sad if it was mostly done and then abandoned. Thanks. Passion Pink: 100% (translated) Brilliant Blue: 5%(translated) Translation plagiat otogetranslations:So we seem to have had a bit of trouble lately... about the theft of translation and the denial of such an action when confronted with this subject. After much hesitation, we decided to make this issue public in the hope of raising awareness. It seems that the now disabled blog @geekyobsession (geekyobsession.com) plagiarized almost all the Diabolik Lovers translations they posted there. Two translators worked on the series at Geeky - one of whom seems to be quite honest with his scripts, while the other does not. We have sent this potentially dishonest translator on several occasions, whose excuses could easily be true, but due to the lack of evidence of its end and several contradictory assertions that we have found from the sister in the past, we have reason to believe otherwise. Here is our proof that translations were stolen, including timestamps. She first claimed to have translated HDB herself, as evidenced here: And even made these claims on her Patreon as well. Then she explained that someone she knew had sent her scripts, which she would edit and then upload to her site. Later, she said that this friend came back and retroactively changed all her translations into stolen translations. Yes, it is quite possible, but we found that very unlikely. For the time being, she has not given us enough evidence to support her claim, and instead has chosen to defend the person who would have harmed her, even though screenshots of her wordpress history logs showing third-party modifications would probably be sufficient. To make matters worse, we found evidence that Diabolik Lovers MORE BLOOD, Hoshizora no Comic Garden, and Kamigami no Asobi scripts were stolen as well. Plus Vampire Knight information from a Gamefags guide. We have compiled a detailed list, pm us if you would like to see and compare. We will mark the other translators as well: @magtios @diatovertoenglish @maichiruhabibia @diaboliklovertranslation @akuchansera @sweetremiks @silvermoon249She also took @sakamakihouse and himeutsugi, which can only be found via the Wayback machine - but we have included links to their work cached in the linked list above. She has deprived her wordpress blog, her blogspot blog, and deleted her tumblr account. While this may be the impression that the problem is over, it has not addressed any of these issues in a public way. Without any of this coming out, if she ever makes a new blog or something like that, the theft could very well happen again. We also felt a moral obligation to alert those we knew had been stolen. Hello, it's not Kairi.This Kairi.This I wanted to go back to this blog and update it, but as you can see above, this is very important. Especially since unfortunately, our team has become a victim of this mess. Recently, we were alerted by the @otogetranslations post and reddit that the translator Karen of the blog Geeky Obsession had plagiarized translations of various games and otome projects, including ours. She had taken the Passion Pink translations from our team and used it as her own. Theresa was able to confirm that her translation into our Dropbox files had been stolen. In addition, after further research on the Geeky Obsession cache, we found that it had used our team's initial translations and not what we had edited and completed (see below). Our concern is how she was able to get her hands on these files, because we have never published any of these files publicly, nor have we planned to do so. Previously, I responded to a request for the texts and explained that we would not publish text files without the permission of our previous team. In investigating our Dropbox, we realized that someone who had worked on the team had given access to a number of people to the files, and Karen may have been one of the people with access. Although it was our mistake to trust this person, they violated our trust and allowed people to take private files that were not theirs and use them (and in Karen's case, claim them and take advantage of them). These files are the hard work of our team and plagiarizing them is infuriating. It's disrespectful to our former members who have worked hard (and for free, mind you) for this team. This project was started because we wanted to share this game that we loved with everyone, and we never wanted to enjoy it. We will never do that, by the way. We urge everyone to be wary of this translator and not to support them in case they return. They avoided admitting their wrongdoing and went under the radar without as much as an apology. It worries us that they may try this again to other translators and teams, so we pass the word. As for the state of this project, we quietly stopped working some time ago due to various events that occur among the otome fan projects at the time that could have threatened this project and personal issues. However, we never stop it completely. We play with the relaunch of the project at the right time because we all wanted to get this game out (and still do). Of course, that is not how we wanted to come back. But with events translating as they did, we plan to return to this project. When we have a more specific plan, we updated again. But for now, we ask for your support to spread the word about this person and your possible support when we return! A:Birthday Song English Translation - Recruitment Translators - Need ROM Hacker for BroCon estearisa:Hello guys its been a while since I did some sort of update on tumblr. As you probably know, my full English patch for Re:Birthday Song has been released! Woohoo! After translating this game, I feel like I could translate the other one (plus I got a translated piece from the essay). This game is not as long (a bit short compared to Re:Birth) so I don't expect it to be a long project. If all goes well, it should be published by the end of this year (hopefully). So, for now, I'm looking for translators who can help me with this project. Just send me a PM via here or via my twitter. I usually use dropbox so I'll have scripts set up there (or with an email provided I can send them an email directly). Finally, many people have been asking about the Brothers Conflict project over the past year or two. I apologize for the delay in responses and the lack of updates. I was focusing primarily on my own project and to be honest, I wasn't able to do much about it. I was initially a translator and have no experience in ROM piracy (since it's a PSP game) and we gave up contact with our previous one. At most, our scripts have been reformatted in a .tbl format. So I need a ROM hacker to hack into translated scripts. Although all scripts are completed, not fully revised. However, no progress can be made without someone who is able to insert the translated scripts into the game. Again, just contact me if you can or know anyone who can help with this. Anyway, I appreciate the support. Sorry for the lack of updates for things, but as you know, these are fan projects, so unfortunately setbacks are prone to happen with this stuff with personal life, ect. November update -sort of- Hello, guys! As you already know, yes Brocon PP is translated to 100%, but not fully published. Plus, there are still scripts that need reformatting. Not only that, but with editing, we still need to insert it into the actual game with a finished patch. A lot has happened for kairi and me (especially his own schooling) and honestly he took most of our time. That is, we are not just sitting here doing nothing. Progress is being made, slowly, but still being made. I felt the need to answer constant questions about how the project is going and so on. I understand that people are curious since we missed an update a few months after being consecutive about it, but please don't spam us ask with the same constant questions. There are many things we have answered before and it makes no point in asking when it is going to be released when we ourselves, are a little uncertain. know this was a late review, but we are more or less a team w/3 people. Thanks for the continued support, but please be patient with us! Theresa satou-hime asked: Since there is going to be a port vita, do you have all the text translated into a document? I'm pretty sure they'll just clean up the art and not change the text. I want to support the game and buy the import for my vita if not the locked area. Personally, I would like to appreciate that after getting things translated (which I really appreciate) could you just post the text? Hello.I'm glad you want to support the port vita, but I can't give you the translated text for the games. These scripts are the result of the hard work of our translators and therefore unless they give us permission to do so, we will not advertise them. Many others have already translated scenarios from the game (for example, Theresa has Yusuke translations on her own tumblr) and they are out there, while some scenarios were published here long ago as a treat for followers. These are the easiest sources for translated parts of the game. That aside, I wouldn't recommend using translated scripts to play the game. It is very inefficient and takes a lot of time that it can become frustrating due to the fact that it is difficult to know where you will end up and what script each event corresponds to. These scripts are not labeled specifically after all and there are many. You'd probably end up at an event you didn't expect and then you'd be blindly scrambling to find out what script it is (and then what happens if you don't even have the script?). I know because I used to do it when I edited while listening to the audio - I had to stop this method because of it. For future reference to others, I would ask people to refrain from asking for translated scripts because we will always say no. Please respect the hard work of our translators.-Kairi fanqir-lifestyle-blog-deactiva asked:Hello, since my friend is looking for brothers conflict otome games in English, I'm here to ask you: do you know maybe where I can find them? It's really important hello.Seeing that you ask the blog of the translation project that is going on for these games, no, we do not know because the games are not in English at all.-Kairi xenophobia asked: Also, what is a ps vita port? I do not quite understand the news that is :) Good morning! A PS Vita port means that both PSP games for BroCon will get a version for the PS Vita console. Essentially, they will probably remain the same (story-wise route), but there may be new content added (new CGs, updated graphics, new stories or events, etc.) and an improved system. Basically, a port aims to make an updated version of a game on - often a newer console compared to the original console the game was on - and improve it while possibly adding additional content. I hope this has been helpful-Kairi useful-Kairi

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