



[Breath Of Fire 4 Pc Trainer](#)

## About the Translation

The following quotes were extracted from the Translator's Note distributed with the patch:



"The goal of the Breath of Fire II Retranslation Project is not simply to put a fresh coat of paint on the old translation. Neither is it to produce a slavish, word-for-word adaptation of the original script. The goal of the Breath of Fire II Retranslation Project is to do the job Capcom couldn't the first time.

Up until 2005, Capcom had a record of making great games with questionable localizations. Ever wonder where "Congraturation!" came from? That'd be Capcom's "Ghouls 'n Ghosts". The translator who did Street Fighter II didn't even know what a *Shoryuken* was, resulting in Ryu's famous "You must defeat Sheng Long to stand a chance" victory line.

Japanese Megaman fans knew as early as Megaman X2 that Zero was created by Dr. Wily; American gamers would have to wait until Megaman X4, which introduced voice acting to the franchise (and all the problems thereof). And who could forget the horrible, hammy lines forced into Dante's mouth during the finale of Devil May Cry?



From 2005 onward, though... something changed. The final months of 2004 saw the release of Megaman X8, featuring Mark Gatha in the eponymous lead role. Mark Gatha previously salvaged Bandai's otherwise lackluster dub of Mobile Fighter G Gundam

with a stellar performance as protagonist Domon Kasshu, and he had much the same effect on the X series' long-standing curse. Devil May Cry 3: Dante's Awakening hit shelves in 2005 as well, devoid of the writing and direction issues that plagued the first game. Most famously,

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