Silhouette Mirage Translation FAQ

by TheFreak   Updated to v0.3 on Feb 23, 2001

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(Well, whaddaya think?  First time attempting
self-made Ascii Kanji....please go easy, will ya?) ^_^;



   TRANSLATIONS FAQ!
          by
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Ver. 0.3
Last updated: February 23, 2001
What was Updated in...

0.3
---
FAQ can now be found on Neoseeker.  Enjoy.


0.2
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Added a verily need FAQ menu.  I knew
I had forgotten something when I first posted
this. ^_^

You can currently find this FAQ at:
www.gamefaqs.com
www.neoseeker.com




FAQ MENU
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1) Intraducshun
2) MAIN MENU
     2a) DESCRIPTIONS OF MAIN MENU OPTIONS
3) THE 'OPT' MENU
4) PAUSE MENU OPTIONS
5) POINT TOTALS
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1) Intraducshun

Hello again, Grumblers and Grumblettes. It is I, "TheFreak", back
with my second-ever FAQ, and interestingly enough, covering another
Treasure Game beginning with the letter "S". Super-sweet, as one
fat, badly-animated, cardboard cut-out kid used to say. This time
I've decided on bringing to you this Translation FAQ, which should
help the Nihongo-declined get through the game without having any
problems understanding.

Well, Alright, this is kinda like cheating, since most of the
in-game dialogue is spoken in English, but there ARE menus, controls
and the like in the game that would still confuse a person who doesn't
understand what they're choosing. I myself am not knowledgeable
in Japanese, but thanks to my sister, whose learning the language,
and the helpful Treasure nuts on the Sin & Punishment Gamefaqs Message
Board, I can finally put together a FAQ translating, more or less,
all the game menus to make full enjoyment possible. Whoopie!!!

So...Lets get started....

2) MAIN MENU

Alright, I'm gonna borrow Elbarto's Menu layout a bit here, since
I probably would've done it if he hadn't. Mucho pardons, Elbarto. =-}
Note: I may change the literal translation of a couple of menus
to something that makes more sense, Like "Model" to "Cancel" and
such....

After pressing start, here are the options you'll get....

GAME START/CONTINUE   GAME LEVEL (Difficulty)
TRAINING   SOUND
RANKING   KEY CONFIG
SCENE SELECT   GAME DATA
CANCEL

If you have trouble figuring out the controls, all will be explained
in the "KEY CONFIG" section below.

2a) DESCRIPTIONS OF MAIN MENU OPTIONS

GAME START/CONTINUE

Easy enough. Choose this option, and start your game! YEEHAAA!!

If, at some point, you save and stop the game (explained
in the "Pause Menu Options" later in this FAQ), then the next time
you choose this option you'll have two more options:

"New Game"
"Continue"

Under the "Continue" option will be what stage you're in, what
difficulty level you're playing on, How much time you've put into
the game, and how many credits you have as of that save. Continuing
will cost you one credit.
"New Game" will allow you to start from the beginning, but the data
for the "Continue" option won't change until you save from the pause
menu again.

GAME LEVEL

When you start the game the two current options here will be "Easy"
and "Normal" (Easy will be the first option you see when you turn on
the game for the first time). When you beat the "Normal" mode,
the "Hard" mode will appear.

TRAINING

This mode teaches you how to handle your controller without
having to look at the instruction book. Unfortunately I can't
translate what happy-smiley guy is saying, but thankfully
the controls aren't all that hard to understand. Thank you, Treasure.

SOUND

If you don't know what this is, then close this window, sell
your N64, and go take up something that doesn't reqire
hearing. This is defaulted to 'Stereo".

RANKING

Yeah, like I care about how well I do.....Oh! Uhm,
yeah! Here's where you can create new records or try to beat
old ones.

KEY CONFIG

If you're looking at what the controls are, this is it! The game's
controls, although simple, are innovative in that the defaults are
designed for both left AND right-handed players. Neat.

Here are the default controls...

Anolog stick - Move the target
Left/right C button or digital pad - Walk (twice to roll)
L/R buttons - Jump (twice to double-jump)
Z Button - Shoot (long range)/Sword (Short Range)*
A button - Switch between Manual (RED) or Lock-on (BLUE)*
Start Button - Pause Menu (See "Pause Menu Options" for more info)

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*Note On Target Toggle and Sword attack:
There is a minimal difference between Lock-on and Manual.  while
lock-on is easier to keep the target on the enemy (which could be
done by 'tapping' anolog stick (target) in the direction of the
monster) it takes more shots to register a hit point off of than
in manual mode.  So your preference is up to you there.  As for the
sword attack,  you can tell if an enemy is close enough to use this
attack when you hear a 'beep' sound.
The sword attack, although short-ranged, is most powerful. so when
an enemy gets close enough, don't hesitate to use it, which can be
done by releasing and then pressing the Z button.  Did I lose you yet?
No?  Good.


Control type 2:

L/R Buttons Switch the target mode, and up on the C or digital
pad makes the character jump.  Otherwise, nothing is different.

Control Type 3:

Z Button moves character left,
R Button moves character right,
C Left/Down switches between the target modes,
A Jumps,
and B shoots.



BOTTOM LEFT OPTION:

Control Mode: Normal or Reverse.  Normal is Default.

BOTTOM RIGHT OPTION

CROSSHAIR LINE MODE:

Notice the very light vertical and horizontal lines that
intersect at your target?  Well, those are crosshair lines.
Click this option to turn them off.

SCENE SELECT
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Beat the game, and all the stages will be available.  Duh!

There's also the "Tutorial" and "Prologue" modes above
Stage 0-0.

"Tutorial" is a gamplay demo that teaches you (in Japanese,
      no-less) what the on-screen displays are and what they
      do.
"Prologue" is the opening intro.

GAME DATA
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Select this if you want to erase all the game data in S&P.
You'll be asked if you want to delete all saved data,
and then be given then YES/NO option.  I don't think I need
to tell you what happens if you chose 'YES'....
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CANCEL
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Duhhhh........



3) THE 'OPT' MENU
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If you beat the normal mode, The "OPT" mode will open next
to the "CANCEL" Menu (This one's easy to find.  It's the only
menu option in the entire game written in english).  Here you'll
get to play with new options.  Only three options will be open when
you beat the Normal mode. The other two will open when you beat the
Hard mode....:

BGM: Play through the game music, of course.
ALARM: (ON/OFF) You can turn off that 'beep' sound when enemies get
        within sword-slashing range.
Captions: (ON/OFF) Turn the Japanese mumbo-jumbo during the
            cutscenes on or off.
Frame Skip: (OFF/ON) If there are too many enemies on-screen,
             turning this on will eliminate slowdown.  Not
             like I noticed any when I was playing...hmm.....
Speed: (NORMAL/TURBO)  SPEED!  YEAH SPEED!  Ahem...  This will
        double the game's normal speed.

BOTTOM LEFT OPTION

This will "CANCEL" out of the OPT menu and back to the main
menu.

BOTTOM RIGHT OPTION

Resets the options in the OPT menu back to their
default positions.



4) PAUSE MENU OPTIONS
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During the Game, you can pause and you'll be given a few more
options....

CONTINUE GAME: This Cancels out of the pause screen and takes
                you back to the game.
CONTROL MODE: If in case "Normal" Mode doesn't suit your fancy
               You can choose to switch to 'Reverse' here.
QUIT GAME: Here you'll be prompted to quit your game.  "YES" is the
            first answer. =-}
SAVE AND QUIT: Like above, but when you agree to quit you save
                at the beginning of the stage you were on.  You can
                then continue by choosing 'continue' from the
                'GAME START' option on the main menu.

5) POINT TOTALS
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When you beat the boss at the end of a stage, you'll get point
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totals.  These are...:

TIME BONUS
? BONUS (D'oh, I forgot...)
LIFE BONUS

By the end of the game you'll Also get two other bonuses

COMPLETE(?) BONUS
PERFECT BONUS

If anyone should know how to get the perfect bonus (Completing the
game in with no continues doesn't work.  I've tried) and how
much you get from it.  Let me know.

Okay okay...I guess this section was here just to ask about
the perfect bonus....Sorry. ^_^;

6) ENDING TRANSLATION *SPOILER*
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Probably the most annoying thing about S&P is that, even after
all the vocal dialogue, the epilogue text isn't spoken, leaving
those with lack of Japanese, like myself, wondering exactly it
is that is being said at the end.  well, thanks to aliensoldier2
on the Sin & Punishment Gamefaqs Message board, we can now
figure out what they're saying.  aliensoldier2 doesn't want
people to think that the translation is 100% perfect, but I think
it's legit enough to be an agreeable translation so nyaaah!!

Here's the ending...:

After Saki and Airan return to earth after defeating Planet Mimicry
and decide to battle the Ruffians together, we see Achi floating in
space. She says:

-- ''The enemy is coming. Now that I've lost Brad and Saki, I can't
hope to win against it. But... Does the enemy know about Saki and how
he inherited the power of my blood? (visions of Saki)
''Saki's not the only one. There is another who is just beginning to
realize her powers (visions of Airan), and one who will carry Saki's
blood in the future (visions of Isa, Saki and Airan's son).

(An image of the sun breaking from behind the earth) ''Life is
establishing itself in a new form on that planet... Can the enemy
continue to call itself god?''

(Transformed Saki walking)
Saki: If you look at a map, Hokkaido seems like it's right next
to Honshu, but when you actually cross over on foot it's really
pretty far.

(Airan, riding within Saki's body, appears)
Airan: No problem, let's walk. Using your teleporting powers
would be too dangerous.. Saki..? There's something I've been
thinking about for awhile. Have you ever really thought about
how to use your true power (the power of Achi's blood)? Achi showed
me a possible future, ten years from now. You were fighting
alongside Ruffians, against humans. Since you and the Ruffians
share blood, that future might be possible...
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Saki: No, as long as I'm together with you, it's impossible.
I'm always having dreams of battling Ruffians. As long as they
keep terrorizing mankind, I can only see them as enemies. What
you saw was probably just part of Achi's training. We're both
human, and if we work together and move forward carefully, I
think that we can choose the right path.

Airan: You're really thinking ahead, aren't you? I guess you
really are pretty carefree. That's why it's so comfortable
here(inside Saki's body). Bright and warm..

Saki: I wonder if that's because I'm still concealing the painful
places within me. I can't see those places in you either, Airan.
Achi said that if I want to be really human again, we have to
completely share each other's true feelings and thoughts.

Airan: Not yet. I want things to be like this for awhile.

Saki: Airan... On top of everything else, we have an even greater
mission to carry out.

Airan: What? Mission...?

Saki: Let's see.. in ten years he should be about five or so,
right? Our c-h-i-l-d...--

Thanks for the translation! ^_^

7) FINALLY

Well, there ya have it, it's all I can do to make the game easier
without trying to translate the instruction manual. Hope this
helps you in playing this awesome game.

8) THANKS TO...

TREASURE
(Homepage: http://www.treasure-inc.co.jp/)
Like I NEED to tell you why I thank them!
They made this game. It still kinda
bothers me as to why Nintendo's not releasing
the game here. After all, NoA is listed in the
end-game credits......

MICHEAL'S BORING HOMEPAGE
(Homepage: http://sea-adsl10-192.wolfenet.com/~mstearns/)
This site is the home-base of the ONLY unnoficial
Treasure fan-site on the net. He hasn't updated since
goin to Japan. I can only hope he returns soon.

ELBARTO
Why? Because up until now, he was the only one with a FAQ.

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I also thank him for letting me use his Menu options
setup, even if I didn't ask him directly. ^_^;;

"aliensoldier2"
He's the guy that translated the ending and the last two
options in the 'OPT' menu.  Plenty thanks go to him! =-]

"EsperKnight"
Big buddy that always finds a way to cheer me up when I
am down.  We have some projects going on, which you
can check out at http://sgst.romhacking.com.  Drop
in and say 'hi' one day.

And finally, family
Why?  I dunno.  They didn't help me with this
FAQ, and all I really do is lounge around
and do notihng besides play my games....
I guess I gotta thank them for not
throwing me out onto the street yet.....

9) LEGALITY BLATHER
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