

# Dai-Kaiju Deburas/Giant Monster Flaburas

## Translation Liner Notes

written by Muttvil (aka Lazermutt4)

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Welcome to the liner notes for the English translation patch for *Giant Monster Flaburas* (originally known as *Dai-Kaiju Deburas*). While this game can mostly stand on its own, it is chock-full of pop-culture references, especially relating to *tokusatsu*-style films and television. Some of you out there may find this setup all too familiar, if you grew up in the age of the weekend-afternoon Creature Feature, karate-chopping spandex superheroes, and copious merchandising. Or you don't know much about it besides inklings of rubber suits and hokey acting. Regardless, a grand majority of the script, from main plot to incidental dialogue, can be tied to some TV show or movie you may have no knowledge of.

Translating this script for this game necessitated poring through each sentence in the script to dissect what's being parodied at any given time. Granted, it's not the biggest script, and in the future year of 2023, I have at my disposal many things that a would-be translator from 1991 would not have had, like the Internet, search engines, and far more of these media sources readily available to cross-reference. Some references I could pick out due to my own personal obsessions and previous work, but research was sometimes pivotal to actually providing a translation, with text bordering on gibberish without proper context. Which is why I felt it necessary to assemble this collection of liner notes, in order to pass that knowledge forward.

While I could prattle on for hours about this sort of stuff, it's best if we just get into it!

## NAME CHANGES

The main reasoning behind changing any of the names was making connections between the various terminology used for most of the characters: food and diet. The main antagonists all have names pertaining to being overweight, and the good guys' ace in the hole has a name based on being underweight. And most of the weapons used are food-related. Does this theme feed into the story? Not as much as it maybe could have, but it proves they weren't pulled out of a random katakana generator.

### Flaburas

OG Name: **Deburas/Deburaus** (デブラス) (*Because what's a kaiju without an obliquely romanized name?*)

The first half, *debu*, means "fat." For the ending of his name, the closest reference that could be found was Angiurus (アンギラス), known second fiddle to Godzilla himself and fellow in inexplicable romanization. Its rivalry with an acid-spitting bird is a reference to Gomess, a monster from the first episode of the 1966 TV series *Ultra Q*. Gomess is an ancient lizard monster awakened in the modern day (read: mid-1960's) by the noise of human construction. He's also *totally* not just a Godzilla suit borrowed off the set, with added horns and plating, nosiree.

Other names considered: Bluburas, Chuburas, Tubburas, Pudjiras, Bulkuras

### Slenderus

OG Name: **Yasegyurus** (ヤセギュルウス)

The first syllables of its name, *yase* (痩せ), mean "slimmed down." The ending of its name comes from Larugeus (ラルゲユウス), a monster bird from one episode of the show *Ultra Q* (who recently put in an appearance in the *Shin Ultraman* movie.) The concept of an acid-spitting bird born from a giant egg references Litra, a different *Ultra Q* bird, appearing in its first episode.

Other names considered: Scragyurus, Lankyulus, Svelturus, Scrawneus, Leanyurus

### Gauntic Acid

OG Name: **Garigari-san** (ガリガリ酸)

*garigari* = skinny; also references the citronella acid of Litra from *Ultra Q* (see previous entry.)

The first crack at an English name: Scrawnoscorbic acid (*A bit too long, don't you think?*)

### Planet Obiese

OG Name: **Himan-sei** (ひまん星)

The original name, *Himan-sei*, while denoting a planet name, is pronounced exactly the same as (肥満性), a term for obesity. It was changed to an English equivalent, but spelled sort of funny.

### Graydons

OG name: **Yodagons** (ヨダゴンズ)

The team Dr. Yamane is rooting for, at great risk to his own well-being, is a rearrangement on the Chunichi Dragons baseball team. The new name was chosen as a more natural English jumble of the name Dragons.

## ARSENAL

### But I'm On a Diet!

Many of the different weapons carried by the units in the Defense Force's arsenal were food-themed.

Unfortunately, text box constraints required the names be truncated down, many to a single letter. Here is a list of all the truncated weapon names, along with their expanded titles and likely meanings.

IN-GAME NAME	FULL NAME	UNITS	JAPANESE	MEANING
_MM MACH	_mm Machine Gun	Various	_ミリ キジュウ	<i>Kijuu</i> (機銃), "machine gun"
ANTI-AIR	Anti-Air Machine Gun	SKYKICK	たいくう キジュウ	<i>Taikuu kijuu</i> (対空機銃) - Literal translation
C-MISSILE	Cuppa Missile	HIBA	イッパイ ミサイル	<i>ippai</i> (一杯) "one cup"
C-CANNON	Croquette Cannon	NATU	コロッケ ほう	Croquettes
CRUNCHER	Crunch Missile	CHARLIE	バリバリ ミサイル	<i>Baribari</i> , "crunchy"
F-MISSILE	Freeze Missile	F-2J, F-1X	キーン ミサイル	<i>Kiin</i> , Brain freeze SFX
H-MISSILE	Hyper Missile	HYPER-X	ハイパー ミサイル	Literal translation
I-MISSILE	Infantry Missile	SOLDIER	ホーヘイ ミサイル	<i>Hohei</i> (歩兵) "infantry"
K-MISSILE	Katsu Missile	F-2J	カツ ミサイル	<i>Katsu</i> , cutlet
LAUNCHER	SAM Launcher	KURGAN	S A M ランチャー	Surface-to-Air
MARUKO	Maruko Missile	NATU	ちびまるミサイル	<i>Chibi Maru(ko-chan)</i>
O-MISSILE	Ordinary Missile	SOLDIER	タダノ ミサイル	<i>tada no</i> , 'ordinary'
P-MISSILE	Pain Missile	DEEN	イターイ ミサイル	<i>Itai</i> (痛い) "painful"
T-MISSILE	TOTO Missile	AH-1	T O T O ミサイル	Unknown?
W-MISSILE	TOW Missile	AH-2	T O W ミサイル	<i>Tube-launched, Optically-tracked, Wire-guided</i>
VULCAN	Vul-Vulcan ( <i>maybe...</i> )	HARU	バルバルカン	<b>See below</b>

### In Stores Then

The Heavy Barrel shares its name with *Heavy Barrel*, a 1987 arcade shoot-em-up from Data East, that was ported to Famicom and NES in 1990, released only a few months prior to this title.

### **Perhaps Seen on TV**

Maruko (*chibimaru missile*, ちびまる ミサイル) may be a reference to the manga and anime series *Chibi Maruko-chan*. Its TV adaptation premiered during the development of this game, as evidenced by a quote seen below.

### **Vunderbar Blunders**

One weapon in particular gave this translator more trouble than it was probably worth. Many theories arose to find a proper name of the バルバルカン (*Baru-Barukan*) weapon.

*Baru-baru* has the makings of a sound-effect or onomatopoeia, but no definition was able to be found for it. One theory posited that it referenced the Barbar Temple, a ruin from 3000 BC discovered in what is now Bahrain.

Other research in the realm of mass-media seemed promising, but wound up being too new, like “Barbar”, a barracuda enemy from *Kirby's Return to Dream Land* (2011). Besides, the *Kirby* series did not even begin until after this title was published. There was also *Barbar-san*, a series of kid's picture books about a barber shop that look old-fashioned, but only started in 2008.

Another theory and spelling choice would be “Vul-Vulcan,” a possible reference to the TV series *Taiyou Sentai Sun Vulcan*, combining the team's name with its individual warriors. (バルイーグ/VulEagle, Et al.)

Without any further hints into the developer's thoughts, it was impossible to know for certain. And in the end, it was trimmed down to just “VULCAN.”

### **Three Jears**

The JEAR unit bears a resemblance to the Maser cannons seen in films like *War of the Gargantuas* and *Godzilla vs. Gigan*.

### **You Got All Super-Xs, Now GDF Can Be Hyper-X**

The Hyper-X unit usable during the second half of the game is a riff on the Super-X vehicle, seen in the film *The Return of Godzilla* (aka *Godzilla* 1985).

## **CHARACTER REFERENCES**

### **Dr. Shigeo Yamane**

He shares the family name of Dr. Kyohei Yamane and the appearance of Dr. Daisuke Serizawa, the two main scientists from the original *Godzilla* film. (Though the eyepatch is on the other side.)

### **Masaru Motonashi**

A caricature of Japanese entertainment reporter Masaru Nashimoto, including his catchphrase, “恐縮です!” (*kyoushuku desu!*, ‘Sorry to bother you!’ or ‘Much obliged!’) They simply flipped his family name around.

### **Tomoyo Hamada**

Hamada's role as an alien infiltrator, is a reversal of Namikawa, the alien infiltrator and love interest from *Invasion of Astro-Monster*. Instead of defying her people by falling in love with astronaut Glenn, Hamada sticks to the plan, and shuts down Lt. Handa's advances at every turn.

### **Uchuu Jin, The Alien**

The male alien's name is listed in the credits as Uchuu, Jin (うちゅう じん), literally *uchuujin* ("alien"), but formatted like it's a name. His appearance is based off the Controller of Planet X from *Invasion of Astro-Monster*, but with garden-variety sunglasses instead of the Xiliens' thin visor.

### **Deek Togo, The Semi-Professional**

The announcer with the big eyebrows seen at the start of the game and when loading a file goes by the name of Deek Togo (デーク とーごー), and bears a heavy resemblance to the legendary hitman Golgo 13, who commonly goes by Duke Togo.

## **OTHER SHOUT-OUTS**

### **Congratulations, It's Twins!**

The way King & Queen Flabura are spawned out of the back of Flabura's corpse may reference the birth of twin Mothras in the climax of the film *Mothra vs. Godzilla* (aka *Godzilla vs. The Thing*).

### **Planet XXL**

Most aspects of the Obiesians are based on the aliens of Planet X from the film *Invasion of Astro-Monster* (aka *Godzilla vs. Monster Zero*.) Hamada's grey jumpsuit is based on what the Xiliens wore in the actual film, whereas Uchuu Jin's red outfit is based on colorized promotional stills from the movie.

## **QUOTE REFERENCES**

### **"Bigger than André the Giant!"**

It's hard to believe, but this line did not change much, if at all. Motonashi compares the approaching Flaburas to '*hitori-minzoku-daiidou*' (一民族大移動). While it could reasonably be translated as a "One-Man Migration," it's actually an obscure nickname/title for pro wrestler/actor André "the Giant" Roussimoff.

### **"Pihyala, Pihyala..."**

This seemingly gibberish line is a reference to the 1990 Japanese song *Odoru Ponpokolin*, used as the ending theme for the anime *Chibi Maruko-chan*. You may recognize it if you, for some reason, know old kids' anime, or play rhythm games. It appears frequently in editions of *Taiko no Tatsujin*, *Dance Dance Revolution*, and *Pop'n Music*, with one edition including an English cover by Eurodance group Captain Jack.

### **"Big money! No whammies!"**

OG Line: **"Ready, BAM! Travel Chance!"** (せーの、どん！ とらべるちゃーんす！)

This line sees catchphrases from two Japanese game shows spouted in succession. Namely, *Quiz Derby* and *Quiz - We Asked 100 People*. The latter being the Japanese import of the US game show *Family Feud*. Travel Chance was that show's take on the final round (known as Fast Money in the original). The quiz format was the same, but it was played for a free trip (typically to Hawaii) instead of cash.

The translation of this originally read "Fast Money! No Whammies!" to keep a similar reference intact, and to tack on "No Whammies!" from the show *Press Your Luck*, a show of similar vintage and notoriety to *Family Feud*. In the end, *PYL* won out as the catchier catchphrase.

### **"Fourth gate open!"**

This bit is a near-direct quote of the intercom in the 1967 TV series *UltraSeven*, heard during the Ultra Hawk UH-1's launch sequence.

### **"Pound your chest while you read this."**

This repeated request recalls some quirks of the Xiliens from the movie *Invasion of Astro-Monster*. The head Controller had plenty of odd mannerisms, one of which was gently placing a hand on his chest after saying his lines.

### **But Thou Must?**

Uchuu Jin the Alien's offer to split the planet with you in exchange for letting him conquer Earth is a reference to the game *Dragon Quest* (aka *Dragon Warrior*). Specifically, its final boss, the Dragonlord, offering you a similar deal before you fight him. They even lampshade how much of a cliché it had become in games of that era, with loads of DQ-like role-playing games flooding the Famicom library. Though, how many of those games copied that exact plot point is a mystery for the ages.

### **"Wandabada, wandabada..."**

This oblique chant spoken in the prologue to the Mt. Fumi stage is a reference to a piece of background music (cue M-3) composed by Toru Fuyuki for the 1971 TV show *Return of Ultraman*. It would play when the MAT (Monster Attack Team, the human supporting cast) went into action, either on foot or in artillery. Story-wise, the EDF are psyching themselves up to get the job done themselves, without any giant's help. The chiptune playing in this scene is just close enough to the original track without incurring any legal wrath.

### **"Asse adahoi..."**

This chant is a reference to the film *King Kong vs. Godzilla*. The Faro Islanders engaged in a chant to appease their deity, King Kong. It also plays over the opening credits in the Japanese cut. The game's scriptwriters transcribed the chant by ear, so it differs from the movie's version. Not much to be done, since the soundtrack of the movie wasn't released until 3 years after this game. Besides, the whole "made-up tribal chanting" shtick hasn't aged well.

Asi anaroi a seke samoai                      *King Kong vs Godzilla*  
Asse adahoi heme reke samoai!   *Giant Monster Flaburas*

## **CREDITS**

### **Power of the Sun**

While Data East is the publisher of this title, development was handled by Sol Corporation, run by Yoichi Sogi (also written as Soki), credited as director of this game. Their logo can be seen on some in-game billboards, alongside Data East's (as DECO).

After *Deburas* released, Sol's next game would be a port of Toaplan's *Snow Bros.* to NES and Famicom. Around the same time, Sol also took work for Taito, developing games based on *The Flintstones* for the NES: *The Rescue of Dino & Hoppy* and *The Surprise at Dinosaur Peak*. The former is more infamously known in the form of its Mario-bootlegged counterpart: *7 GRAND DAD*.

Moving forward to the PlayStation era, Sol was best known for budget title *The Sniper*, and the bizarre bomb-defusal puzzle game *Suzuki Bakuhatsu*.

### **Banging Out the Tunes**

Composer Shogo Sakai would go on to work at HAL Laboratory, and compose for the *Kirby* series (*Air Ride*, *Squeak Squad*, *Dream Buffet*), and other Nintendo/HAL joints like *Mother 3*, *Face Raiders*, and *Part Time UFO*.

Composer Seiji Momoi would go on to make tracks for *Joe & Mac*, *Glory of Heracles 3* and *4*, *Tail Concerto*, *Meteos* and certain arrangements for *Super Smash Bros. Brawl*.

Masaaki Iwasaki, the game's third composer, was a Data East regular, starting with the NES editions of *Cobra Command* and *Bad Dudes*, before going on to compose for *Metal Max*, *High Seas Havoc*, *Windjammers*, and the *Magical Drop* series

### **Dolby Surround**

One credit spoofs the ubiquitous credit to Dolby Surround sound encoding (now known as Dolby Pro Logic.) The original credit reads Doroby Surround/ ドロビーサラウンド, possibly combining the brand name with either *doro*, meaning mud, or *dorobou*, meaning thief. The name was tweaked in translation to try and match the slightly-insulting riff in English. The credits also read "In Select Televisions," like real Dolby credits would list "In Select Theaters" beneath it."

### **PROGRAMMING**

Norihito Hamada, Keiichi Saito, Misako Hamamura, credited as assistants, were the programmers for this game, as well as *Snow Bros.*, the two *Flintstones* games, and *The Jetsons: Cogswell's Caper*.

### **MEI-JIN and the Masters of the Famicom**

Haruki Kamiya, the game's producer and scenario writer, was one of many professional demonstrators of Famicom games, known as *Meijin*, or "Masters," employed by various publishers and magazines during the system's heyday in the late 80s.

Part game expert, part spokesman, part mascot; the most famous of these individuals was Toshiyuki Takahashi-*meijin*, star of Hudson's *Adventure Island* series in Japan. The closest western equivalent would be maybe Howard Phillips, Nintendo of America's resident "Game Master".

Kamiya first filled this role at Bandai under another *meijin*, Shinji Hashimoto, before moving to Data East. Alongside him was Data East's still-acting *meijin*, Hiromichi Nakamoto aka "Doctor Nakamoto," who acts as executive producer on this game. After producing *Deburas*, he would fill the same role on Data East's next Famicom strategy game, *Metal Max*.

### **Cooperation for Private Sponsorship**

Some listings in the credits riff on common sponsors/production partners for *tokusatsu* TV shows and films. Just to reiterate, all of these are fictional.

Earth Defense – military consultation, in this case the Japanese Self-Defense Force, known for lending their likeness to films like the *Godzilla* series. Their ever-ineffectual performance on screen may serve as the impetus for this game's premise.

Hanagawa Tourism Association – filming on location in the hopes of a tourism boom

New MMG – Currently unknown

MEN's GIBI – a riff on MEN's BIGI, a clothing brand

### **THAT'S FAHMICOM BAYBEE!**

Wait around for about 1 minute after the credits finish, for an extra scene. Sgt. Kawamoto will narrate a slideshow recapping the events of the game, allowing you to see all the unique cutscene graphics in the game. The blank dialogue boxes you need to scroll through are normal, so don't worry. After that's finished, keep scrolling through for a little something extra... The credits to this patch you've downloaded! Isn't that neat?

### **LOCATION NAMES**

All the stops on your egg run are about one letter off from their real-world counterparts. With this knowledge, and some cartography skills, one can actually chart the D.F.'s trajectory.

STAGE	GAME LOCATION	REAL WORLD	NOTES
Manual	Kujuyari Beach (九十八里開眼)	Kujukuri Beach (九十九里開眼)	99-ri, down to only 98
1	Gulf City (District 3)	湾岸 3 丁目	Bayside
2	Yorakucho	Yurakucho (有楽町)	shopping district
3	Aidabashi	Iidabashi (飯田橋)	
4-5	Kinjuku (East & West)	Shinjuku (新宿)	
6	Ichijoji	Kichijoji (吉祥寺)	
7a	Tannashi	Tanashi (田無)	
7b	Machikawa	Tachikawa (立川)	
8	Tama City (District 2)	Zama (座間)	
9a	Omoisawa	Fujisawa (藤沢)	
9b	Tamanashi	Yamanashi (山梨)	
9c	Hanagawa	Kanagawa (神奈川)	
10a	Lake Yamanonaka	Lake Yamanaka (山中湖)	Lake near Mt. F
10b	Kobu	Kofu (甲府)	
10c	Chingasaki	Chigasaki (茅ヶ崎)	
11	Mount Fumi	Mount Fuji (富士山)	Final destination

## CHEAT CODES

### INTERNAL CHEATS

To use any of the game's cheat codes, you must first make your way to the final stage, Mt. Fumi (either version) and save your game in any slot. Then, finish the campaign. After the credits are done, you will be taken back to the title screen. To unlock extra modes, start a new game, and enter one of these codes during the opening cutscene:

**Map Select:** Up, Down(x6), Up,  
Left(x4), Right(x3), Down, Up, START  
[Level Select]

**Sound Select:** Up(x2), Down(x2),  
Up(x2), Down(x2), START  
[Sound Test]

**VS Map Select:** Left(x4), Right(x4),  
Down(x2), Up(x2), Down, Right, Left,  
START  
[2-Player VS Mode]

Make sure that at least one of your saved files reads "MT. FUMI" going forward. If it's ever overwritten, the cheat codes will be unavailable until you repeat the whole process again.

The VS Map Select allows you to load up any map (including the 8 extra maps) for 2 players to go against each other. Player 1 controls the Defense Force like normal, but Player 2 can control the monsters and aliens. THE ALIEN and Hamada even serve as the Operators for the Enemy team, giving you the stats on the enemy units. One thing to keep in mind is that to open the Save Game/End Turn menu, you must press SELECT on Controller 1. This is a Japanese Famicom game, after all. Its hard-wired Controller 2 lacks the START and SELECT Buttons, replacing them with a Microphone and Volume slider. Battle scenes must be advanced through on Controller 1, as well.

More importantly, we recommend you **DO NOT SAVE DURING THE ENEMY'S (Player 2's) TURN**, as reloading it will place you on the Defense Force's (Player 1) turn, but with everything placed as it was when you saved. The EGG unit will also have its last dice roll intact. The Turn number will not increase from these events, essentially creating a "Ghost Turn" of sorts.

MAP SELECT KEY			
#	HEX	MAP	DESCRIPTION
00	00	GULF CITY	Stage 1
01	01	YORAKUCHO	Stage 2
02	02	AIDABASHI	Stage 3
03	03	E. KINJUKU	Stage 4
04	04	W. KINJUKU	Stage 5
05	05	ICHIJOJI	Stage 6
06	06	TANNASHI	Stage 7a
07	07	MACHIKAWA	Stage 7b
08	08	TAMA CITY	Stage 8
09	09	OMOISAWA	Stage 9a
10	0A	TAMANASHI	Stage 9b
11	0B	HANAGAWA	Stage 9c
12	0C	CHINGASAKI	Stage 10c
13	0D	YAMANONAKA	Stage 10a
14	0E	KOBU	Stage 10b
15	0F	MT. FUMI	St. 11, Version A (horizontal)
16	10	MT. FUMI	St. 11, Version B (vertical)
17	11	MAP A	Stage 6 (special challenge)
18	12	MAP B	Stage 7a (special challenge)
19	13	MAP C	Stage 7b (special challenge)
20	14	MAP D	Stage 9b (special challenge)
21	15	MAP E	Stage 10c (special challenge)
22	16	MAP F	Stage 10a (special challenge)
23	17	MAP G	Stage 10b (special challenge)
24	18	MAP H	Stage 11 (special challenge)
--	19	ENDING	End Credits



## EXTERNAL CHEATS

**Reduce DPCM pops:** **SLNEKSSE** (Game Genie)

Cuts down on harsh pops from certain sound samples.

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