Lil' Manster FAQ

Q: Which emulators can I use? What ROM do I need? How do I patch if I'm not on a Windows OS? Are the optional patches compatible with each other?

A: You can find the answers to all of these questions in their respective files: <u>Patching instructions</u>, <u>Patching instructions</u> (again), <u>For Mac, Linux and mobile users</u>, and the Optional folder's <u>ReadMe</u>.

Q: Will I lose my save from the old patch / Project Exile / previous Lil' Manster versions?

A: Saves should be compatible between all three of these roms.

First, make sure it's a "hard" save, and not a save state. "Hard save" meaning, the thing you would do before turning off a physical console.

For most emulators, all you have to do is take your new patched rom, name it the same as the older rom, and place it in the folder where your old rom is, replacing it. This should cause the saves to transfer over.

If you still have trouble transferring your save (or patching the rom), feel free to visit our Discord server for assistance.

Q: When patching, I'm getting an error message. What do "V-ROM" and "NP" mean?

A: Thracia 776 had two releases. One digital version, generally refered to as NP (for "Nintendo Power"), and one physical version, refered to as V-ROM.

The Lil' Manster patch checks if you are using the correct ROM (V-ROM, Japanese, no header) before patching. You simply need to find the correct ROM if you're getting this error message: "Wrong ROM. Use Thracia JP V.ROM, not NP."

Q: Which character names are you using?

A: We use all mainline Heroes and Awakening names, with Heroes having priority. If you find Heroes names that we are not consistent with, do tell, as it's likely to be a mistake.

Since most players might come to this patch after playing Project Naga's FE4, their names will be used in Lil' Manster as well, unless Heroes material contradicts them.

Names from the Choose Your Legends (CYL) online poll are a different story. While they are official material, they're also not present in official games, and that's an important distinction to make. Just like in ye olde (official) TGC names, the quality of CYL names is a bit all over the place. The FE5 names in particular look fairly rushed compared to their FE4 counterparts. And that's how it was decided that CYL was too unreliable to be used as a source for translating FE5, the same way that SSBB would have been dismissed for FE6's "Deke" and "Rutoga".

Q: You added a bunch of things in the Options menu and I don't understand what they do!

A: Here's a more thorough breakdown of the newer options, and what they do.
<u>Underlined options</u> are the default setting when starting a New Game.

Terrain data is now **Map Data**:
Detailed (Activates the Terrain window & HP bars)
<u>Simple</u> (Activates the Terrain window)
Off (Nothing)

Units Window:
<u>Detailed</u> (Activates the Units window with Equiped Items shown)
Simple (Activates the Units window)
Off (Nothing)

Hidden Data (NEW!):
0 (Nothing)
<u>1</u> (Inventory Screen: Displays the FCM, Ddg and AS stats, as well as weapon experience. Activates the growths display by pressing Select. Scroll descriptions show grows bonuses.)
(Combat: Displays CRT instead of LVL.)
2 (Map: Displays a unit's available Talks or an enemy's Guard AI when selected.)(+ All of option 1)
3 (Displays Hidden Skills, with possible minor spoilers)(+ All of option 2)

Deployment (NEW!):
0 (Nothing)
<u>1</u> (Displays units on the map during preparations)
2 (Rearrange units on the map during preparations by pressing Y, which does alter the gameplay)

[Note: The Deployment setting will not update until you visit the Deploy screen.]

Q: These new settings seem to alter my gameplay experience. What settings would you recommend for a first playthrough? What about a fully blind playthrough?

A: For a first playthrough, I would recommend **Deployment 1 and Hidden Data 1 or 2**.

For a fully blind playthrough, including all the less thrilling trial-and-error, I would recommend **Deployment 0 and Hidden Data 0**. Hidden Data 1 is a possibility as well, if you can refrain from pressing Select on a unit's Inventory, or X on a Scroll .

Q: What's this about not getting permission from the Project Exile translator?

A: It's a lot of dumb drama, but here's the gist of it. In September, Cirosan left the translation server and cut off all communications, meaning there was no "asking for permission" either way. The last we heard from him, he said in no uncertain terms that no more work on PE's script was going to be done, despite the large number of issues still remaining in it.

Between July (the last PE release) and December, indeed no substantial work seems to have been done on PE, which is what prompted us to release Lil' Manster. Our goal was simply to add all the stuff that had been found (both in the script and tech) for the French, Spanish, German patches, and applying it to the English version. Seeing as PE had grinded to a halt, it seemed unfair to leave the English community with an unfinished project.

In his departing announcement, Cirosan said "I am not interested in other people editing the script, as I wrote it and wish to maintain creative control over my vision for it." This is why is why we stuck to the next best thing and limited our LM edits to surgical changes that wouldn't damage his overall creative vision. (And credited him for his work, obviously.) It was either that, or immortalizing "Heroes of the North," Leif being born in the city of Munster, Linoan knowing Dean since childhood, and all that nonsense.

Q: My least favorite quality-of-life feature can't be disabled in the Options. Can you make another version of the patch that removes it?

A: Not at the time, as it would require me to release and maintain more project files, when I have already reached my saturation point. I can offer alternatives though:
- The next update of Lil' Manster will feature a completely QoL-less version of the translation—called Lil' Fiana—for reviewing purposes and hardcore purists. You can wait for that version to come out.
- I realize it sounds patronizing, but give it a chance and see for yourself if this addition designed to make your gameplay more pleasant is really that unpleasant to you. There's a reason most players enjoy those.
- If you really, really don't want to wait or endure the QoL features, send me a DM on Serenes Forest and, if what you're asking is doable, I'll send a patch for your personal use.

Q: Shouldn't this be called Lil' Munster, now?

A: Never.