

## Lil' Manster FAQ

**Q: Which emulators can I use? What ROM do I need? Are the optional patches compatible with each other?**

A: You can find the answers to all of these questions in their respective files: [Patching instructions](#), [Patching instructions](#) (again), and the Optional folder's [ReadMe](#).

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**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.

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**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".

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**Q: I do not like one of the built-in quality-of-life features. Can you make another version of the patch that removes it?**

A: No, 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, for reviewing purposes and hardcore purists. You can wait for that version to come out.

- I realize it sounds patronizing, but give them a go and see for yourself if these additions designed to make your gameplay more pleasant are really that unpleasant to you. There's a reason most players enjoy them.

- 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 reasonable, I'll send a patch for your personal use.

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**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, Cirozan 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' Munster. 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, Cirozan 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.

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

A: Never.

During PE's post-release development, I was working on my own translation of it into French. As I was going through the script, I noticed an number of mistakes going from mistranslations to factual errors that couldn't be explained as mere creative liberties. When these edits did not pan out, I put them aside and kept working on porting the game to French.

Eventually, I learned enough about the working of Zane's tools to do some beautiful things that, during PE's development, we could only dream of doing. (I'm making it sound super impressive, but really, it's just neat menu stuff.)

I shared my knowledge and helped other teams that were starting to translate the game into their own languages (more about this in the second post). Then I figured, hey, why keep those things to non-English patches? So I decided to add those improvements to the English version of PE as well. With the help of my colleague ShikiLoveShikiLife, we also reviewed all those script edits I had found months ago, and packaged them into this patch. So here we are, with this "Editors' Cut" of sorts, one we like to call by the silly name of Lil' Manster.

As we understand, PE's lead translator informally announced he wishes to retain creative control over the script, which is why we made sure that our edits were as surgical and respectful of his creative vision as possible. Because of that, this not a rewrite by any extent, and a lot of stylistic problems were left unedited. All credit for the former PE script goes to the original Project Exile writing team, and don't worry, your favorite lines are still in there.