Advanced Daisenryaku 2001 (Import) Edit Mode Menu Translation

by jvgfanatic

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ADVANCED DAISENRYAKU 2001
for Sega Dreamcast
Menu Translation Guide for Map Editor.
by JVGFanatic, Copyright 2007 JVGFanatic


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(Thank you!)


Version 0.8


Version History
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15 August, 2007
.87 - We're baaaack! Added Japanese text to make some of the
      translations a little clearer. This means you'll need
      a Japanese enabled browser to read this.

      I still have quite a lot of work to do in adding more
      Japanese text. Thanks for your patience.


09 Octoboer 2004
0.8 - First version released to Gamefaqs.
      Still need to translate options screen
      as well as several other minor windows



First off, allow me to thank you for downloading this meager document. Please
understand that it is currently a work in progress and thus is subject to
change. Should you have any questions, comments, or contributions then please
send them along to jvgfanatic AT hotmail DOT com with a subject of "Daisenryaku
FAQ". The subject is important as any other subject will be considered junk
mail.

As of the latest version you WILL need a Japanese enabled browser to read this
document. I cannot help you with that but if you do a google search on
"Enabling Japanese in X" where X is your Operating System you will find
instructions on how to do that.

Also as of this writing Advanced Daisenryaku 2001 is the most sophisticated
and deep strategy game to appear on any gaming console. Mobile Suit Gundam
Giren's Greed comes close but even it isn't as bold as this title. There are
deeper games for PCs but alas, if you game on consoles then this is THE
game.

Thank you again, I do hope these translations help you.



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Unit List Stats                         (ULSS)



Controls                                {CTRL}
-------------------------------------------------
R Trigger - Right Menu (Context Dependent)
L Trigger - Left Menu
A Button - Place units, Paint Terrain,
           Execute commands on selected hex
           (Context Dependent)
Y Button - Map Scroller
X Button - System Menu



System Menu (L to R, T to B)            {SYSM}
-------------------------------------------------
Settings



Main Menu                               {LMNU}
_____
Scenario edit                          シネリオ設定モード
Terrain edit                           地形設定モード
Terrain Height editor                  高度設定モード
Road/Track editor                      路線設定モード
Movement Restriction editor            移動制限設定モード
Occupying Force editor                 占領設国定モード
Place Name editor                      地名設定モード
Map display extent change              マップ表示範囲切替
Map Size Set                           マップサイズ変更
Position Violation Search              配置違反検索
Outside Hex Edit Permission            領域外ヘックス？？？



Scenario Edit                          {RM01}
----------------------------------------------------------------
Set Active Nationality                         対象国選択…
Place Single Unit From Any Nationality         生産国籍一時変更…
Enable/Disable Era Limits for Unit Placement   年月戦域制限あり
Enable/Disable Movement Limitations            配置移動制限あり
Change Scenario Settings                       シナリオ設定変更
Add A Country                                  国を追加
Delete Active Nation                           対象国を削除
Change Nation Order                            国の並べ替え
Delete All Active Nation's Units               ユニット全削除



Terrains Menu                          {RM02}
```

```
------------------------------------------------
Plains                  平地
Forest                  森林
Wasteland               荒れ地
Mountains               山岳
Capital                 首都
City                    都市
Supply Base             補給地
Airfield                空港
River...                川地形...
Sea...                  海地形...
Desert...               砂漠地形...
Oil Field               油田
Craters                 弾痕
Stronghold              要塞
Swamp                   湿地帯
Marsh                   沼沢
Bokage                  ボカージュ
Jungle                  密林


River Terrain                       {RSM1}
------------------------------------------------
River (Depth)           川
Wide River (Depth)      大川
Lake (Depth)            湖
Narrow Canal (Depth)
Wide Canal (Depth)
Rivermouth
Dam
Collapsed Dam


Sea Terrain                         {RSM2}
------------------------------------------------
Port (Size)             港
Sandy Beach             砂浜
Shoal                   浅瀬
Shallow Sea             浅海
Sea                     海
Coral Reef              珊瑚礁


Desert Terrain                      {RSM3}
------------------------------------------------
Desert                  砂漠
Dune                    砂丘
Salt Marsh              塩沼
Qattara Depression      カッタラ凹地
Wadi                    ワジ
Wadi Mouth              ワジ河口
Dried Lake              個湖


Route/Road/Track Terrain            {RM03}
------------------------------------------------
Road/Railway Eraser         道路鉄道撤去
Normal (Dirt) Road          通常道路
Paved Road                  舗装道路
Highway                     アウトバーン
```

Narrow Gauge Railway   狭軌鉄道
Standard Gauge Railway   標陣軌鉄道
Wide Gauge Railway   広軌鉄道

Movement Restrictions   {RM04}

Restricted Movement for both sides
Unrestricted Movement Allowed
Only Axis Units Allowed
Only Allied Units Allowed

Place Naming Menu   {RM05}

Select Next Named Place
Select Next Unnamed Place
Toggle Contiguous Geography Naming
Paste Place Names Toggle
Check Remaining Names Count

Unit Info Screen   {SC01}

```
 _____
|      |              |      |
|  A   |      B       |      |
|      |              | C    |
|_____|_____|      |
|____D_____|         |_____|
|           |      |      |
|   E       | F    | G    |
|           |      |      |
|_____|_____|_____|
|___H___|_____J_____|
|                            |
|                            |
|          K                 |
|_____|
```

A. Unit Picture
B. Unit Name and Combat Level
C. Enemy Search Capabilities: Visual, Radar, Sonar
D. Unit HP
E. Movement: Fuel, Battery, Speed, Altitude, Size, Weight
F. Defense
G. Special Equipment
H. Experience Level
J. War Record vs Ground, vs Air, vs Warship
K. Load: Size Limit, Load Capacity, Towing Capacity, Current Load

Unit List Stats   (ULSS)

Two rows of numbers, first row of three, then the second:

Search Capability
Speed
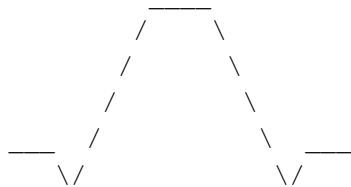
```
Size
Altitude
Fuel
Weight


The colorful hexagon are Defense Values (based on facing).



Some Useful Definitions              {DEFN}
--------------------------------------------


Qattara Depression - (local: Munkhafad al-Qattarah) is a desert basin
within the Libyan Desert of north-western Egypt. The Depression, at 133m
below sea level, contains the second lowest point in Africa.
The Depression covers about 18,130 sq. km (~7,000 square miles), and at
its maximum is 80km in length and 120km in width. The bottom of the
depression consists of a salt bog.

During World War II, this was a notable geographic feature which was
considered to be impassable for the majority of military vehicles,
notably tanks. Its presence shaped the Battle of El Alamein.


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Wadi - A valley, gully, or streambed in northern Africa and southwest
Asia that remains dry except during the rainy season.


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Bokage - is a terrain feature denoted in horizontal cross-section by
level ground, a small waterway, a hill topped by trees, dropping off
to another small waterway, followed by level fields. The cross-section
looks like this:


         ____
        /    \
       /      \
      /        \
 ___ /          \ ___
   \/            \/



Bokages were meant to divide fields between farmers while providing good
irrigation to the fields.


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