



Les **XIII** es Jeux de la traduction
The **XIII** th Translation Games

uOttawa

TRADUCTION À CONTRAINTES VERS LE FRANÇAIS (ÉQUIPES DE DEUX)

Une présentation de



uOttawa

École de traduction et d'interprétation

TEMPS ALLOUÉ : 60 minutes

SOURCE : The Binding of Isaac (2011), créé par Edmund McMillen et Florian Himsl, Steam.


CONTEXTE : The Binding of Isaac est un jeu indépendant d'action-aventure inspiré par le jeu The Legend of Zelda. Les thèmes du jeu comprennent l'horreur, les crottes, la mort, la religion et l'enfance.

SCÉNARIO : Hier, l'équipe de développement (Nicalis) a demandé à son localisateur de finir de traduire les passages ci-dessous, mais elle est soudainement tombée malade et a dû se précipiter aux urgences. Nicalis a besoin de ces passages dans une heure pour pouvoir publier une traduction canadienne-française officielle sur Steam.



INSTRUCTIONS : Traduire la « description » et le « nom » de chaque passage. La créativité est la clé.









EXEMPLE :

Icône	Passage et effet	X
	description="Uh-oh!" name="Mysterious Candy" Effects: Isaac farts or poops at random intervals. Getting hit can also trigger the effect. Trivia: The Mysterious Candy is a chocolate laxative.	
	description="Intolérant au lactose" name="Chococaca"	








À NOTER : Il y a une limite de 32 caractères. Les correcteurs accorderont un point pour chaque traduction originale avec un « X » dans la colonne d'extrême droite. Veuillez ne pas remplir cette colonne sous peine de pénalité.

Une vidéo introduisant le jeu vidéo sera présentée avant l'épreuve.



Icône	Passage et effet (veuillez écrire votre traduction dans l'espace prévu sous chaque passage)	X
	description="Temporary Man-Pac" name="The Gamekid" Effect: Upon use turns the character into a PacMan-like creature. Invulnerability, fear on all enemies, deal contact damage to enemies.	
	description="Cut and run" name="The Pinking Shears" Effect: Separates Isaac's head and body for the current room. Isaac's head, which now has flight, will be under the player's control, while his body will seek out enemies to attack by contact damage.	
	description="\$\$\$ = DMG" name="Money = Power" Effect: Coins add damage. Trivia: The name of the item is a reference to the popular saying "Money is power".	
	description="Toot on command" name="The Bean" Effect: Isaac releases gas that damages the enemies and poisons them.	
	description="The ol' ball and chain" name="Samson's Chains" Effect: Attaches a ball and chain to Isaac's ankle that crushes rocks, blocks projectiles, and damages enemies. Trivia: This item references the biblical story of Samson, who was chained upon losing his strength.	
	description="Toxic aura tears" name="Dead Onion" Effects: Grants piercing and spectral tears. Note from the development team: Although it says: "Toxic aura tears", the tears do not do toxic/poison damage.	
	description="Hard headed!" name="Cone Head" Effects: Any damage dealt to Isaac has a chance to not deduct health. Trivia: The item is a reference to the recurring Saturday Night Live sketch, The Coneheads.	
	description="He's violent" name="Angry Fly" Effects: Spawns a fly familiar that orbits around a random enemy and deals 2 damage per tick to enemies it comes in contact with.	



	<p>description="You're tearing me apart!" name="Leprosy"</p> <p>Effects: Upon taking damage, Isaac gains a body part as an orbital, which blocks enemy shots and deals 7 damage per tick to enemies it comes in contact with. A maximum of three body parts can be active at once. The body parts will be destroyed if they take enough damage from enemies or enemy shots. Trivia: The pickup quote is a reference to the movie The Room. The item is a reference to the disease Leprosy; one of its notable symptoms is the loss of extremities.</p>	
	<p>description="Wiggle waggle!" name="Wiggle Worm"</p> <p>Effects: Isaac's tears travel in a wave-like pattern.</p>	
	<p>description="That's a hard nut to crack!" name="Walnut"</p> <p>Effects: When Isaac takes damage, it has a chance to be destroyed and spawn various pickups.</p>	
	<p>description="Seems magic..." name="Nose Goblin"</p> <p>Effects: Adds a chance to fire a booger which sticks to an enemy and damages it. Trivia: The trinket's name and description appears to be a reference to the episode "Nurse Stimpy" from the cartoon "Ren and Stimpy".</p>	
	<p>description="Accuracy brings power!" name="Dead Eye"</p> <p>Effects: Isaac's damage increases for each successive tear hit on enemies. Trivia: The item is a reference to the Bullseye.</p>	
	<p>description="Invincibility at a cost" name="Breath of Life"</p> <p>Effects: Holding spacebar will gradually deplete the charge bar. As charge gets closer to zero, Isaac turns more and more blue. Grants a brief moment of invincibility when the charge bar hits zero. If spacebar is held for an additional second after hitting zero, Isaac will take damage. Trivia: The Breath of Life refers to God breathing life into soil to create the first human.</p>	
	<p>name="R U A Wizard?"</p> <p>Effects: Upon consuming the pill, tears are shot diagonally outwards for about one minute. This effect does not reset upon exiting the room. This item has no description.</p>	