

# edict lookup methods, and a list of problematic RPG-item names

---

*Source:* <http://sci.tech-archive.net/Archive/sci.lang.japan/2007-01/msg01183.html>

---

- *From:* The Wanderer <[inverseparadox@xxxxxxxxxxxxx](mailto:inverseparadox@xxxxxxxxxxxxx)>
  - *Date:* Sun, 21 Jan 2007 11:31:23 -0500
- 

Most of the time, when I want to look up a Japanese term I don't recognize but whose reading I know, I use kdrill, which provides an interface to edict. It has the option of matching either "all results containing the string anywhere" or "only results beginning with the search string", which helps eliminate redundant results, but it is limited to 200 total results and there is no way (short, I presume, of re-ordering the edict file) to change which 200 will be displayed for any given search.

At one point, I would sometimes also look things up using JEDI, the Japanese-English Dictionary Interface. It supported only "all results containing the search string anywhere", but had no limit on the number of possible results; the combination of these tended to result in an extensive morass of unrelated results which was very hard to narrow down. In any case, JEDI has now been taken down.

So far as I know, my only other option if I want to look up a term for which I know the reading but not the kanji is to enter that reading into my input method (Anthy), put every possible result into a text file (this requires entering the reading once per result, even assuming I don't inadvertently get a duplicate because of the "smart" reordering of the list of candidates), and look up that text file via (say) WWWJDIC. This has the advantage of restricting the search to "only results consisting exactly of the search string", but it is tedious, clunky, awkward, and not remotely convenient.

The case at hand: I have a list of item names from a Japanese console RPG, which I am retranslating primarily for my own edification (and because the official English translation is frequently inaccurate), which is written entirely in kana. One of the items is named simply as a†FniꠄÔç. In order to figure out what that means, I need to look up all possible definitions of a†F – which, as you can imagine, is a very common prefix (not to mention substring) – and tie them in with the possible context, not that there's very much of that.

Any suggestions for possible alternative, more powerful tools for searching edict – and, specifically, for ways of looking up an exact search term?

(Feel free to ignore the rest if you prefer. Note, please, that there is at least a small chance that I've mis–entered any given kanji in the below; I cannot easily check, because virtually all kanji are unreadable in the font size used for composition in my news client.)

Not entirely related to the above, presented mostly because I feel like it (and because it helps keep me in the right frame of mind to work on the associated project), and around twice as long as the rest of the post: more things from the same item list with which I am having difficulty. I also need to figure out:

じしんQ – I know Q is c here, but I'm not finding any possibilities at all for the rest.

武器名 – the possible meanings of 武器 listed in edict do not seem compatible with the context at hand, "name of a weapon".

Tiny Hammer – my best guess is "Tiny Hammer", but it is only a guess.

悪魔の印 – 印 is obviously , but I'm having no luck with the rest, aside from guesses like T W which could sort–of be parsed as "evil seal rune" if one were willing to stretch far enough.

狼の皮 – appears in a list of body armor; my best guess is something like "Wolve Skin", but that's not exactly a good match.

盾の破片 – appears in a list of body armor; I don't even know offhand where to break this into component parts.

盾の腕 – appears in a list of shields, gloves, bracelets and other arm/hand gear; the reading is in edict under 盾 "barnacle", but the same kanji could also be translated "turtle hand", and neither seems entirely appropriate for a piece of protective gear.

面罩 – a piece of headgear, translated in the official English release only as "Visor"; I could have sworn I'd looked this up and found it once, but I'm turning up nothing now.

ヘルム – is this ヘルム, or <something>ヘルム? If the latter, which seems likely because almost every other helm in the game is listed with ヘルム in that pattern, then what could the ヘルム be? (Another place where exact–search–string lookup would be handy.)

回復剤 – a HP–restoring item, translated in the official English release as "Cure". I have no idea what this could be trying to get at, but it's probably not coming from English. See also below.

武器 – a consumable item; used in battle, according to an online guide consulted because I've not progressed far enough in my translation to have gotten one, it translates into a single critical–hit attack.

None of the edict listings for either 武器 or 武器 seem appropriate, and what the other component in either case would be I have no idea.

武器[M – by the same online guide, has the same effect as the previously listed item. The reuse of 武器 would seem to indicate that it acts as a unit here, but again, none of its meanings seem appropriate.

武器 – kO is %, obviously, but how to fit that with any of the

apparent standalone meanings of R“W is unclear.

êÖëë“-1 – a HP–restoring item, translated in the official English release as "Cure2". See above. There seems to be some Japanese verb conjugation going in in the first half of these two names, but what it could be talking about I don't know.

W^FhÔÊ⊕OYŚ – I've just looked at this again and guessed something about "Experimental and Dangerous Medicine", but given the many possible meanings of W^F I'm not remotely sure about that.

∫n,h – permanently increases a character's "Wisdom", which is either âU or â> (both appear on the status screen, the one place in the game which does use kanji). I believe ,h is , but I'm not seeing any possible meaning for ∫ which would make sense given the context.

Fp Œ{FnpWf – I think pWf is ¬Ê and Fp Œ is j Œ, but the middle {F I have no clue on. Again, "exact search string" lookup would be helpful.

écMnH` – permanently increases a character's "Luck", which is either KnoU or Kâ. Although the choice of kana seems weird, écM is obviously "luck" – but none of the listed meanings for H` seem appropriate.

rg“nW‡ – rg“ is probably Ø , but W‡ is just too common to readily identify without more experience than I have. Again, "exact search string" lookup would be handy. (This is a plot–related item, not equipment or a consumable.) The official English release translates it as "Book".

DcKOo~a – appears in a list of fish, with names such as \_“Qk W and KvhBX and JJSLm`D. o~a is plainly "kingfish", but none of the listed meanings for DcKO seem appropriate given the context.

W‡FpD – no clue whatsoever. For what it's worth, it appears in the middle of a list of fishing rods.

dFSFW‡ – translated in the official English release as "Pass". Given that, dFSF could well be L, but once again I have no idea about W‡.

`ä·n – ä· is 0, and ` is (from context) obviously Ÿ, but ` I have no leads on.

ªē∫Ëó – translated in the official release as "Tonic". It's a plot–related medicine which cures amnesia. Again, this plainly isn't rooted in English, and my familiarity with other languages is not sufficient to recognize what this is getting at.

Oddly enough, there are around a dozen or so different items which are listed with the name oZŒ. They all have different names in the official English release, and I recognize some of them, but they do not appear to have had distinct names in the original Japanese. Unless that term happens to be unusually versatile, I'm not sure what could be going on there.

--

The Wanderer

edict lookup methods, and a list of problematic RPG–item names

Warning: Simply because I argue an issue does not mean I agree with any side of it.

Secrecy is the beginning of tyranny.

.