

The background of the entire image is the title screen of the video game Stardew Valley. It features a vibrant, pixelated landscape with rolling green hills, a bright blue sky with fluffy white clouds, and a clear blue sky with numerous small, twinkling stars. The title 'STARDEW VALLEY' is rendered in large, stylized, pixelated letters. The letters are primarily a light blue color with a darker blue outline. The letters 'V' and 'A' in 'VALLEY' are uniquely designed to look like wooden planks or beams, with small green leaves sprouting from the top of the 'V' and the 'A'. The word 'STARDEW' is in a standard pixelated font, while 'VALLEY' is in a more decorative, wood-themed font. The overall aesthetic is nostalgic and charming, characteristic of the game's art style.

STARDEW VALLEY

THE VIDEOGAME
STARDEW VALLEY
IN OCCITAN



THE GAME STARDEW VALLEY

Stardew Valley is an **independent American video game** originally released in **2016**. It is both an **RPG** (role-playing game) and a complete agricultural simulation, highly inspired by the Japanese game series *Harvest Moon*, from which it takes many elements, while also bringing new ones. Developed and now edited by a single person, **Eric Barone** (a.k.a. **ConcernedApe**), *Stardew Valley* has been very well received by critics - it has received an average rating of **9/10** - and has been a **huge success worldwide**, selling, according to some estimations, more than **5 million copies**, on all platforms. The game is available on PC Windows/Mac/Linux, PlayStation 4, Xbox One, Nintendo Switch, PlayStation Vita, iOS, and Android. Eric Barone continues to develop his game and regularly offers new content for it, such as a 4-player **multiplayer mode**, which was released in 2018.

Vau Serena is a translation-adaptation in Occitan of *Stardew Valley* made by **Danís Chapduèlh**. It is distributed freely to the regular owners of the original game.

To install *Vau Serena*, go to

<https://vauserena.chaduei.com> then follow the instructions!







Nom

Tristan

Nom de la bòria

Chas Turlon

Chause mai aimat

Lasanhas



Animau mai aimat



 Pèu 1

 Color d'uèlhs :



3
57
47

 Piaus 1

 Color de piaus :



4
74
75

 Chamisa 1

 Color de brajas :



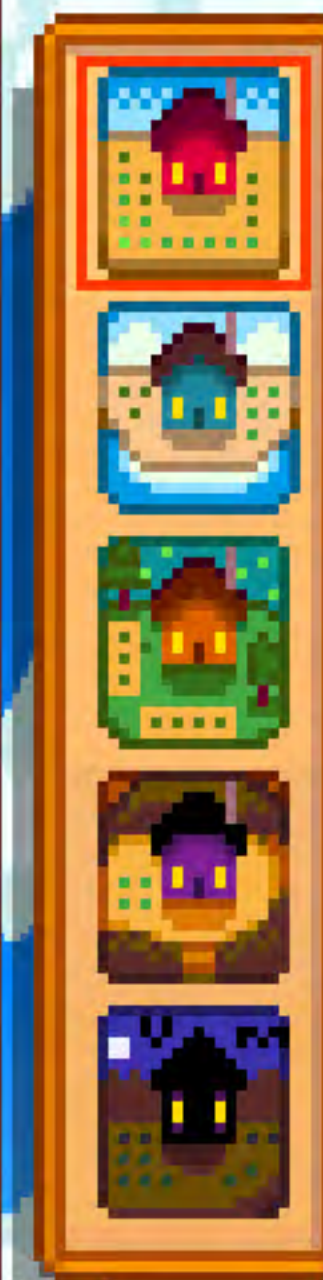
61
74
71

 Access. 1



☐ Sautar l'intrò





TORNAR



THE STORY

You play a character whose **gender, appearance** and certain **specificities** you can define at the beginning of the game. When your grandfather dies, he leaves you a letter, recommending that you only open it when the burden of modern life weighs on you. A few years later, as your work in the mega-corporation Joja crushes you and you are almost burned out, you find the letter in a drawer of your desk. Your grandfather tells you about his last gift, a piece of land and a house located in a place called «Stardew Valley», a community bordered by sea, mountains and forests, quite natural and wild despite the small Pelican Town which stands in its heart.

You decide to take advantage of this family legacy and radically change your life, leaving the grayness of the big city for the wilderness and fresh air, and what will be, will be. So you have become what is called a neo-rural!

Will you be able to honour your grandfather's memory and take care of his farm but also, and above all, take time to live?





Un jorn vendrà que sentiràs lo fais de la vita modèrna t'aclopar...



BASICS

As soon as you arrive in Stardew Valley, and after a modest welcoming by the Mayor of Pelican Town, **your work begins**. Over time, it will become much more sensible and rewarding than your old job, but you will have to learn all the **basics of agriculture** - the heart of the game - as well as **picking, fishing, mining, hand-crafting, breeding, cooking...** You'll have to monitor your level of exhaustion, your health, the soil conditions, the weather, but also **respect the cycle of seasons**: no, you won't grow tomatoes during winter!

Between two agricultural chores, you can go to the village, **shop** at the grocery store or mini-market, **study** at the library, have a few drinks at the saloon, or just **socialize with the locals**. Everyone has their own temper, their own history and things to tell you, so if you are a good listener, you may well become a popular personality in Stardew Valley, or even find someone to get married to!

And, well, impetuous people can always **explore the nearby caves** and unleash themselves on monsters...

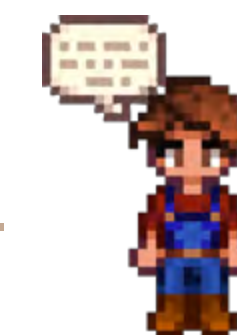






FROM STARDEW VALLEY TO VAU SERENA

After only a few hours in *Stardew Valley*, I became convinced that this game **needed a translation**. I was reading the game texts in English - the only language available at the time - and I could hear them resonating in my head in Occitan. The most obvious link between *Stardew Valley* and the Occitan language is... agriculture. And it's almost a cliché! This language is **rich in agropastoral terms**, and for every hoe or scythe hit, I hear my grandmother speak about «tranche» or «daille» in a Occitan-mixed French!



8 *Stardew Valley* offers a number of **reflections on our society**, our relationship with the land, nature, time, money, and other people, and shows us a balanced neo-peasant community, where everyone can find their place. Meeting each inhabitant allows to discuss **various themes** such as war and its traumas, xenophobia, depression, ecology, religion... Thus *Stardew Valley* questions what makes a society, and shows a socially progressive microcosm much more cautious about dehumanization, liberal deregulation, soaring globalization.... And yet many of these themes can be found in **contemporary Occitan literature**, and mainly Limousin!





Los jòunes de uèi aïman mièlhs
se sietar davant la tele
puslèu que de s'engatjar per
la comunautat.



Loís



TRANSLATION...AND ADAPTATION

Eric Barone wanted to show a universe extremely close to ours, although it's flirting with fantasy, presenting a human micro-society that could be, by its culture, its routines, its beliefs, from anywhere on Earth. However, Eric Barone is American, and this is sometimes noticeable. It seemed necessary to work on this. The characters here have **Occitan first names** (Pèire, Eulàlia, Alícia...), the places follow this adaptation (Pelican Town becomes Pampalí, literally «Middle-of-Nowhere») and **the calendar festivals resemble local festivals**: the Luau (traditional Hawaiian festival) becomes the vòta (votive festival)...

Monsters and creatures come from the **mythological Occitan bestiary**: *tòrnas* (ghosts), *monas* (bogeyman), giants, *dracs* (fairys or goblins), *colòbre* (mythical snake), *beranas* (creatures with small heads and big eyes).

The name of the game has been changed: **La Vau Serena is «The Peacfeull Valley» with a double meaning**; the *seren* refers to the evening dew, the twilight, the first stars... Here comes our «Stardew» again!

 I couldn't resist the urge to include a **few funny little references** here and there, I leave the surprise of their discovery to the most curious players!







TECHNICAL PERSPECTIVE

It was not possible, when the game was released, to simply translate it. ConcernedApe was able, following the immediate success, to integrate other languages. The game now officially offers **12**: English, German, Spanish, Portuguese (Brazil), Russian, Japanese, Chinese (simplified), Italian, French, Korean, Turkish, and Hungarian. In parallel with these additions, a large community of «modding» has developed around the game, i.e. do-it-yourselfers creating files modifying one or more game elements. *Stardew Valley*, rather simple in its structure, is quite easy to tweak. And translations have been in circulation for a long time!

This Occitan translation is therefore a «mod», as it replaces the files of a game language (Spanish here) with files in Occitan.

159 text files had to be recreated to produce a full version of the game in Occitan, representing **8400 lines of dialogue. The equivalent of a 300-page book!** Not to mention about **thirty** image files, so that the immersion in *Vau Serena l'occitana* is total.





THE LANGUAGE

It is now time to introduce you a little more to the language itself. **The Occitan language is a Romance language spoken in the South of France**, as well as in some localities in Spain and Italy. Occitan is recognized as a **minority language** and is, among the other minority languages of Europe, the one that covers the largest area.

Occitan is subdivided into dialects, variants of the language with many similarities and some differences between them. Vau Serena was written in **Limousin Occitan**, more specifically Occitan as spoken around the small town of Périgueux (South West France).

Long hidden, the Occitan language has often been associated with rural communities, farm work, agriculture, nature and peasantry. Even today, and especially near Périgueux, **many people live as in Stardew Valley and speak in Occitan**. The meeting of the language and the game was inevitable!



Danís CHAPDUÈLH - 2019 – <https://vauserena.chaduei.com>

Thanks to **Xavier BACH** for the English translation.





BON
JUEC!