

# Grand Hotel Mania

- Client:** Deuscraft
- Platforms:** IOS, Android
- Service:** Localization, Proofreading, Editing
- Language:** Russian → English, Arabic, Danish, Dutch, Finnish, French, German, Hindi, Indonesian, Italian, Japanese, Korean, Norwegian Bokmål, Polish, Portuguese, Simplified Chinese, Spanish, Swedish, Thai, Traditional Chinese.
- Words:** 100 000+
- Challenge:** A hotel simulator game that had to be localized into 30 languages.
- Solution:** We have created and maintain a glossary, and we conducted a check of the entire project together with the vendor managers at Alconost, since translation consistency was important for the project.

**Link:** [www.deuscraft.com](http://www.deuscraft.com)



Deuscraft is game publishing and development company found in 2003. Started with a small game development now they independently publishes several projects for mobile platforms.



**DEUS CRAFT**