

```
*?xml version="1.0" encoding="utf-8"?>e: 1
001 <fmg>
002 <compression>None</compression>
003 <version>DarkSouls3</version>
004 <bigendian>False</bigendian>
005 <entries>
006 <text id="2100">Profile</text>
007 <text id="2500">Reset assignments</text>
008 <text id="3000">Set controller vibration strength</text>
009 <text id="3001">%null%</text>
010 <text id="3002">%null%</text>
011 <text id="3003">%null%</text>
012 <text id="3004">%null%</text>
013 <text id="3005">%null%</text>
014 <text id="3006">%null%</text>
015 <text id="3007">%null%</text>
016 <text id="3008">%null%</text>
017 <text id="3009">%null%</text>
018 <text id="3010">Assign controller buttons</text>
019 <text id="3011">%null%</text>
020 <text id="3012">%null%</text>
021 <text id="3013">%null%</text>
022 <text id="3014">%null%</text>
023 <text id="3015">%null%</text>
024 <text id="3016">%null%</text>
025 <text id="3017">%null%</text>
026 <text id="3018">%null%</text>
027 <text id="3019">%null%</text>
028 <text id="3020">Press a button to assign this action</text>
029 <text id="4101">Cannot connect to network.
030 Returning to title menu.</text>
031 <text id="4102">The connection to the ELDEN RING game server
032 was lost.
033 Returning to title menu.</text>
034 <text id="4160">Connection to Steam interrupted.
035 Returning to title menu.</text>
036 <text id="4161">Frame rate unsuitable for online play.
037 Returning to title menu.</text>
038 <text id="4190">A network error occurred.
039 Returning to title menu.</text>
040 <text id="4191">Failed to save game.
041 Save data is corrupted.
042
043 Select "Yes" to try again.
044
045 Select "No" to return to
046 title menu without saving.</text>
047 <text id="4192">Failed to save game.
048 Save data is corrupted.
049
050 Returning to title menu.</text>
051 <text id="4193">Failed to save game.
052 Save data is corrupted.</text>
053 <text id="20023">Register gesture at top of main menu
054 for quick access</text>
055 <text id="100000">RB</text>
056 <text id="100001">LB</text>
057 <text id="100002">RT</text>
058 <text id="100003">LT</text>
059 <text id="100004">%null%</text>
060 <text id="100005">%null%</text>
061 <text id="100006">%null%</text>
062 <text id="100007">%null%</text>
063 <text id="100008">%null%</text>
064 <text id="100009">%null%</text>
065 <text id="100010">Gamertag</text>
066 <text id="100011">Character name</text>
067 <text id="101000">PRESS ANY BUTTON</text>
068 <text id="102000">DLC STORE</text>
069 <text id="110000">Controller Settings</text>
070 <text id="110001">%null%</text>
071 <text id="110002">%null%</text>
072 <text id="110003">%null%</text>
073 <text id="110004">%null%</text>
074 <text id="110005">%null%</text>
075 <text id="110006">%null%</text>
076 <text id="110007">%null%</text>
077 <text id="110008">%null%</text>
078 <text id="110009">%null%</text>
079 <text id="110010">Controller Vibration</text>
080 <text id="111030">Button Settings</text>
081 <text id="111031">%null%</text>
082 <text id="111032">%null%</text>
083 <text id="111033">%null%</text>
084 <text id="111034">%null%</text>
085 <text id="111035">Button Settings</text>
086 <text id="120200">%null%</text>
087 <text id="200100">Text includes unsupported characters.
088 Unsupported characters will be replaced with asterisks (*).</text>
089 <text id="280000">This key binding cannot be removed</text>
090 <text id="280001">%null%</text>
091 <text id="280002">Please check your settings.
092 One or more keys are bound to more than one function.</text>
093 <text id="280003">One or more keys are bound to more than one
function.
094 Leave menu without saving settings?</text>
095 <text id="400003">At the end of the previous session, Quit
Game or Return
096 to Desktop might not have been selected from the System
097 menu. Please use either of these options when you wish
098 to end your play session.
099 Failure to end session using either of these options may
100 result in loss of progress.</text>
101 <text id="401102">Failed to create save data.
102 Select "OK" to try again.</text>
103 <text id="401103">Failed to load save data.
104 Select "OK" to try again.</text>
105 <text id="401104">%null%</text>
106 <text id="401105">%null%</text>
107 <text id="401106">Failed to save game.
108 Save data is corrupted.
109
110 Select "OK" to try again.</text>
111 <text id="401107">The save data is corrupted.
112 Delete corrupted data and create a new save?</text>
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*<text id="401108">%null%</text> Top line: 113
113
114 <text id="401109">%null%</text>
115 <text id="401110">Checking save data...</text>
116 <text id="401111">Creating save data...</text>
117 <text id="401112">Updating save data...</text>
118 <text id="401113">The game version and save data version are
different.
119 Quit the game and use the Steam client to update
120 game data to the latest version before trying again.</text>
121 <text id="401114">This profile is from a newer version of the
game and
122 cannot be loaded on the version that is currently running.
123 Quit the game and sign in to Steam to update game data
124 to the latest version.</text>
125 <text id="401115">%null%</text>
126 <text id="401116">%null%</text>
127 <text id="401117">%null%</text>
128 <text id="401118">%null%</text>
129 <text id="401119">%null%</text>
130 <text id="401120">Checking network connection status...</text>
131 <text id="401150">Logging in to the ELDEN RING game
server...</text>
132 <text id="401151">%null%</text>
133 <text id="401152">%null%</text>
134 <text id="401153">%null%</text>
135 <text id="401154">%null%</text>
136 <text id="401155">%null%</text>
137 <text id="401156">%null%</text>
138 <text id="401157">%null%</text>
139 <text id="401158">%null%</text>
140 <text id="401159">%null%</text>
141 <text id="401160">Retrieving data from the ELDEN RING game
server...</text>
142 <text id="401161">%null%</text>
143 <text id="401162">%null%</text>
144 <text id="401163">%null%</text>
145 <text id="401164">%null%</text>
146 <text id="401165">Saving data to the ELDEN RING game
server...</text>
147 <text id="401166">%null%</text>
148 <text id="401167">%null%</text>
149 <text id="401168">%null%</text>
150 <text id="401169">%null%</text>
151 <text id="401170">Starting in offline mode.
152
153 To use network features, check to see
154 if your connection is set up properly,
155 and select "LOG IN" from title menu.</text>
156 <text id="401171">Returning to title menu</text>
157 <text id="401172">ELDEN RING Network Test Ver.
158 can only be played online.
159 Returning to title menu.</text>
160 <text id="401201">Unable to connect to the network.
161 Please check your network settings.</text>
162 <text id="401202">Network status check failed</text>
163 <text id="401310">New downloadable content has been installed.
164 You must return to the title menu to apply this content in-
game.
165 Select "OK" to return to title menu.</text>
166 <text id="401400">Unable to start in online mode due to a
detected frame rate issue.
167
168 Please restart the game after resolving the issue to play
online.</text>
169 <text id="401401">Inappropriate activity detected.
170 Unable to start in online mode.</text>
171 <text id="401402">Inappropriate activity detected.
172 Returning to title menu.</text>
173 <text id="401403">Connection to Epic Online Services failed:
<?errcodeEOS?>
174 Unable to start in online mode.</text>
175 <text id="401404">Connection to Steamworks failed: <?
errcodeSteam?>
176 Unable to start in online mode.</text>
177 <text id="401405">Connection to Epic Online Services failed:
<?errcodeEOS?>
178 Returning to title menu.</text>
179 <text id="401502">Your account is currently not permitted to
access
180 ELDEN RING game server services</text>
181 <text id="401503">Failed to log in to the ELDEN RING game
server.
182 Select "OK" to attempt to log in again.</text>
183 <text id="401504">An update to the game is available. To use
network
184 features, please install the update and restart the game.</
text>
185 <text id="401505">Cannot log in to the ELDEN RING game server
186 because it has been temporarily disabled or
187 is undergoing maintenance.</text>
188 <text id="401506">%null%</text>
189 <text id="401507">Cheating detected on your account by Valve
Anti-Cheat.
190 You may no longer utilize services provided by
191 the ELDEN RING game servers.</text>
192 <text id="401601">Failed to acquire information.
193 Select "OK" to try again.</text>
194 <text id="401701">Cannot create any more profiles.
195 Delete an existing profile and create a new one?
196
197 Note: You may create up to 10 profiles.</text>
198 <text id="401721">Failed to load save data.
199 Save data is corrupted.</text>
200 <text id="401722">%null%</text>
201 <text id="401723">%null%</text>
202 <text id="401724">%null%</text>
203 <text id="401725">%null%</text>
204 <text id="401726">%null%</text>
205 <text id="401727">%null%</text>
206 <text id="401728">%null%</text>
207 <text id="401729">%null%</text>
208 <text id="401730">%null%</text>
209 <text id="401731">Failed to initialize character info for
online play.
210 Select "OK" to try again.</text>
211 <text id="401991">An error has occurred.
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, Top line: 1	
212	*Returning to title menu.</text>Top line: 212
213	<text id="506030">Connection to Steam has been lost.
214	Unable to enter combat.</text>
215	<text id="600000">These Terms of Service (hereinafter referred to as the "TOS") shall apply to any matters between Players, as defined in the TOS, and FromSoftware, Inc. (hereinafter referred to as the "Company") of the use of online services (hereinafter referred to as the "Services") for the game software, "ELDEN RING" (hereinafter referred to as the "Software") developed by the Company. Players shall use the Services in accordance with the TOS. Should any Player fail to consent to the TOS, such Player may not use the Services. Players shall be deemed to have consented to the TOS when using the Services.
216	</text>
217	<text id="600001">Article 1. Scope and Modification of TOS
218	1. The Company may, in addition to the TOS, separately notify Players of terms of use, precautions, guidelines and other terms and conditions (hereinafter referred to as "Individual Terms") where appropriate by posting Individual Terms on the official website operated by the Company (hereinafter referred to as the "Website") or through other means. Individual Terms shall constitute part of the TOS, and if any provision of Individual Terms conflicts with the TOS, the provision of Individual Terms shall apply and supersede the TOS.
219	2. The Company shall be entitled to modify or revise the TOS and Individual Terms where appropriate from time to time, and in this case, may notify Players of such modification or revision by posting the same on the Website or through other means the Company thinks it reasonable.
220	3. If any Player fails to consent to the modification or revision of the TOS and Individual Terms, the Company shall be entitled to have the Player cease or suspend his/her use of the Services.
221	4. Players shall be deemed to have consented to the modified or revised the TOS through their continuous use of the Services after the Players have been notified of such modification or revision through any means set forth in Paragraph 1 of this Article.
222	5. When Players use the Services, the necessary terms and conditions for the use of STEAM® shall apply.
223	</text>
224	<text id="600002">Article 2. Definition of Players
225	The term "Player" means a customer who consents to the TOS (in the plural, "Players"). Players less than twenty (20) years of age shall be deemed to have obtained the consent of their parents or other persons who have parental authority when consenting to the TOS.
226	</text>
227	<text id="600003">Article 3. Principle of Self-responsibility
228	1. Players shall use the Services at their own responsibility, and if any Player causes any loss or damage to another or the Company when using the Services, the Player shall pay damages therefor at his/her own expense and responsibility.
229	2. Players shall, when giving and receiving any information or service to and from any third party other than the Company through the Services, be fully liable for any acts and contents incidental thereto. If any Player causes any loss or damage to another or to the Company when giving and receiving any such information or service, the Player shall pay damages therefor at his/her own expense and responsibility.
230	3. Players shall, if any problem arises through the Services with any third party other than the Company, deal with and resolve the problem at their own expense and responsibility. The Company shall not be obligated or liable in any way whatsoever for arbitration, dealing, compensation, damages or any other matters with respect to such problem.
231	</text>
232	<text id="600004">Article 4. Liability for Fees and Charges
233	1. The Services are free of charge; however, Players shall prepare the necessary hardware, lines and any other items for their use of the Services at their own expense and responsibility.
234	2. Fees for the Software and contents and services provided accompanying the Services will be determined by the Company at its discretion depending on the details and time of such provision.
235	</text>
236	<text id="600005">Article 5. Management of Personal Information
237	1. For the protection of personal information, Players shall not include information that leads to his/her identification in any information posted or disclosed by him/her through the Services when using the Services.
238	2. The Company shall not protect information posted on or disclosed in the Services.
239	</text>
240	<text id="600006">Article 6. Ownership of Rights
241	1. Any rights in and to the Software and the Services, including intellectual property rights (any and all rights including, but not limited to patent rights, utility model rights, trademark rights, design rights, knowhow, trade secrets and copyrights) shall belong to the Company or the third parties in question.
242	2. Players shall not be entitled to alter, adapt, copy, edit, reproduce, distribute, transmit or publish all pieces of information included in the Software and the Services (any and all kinds of information including, but not limited to images, pictures, characters, scenarios, plots, programs, software and ideas) without the prior approval of the Company.
243	3. When using the Services, Players shall not have any intellectual property right or claim with respect to data stored on any storage device such as a server for the Services (hereinafter referred to as "Recorded Data"), and Players hereby grant the Company or the third party designated by the Company the right to copy, edit and distribute Recorded Data.
244	</text>
245	<text id="600007">Article 7. Outsourcing of Operation of the Services
246	
247	
248	
249	
250	
251	
252	

253 *The Company shall be entitled to assign to another all or any
part of its rights and obligations related to the operation of
the Services or outsource to another the operation of all or
any part of the Services.

254
255 </text>
256 <text id="600008">Article 8. Suspension of the Services
257 The Company shall, in cases falling under the following items,
suspend any part or all of the Services without prior notice
to Players:
258 (1) Where any failure or other defect occurs in any of the
systems used for the Services (including, but not limited to
communication lines, power sources, and any structures where
the foregoing is accommodated);
259 (2) Where maintenance, inspection, repair or modification work
is regularly or urgently carried out on any systems used for
the Services;
260 (3) Where services for STEAM® cease or are suspended; or
261 (4) Otherwise where the Company determines that it is
necessary to suspend the Services for operational or technical
reasons.

262
263 </text>
264 <text id="600009">Article 9 Discontinuation of Provision of
the Services
265 The Company shall, at any time upon giving prior notice of
termination to Players, be entitled to discontinue the
provision of all or any part of the Services. In this case,
the Company shall notify Players of that fact by posting the
same on the Website, by e-mail or through other means the
Company thinks reasonable. The notice of termination shall be
deemed to have reached all Players upon expiration of thirty
(30) days after the Company has started posting such notice on
the Website.

266
267 </text>
268 <text id="600010">Article 10 Prohibited Matters
269 1. No Player shall be entitled to assign to, transfer to, sell
to or buy from another, change the name to another's name of,
or provide another as pledge or other security with, any of
his/her rights held as a Player, and items, characters and
saved data within the game related to the Software which are
obtained in the Services (including so-called "real money
trading").
270 2. No Player shall perform any of the following other acts on
the Services:
271 (1) Playing a game in a manner offensive to other Players;
272 (2) Playing a game using falsified data regardless of the
circumstances;
273 (3) Playing a game in a manner not intended by the Company
using any function or failure of the Software or the Services;
or
274 (4) Performing any other act determined to be inappropriate by
the Company or a third party providing any of the systems used
for the Services.
275 3. With respect to Players who have performed acts prohibited
under this Article, the Company or the third party providing
any of the systems used for the Services shall be entitled at
its discretion to give such Players warnings, delete the
Recorded Data of such Players, or have such Players suspend or
cease their use of the Services.

276
277 </text>
278 <text id="600011">Article 11 Third-Party Software: Easy Anti-
Cheat
279 The company shall employ the use of the "Easy Anti-Cheat"
anti-cheat service (hereinafter referred to as "EAC") for the
sake of preventing acts detailed to in Article 10, Section 2.,
Subsections (2), (3) and (4). EAC is operated by a third-party
service provider. EAC has a client software that is integrated
into the Software. When starting the Software, the EAC client
software will automatically load and install its latest
version to the Hardware. EAC will monitor the Hardware,
analyze the Software binaries and scan Hardware memory for the
purpose of detecting and preventing cheating in the Software
(hereinafter referred to as the "Purpose"). For the Purpose,
EAC stores information regarding cheating methods used in the
Software (hereinafter referred to as "Cheat Data"). By
agreeing to this Agreement, or otherwise using the Software or
the Services, the Player gives their consent that EAC may
gather, store, share, and publish Cheat Data for the Purpose.
The Cheat Data will be used solely for the Purpose. This
includes but is not limited to identifying and banning Players
who are cheating in the Software or the Services, analyzing
cheating behavior and cheating codes, as well as sharing data
about cheats with affiliates of EAC.

280 You can find more information about the privacy practices of
EAC by viewing the privacy statement of EAC service provider
EPIC GAMES (<https://www.epicgames.com/site/ja/privacypolicy>).
If the Player denies EAC the ability to process personal data
in accordance with their privacy statement or requests EAC to
remove or delete personal data, the Company has the right to
block the Player's access to the Software or the Services and
prevent use of the Software or the Services.

281
282 </text>
283 <text id="600012">Article 12 Damages
284 1. Excluding cases of bad faith or gross negligence, the
Company shall not be liable in any way to Players for any loss
or damage caused to Players and third parties due to the
Players' use of the Services, nor shall the Company be
obligated to pay damages therefor.
285 2. With respect to the deletion of the Recorded Data of
Players, the cessation or cancellation of Players'
registration, or the cessation, suspension or discontinuation
of Players' use of the Services by the Company, the Company
shall not be obligated to pay any damages, unless the Company
acts in bad faith or gross negligence.
286 3. Even if the Company is liable for damages for any reason,
the Company shall not be liable to pay damages of an amount
exceeding those for the loss or damage directly caused to
Players, nor shall the Company be liable to pay damages for
any incidental, indirect, special or future damage, or lost
profits.
287 4. If any Player causes any loss or damage to other Players or
third parties due to his/her use of the Services, the Player

, Top line: 1		D:/Modding/FromSoftware/Workbench/Projects/text-diff/1.10/msg/engus/menu-ms	
			*shall resolve such issue at his/her own expense and responsibility, and not cause any loss or damage to the Company.
288			5. If any Player causes any loss or damage to the Company due to his/her act in violation of the TOS or his/her improper or illegal actions, the Company shall be entitled to make a claim for damages against the Player.
289			
290			</text>
291			<text id="600013">Article 13 Disclaimers
292			1. Each Player shall, if another makes any inquiry or complaint to him/her in connection with his/her use of the Services, or he/she has any request, question or complaint about another's act, deal with and resolve such issue at his/her own expense and responsibility, and the Company shall not be liable or obligated in any way therefor.
293			2. Players shall note that they will avoid using the Services at their discretion in an excessive manner that may disturb their sound lifestyle. The Company shall not be liable in any way for any social, mental or physical damage caused to any Player due to the Player's deviant behavior therefrom.
294			3. For conflicts of interests or problems between Players arising in connection with the Players' use of the Services, or for measures taken thereunder by the Company or third parties, the Company shall not be liable in any way whatsoever.
295			4. Since there is a possibility for the Services to be unavailable depending on the individual environment of each Player due to the nature of the Services, the Company shall not warrant that the Services will be available in any environment.
296			5. The Company shall not warrant in any way that the Services are free of errors or viruses, or otherwise games will progress in a safe manner.
297			
298			</text>
299			<text id="600014">Article 14 Governing Law and Dispute Resolution
300			The TOS shall, including the execution, validity, interpretation and performance hereof, be governed by the laws and regulations of Japan by all means. If any problem, dispute, difficulty or other issue arises in connection with the Services between any Player and the Company, the Player and the Company shall resolve the issue through consultation in good faith, and in the event of a failure in resolving it through consultation, it shall be subject to the exclusive jurisdiction of the Tokyo District Court in the first instance as agreed upon between the parties.
301			
302			</text>
303			<text id="600015">
304			
305			
306			Supplementary Provisions
307			The TOS shall come into effect upon sale of the Software.
308			The TOS may be modified from time to time.
309			The latest information shall be posted on the Website and made referenceable by Players from time to time.</text>
310			<text id="600016">%null%</text>
311			<text id="601000">Terms and Conditions</text>
312			<text id="602000">Terms and Conditions</text>
313			<text id="603000">Terms and Conditions</text>
314			<text id="606000"><?kqUD?>; Scroll <?kqLR?>;: Select <?kqOk?>;: Confirm</text>
315			<text id="606001">Accept</text>
316			<text id="606002">Decline</text>
317			<text id="606003"><?kqUD?>;: Select <?kqOk?>;: Confirm <?kqCancel?>;: Close</text>
318			<text id="606004">Switch Language</text>
319			<text id="606005">日本語</text>
320			<text id="606006">English</text>
321			<text id="606007">Français</text>
322			<text id="606008">Español</text>
323			<text id="606009">Italiano</text>
324			<text id="606010">Deutsch</text>
325			<text id="606011">한국어</text>
326			<text id="606012">繁體中文</text>
327			<text id="606013">简体中文</text>
328			<text id="606014">Polski</text>
329			<text id="606015">Русский</text>
330			<text id="606016">Português (Brasil)</text>
331			<text id="606017">Español (América Latina)</text>
332			<text id="606018">?????</text>
333			</entries>
334			</fmg>
335			