

# Building Consistency

- Testing several phonetic spellings for names with a lot of errors
- Maybe testing several spellings for a name
- Using not the 'most correct' version, but the most useful one
- Using a section of the game's YAML document to note down which variant worked with what recording.

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Created 2026-04-12 04:31:00 UTC by Mela  
Updated 2026-04-12 04:34:52 UTC by Mela