

# Instructions

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## Dumping

The Translation Patch for Decode is intended to work on clean and proper dumped 3DS games, with godmode9 1.9.1 from an original cartridge. Recently 1.9.2 was released. Our patch does not support dumps made with 1.9.2. We have no information on the changes made and dumped .cia files with 1.9.1 have proven to run reliably on a real 3DS, which at present can not be verified on our part for 1.9.2

We recommend for instructions to follow [this dumping guide](#).

If done properly and with godmode9 1.9.1 (important!) you will end up with either one of the following files:

Format	MD5 Hash	File Size
.3ds Trimmed	5C0C757EF4EED0DC9068C6E7EDB48AE0	776,651,264 Bytes
.3ds Untrimmed	DBA0B52507C06D750D4A782957A6A5A5	1,073,741,824 Bytes
.cia	314916CD42B68E3CEF266B0D194856A3	747,832,320 Bytes

Please mind that the translation patch will only support proper dumps. The respective translation patch will work on either of the 3 files. If the dumps at your disposal do not match with either one of the md5 hashes stated above, the translation patch will NOT work on it.

## Applying the Patch

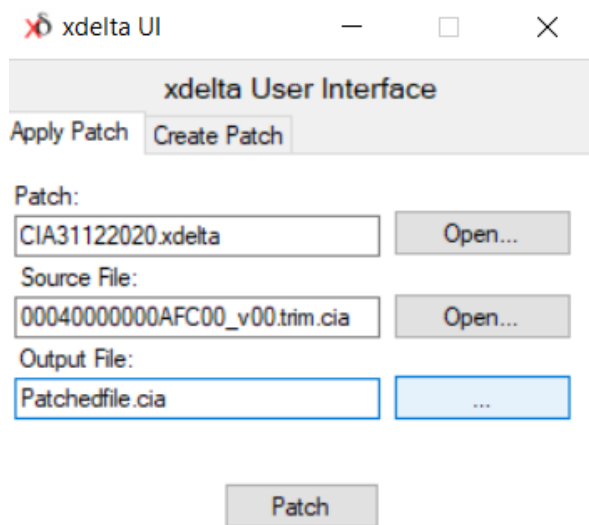
You will note that there are two versions of the patch. The .3ds format version, as confusing as it may sound is intended for people who intend to play this on emulator (and a dump of their own copy obviously).

The Nintendo 3DS has a low resolution and as such its technical abilities are limited. We however made some small upgrades to the Emulator version, so you will have a better experience.

The .cia version is intended to be used on a real 3DS with Luma CFW. Please note that the patch is NOT compatible with the Japanese 1.1 patch. Installing it will break things. We evaluated the situation and for the time being we decided that the patch is not necessary. We are using the .xdelta format for our patch. This is a differentiation patch method, which only includes data that is new or different from the original file. As such our Patch is useless without a proper dump of the game. An UI of Xdelta is included with our patch. Below a simple instruction how to use:

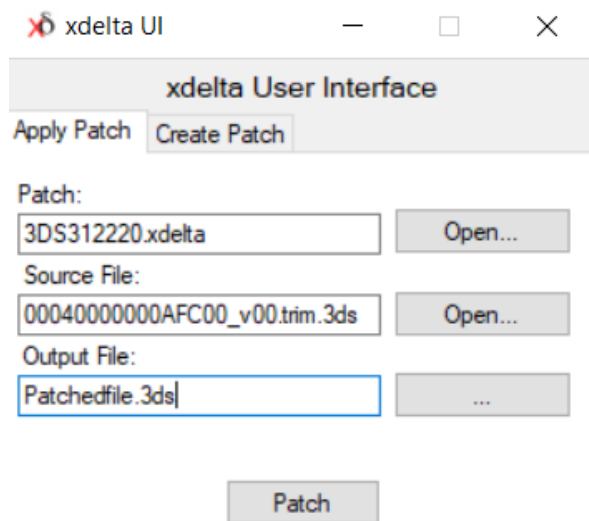
## Playing on Real 3DS

If you intend playing it on a real 3DS it should look something like this:



You select "Apply Patch" and then "Patch". You can now install the created .cia file on your real 3DS. (Takes about 10 minutes).

## Playing on Citra



You select "Apply Patch" and then "Patch". You can now just launch the created .3ds file on Citra.

## Frequently Asked Questions

Q: Where can I download the ROM?

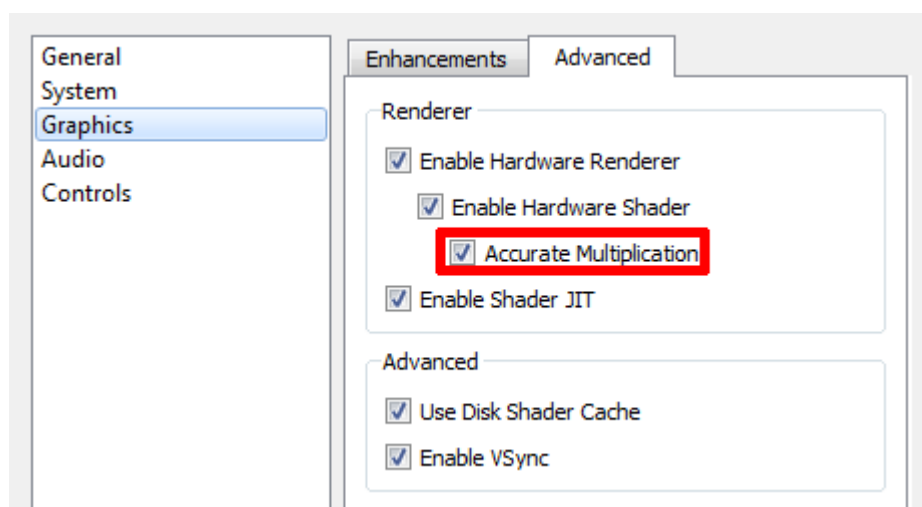
A: Nowhere! We do not condone piracy! Our patch is intended to be used on your own personal dump of the game. We are using the .xdelta format for our patch. This is a differentiation patch method, which only includes data that is new or different from the original file. As such our Patch is useless without a proper dump of the game. An UI of Xdelta is included with our patch.

Q: Why are the videos not subtitled?

A: It was impossible to implement. However we uploaded a subtitled version of the opening on Youtube:  
[Decode Opening Video](#)

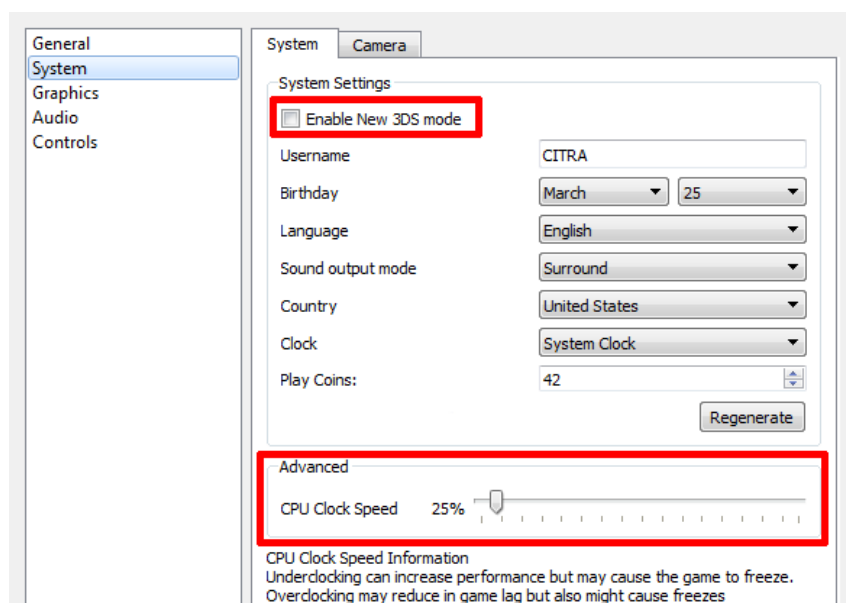
Q: Why does the game look all weird in Citra?

A: Make sure "Accurate Multiplication" is ticked in the settings.



Q: The videos run all slow, I can't skip them?!

A: Decode has been found to play not well with the New 3DS Mode in Citra. Please make sure to turn off the New 3DS Mode and also set the CPU Clock speed to 25% for best performance:



Q: Hey, you got some names wrong.

A: Our Dub patch mostly follows the established lore. However, we reversed some decisions we do not agree with in a group discussion.

Q: Wow the characters sure curse a lot.

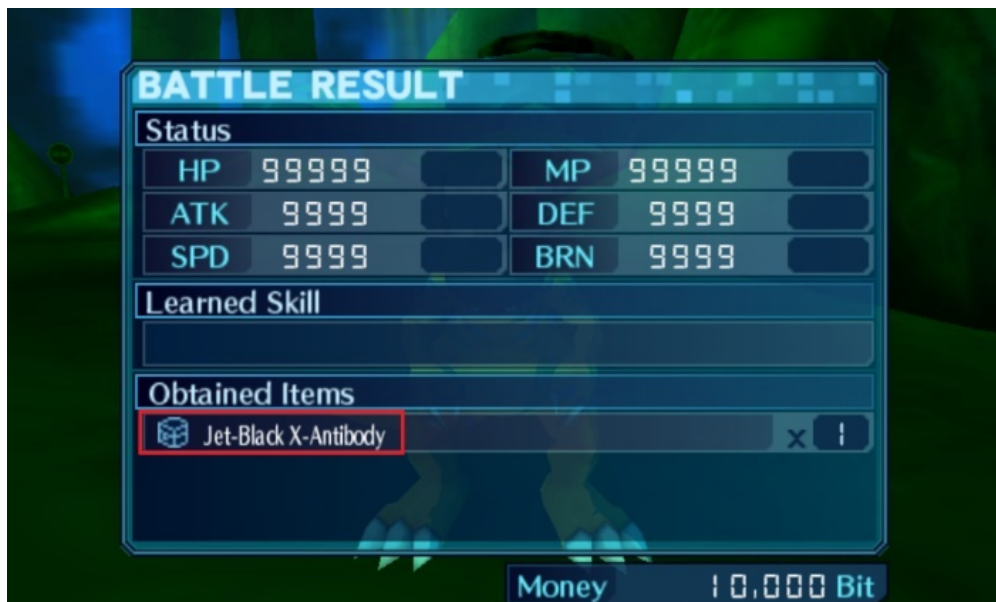
A: In many official localizations this is toned down. However where it is defining for a character we believe it's important for them to retain these traits. Rest assured, we didn't add any cursing that wasn't in there to begin with.

Q: The Digitter looks all fuzzy

A: When using Savestates, it will screw up the Digitter rendering. Please keep that in mind.

Q: Some text looks... squished?

A: English takes up more space than Japanese and with the little space the 3DS has to offer we had to get creative. When you have longer Item Names you might encounter things like this:



Please note that this is not a bug but intended behaviour.

Q: I have more questions. Where can I contact you?

A: You can reach us in the [Digimon Discord Community](#).