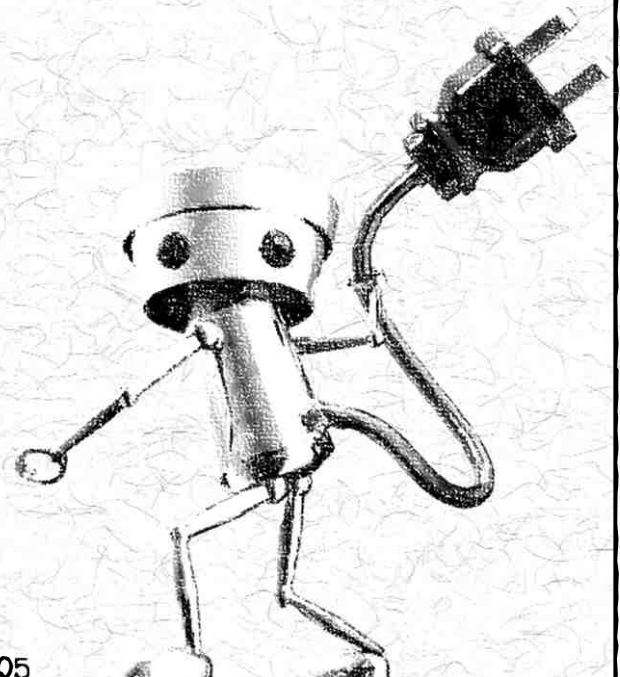


ENGLISH TRANSLATION BY BRAND NEWMAN - V.01.00 (2022)

INSTRUCTION BOOKLET



15 min.

© Citrusoft 2005

Hello, and welcome to my "Chibi-Robo English translation patch for the Wii" guide.

Contrary to every video game I had translated before, Chibi-Robo is a game that got an international release on the Game Cube in 2006.

Sales were not great, but when the Wii came out, Chibi-Robo was amongst the games that were announced to be ported to Nintendo's new console.

The game, however, was never released outside Japan, contrary to all the other games of the "New Play Control" collection, and despite its existing translation.

Even more so, since the Wii version relies on the console's system font, the Japanese game would show gibberish on any "non-Japanese" console.

People attempted to replace the Wii files by their counterparts from the Game Cube version, as structures appeared to be similar, but they were not identical, and led to bugs, graphical issues, and various freezes.

That led to the price of the Game Cube version skyrocketing, making the experience of playing the game unreachable for most users.

Thus did I decide to translate the game from scratch: this is probably the right time for me to tell people that I am no native English speaker, and am just starting to learn Japanese.

But I could rely on an existing translation, beside online translators, personal research, and the help of a group of very invested beta testers I'd like to thank with all my heart.

Because of technical limitations and regional differences, people who have played the Game Cube will notice this is not a 1:1 version of their favorite game. Please refer to the FAQ for further information.

Anyway, if you find any mistake, misspelling, kindly report it on the forum where this patch was published, so I can be aware of it:

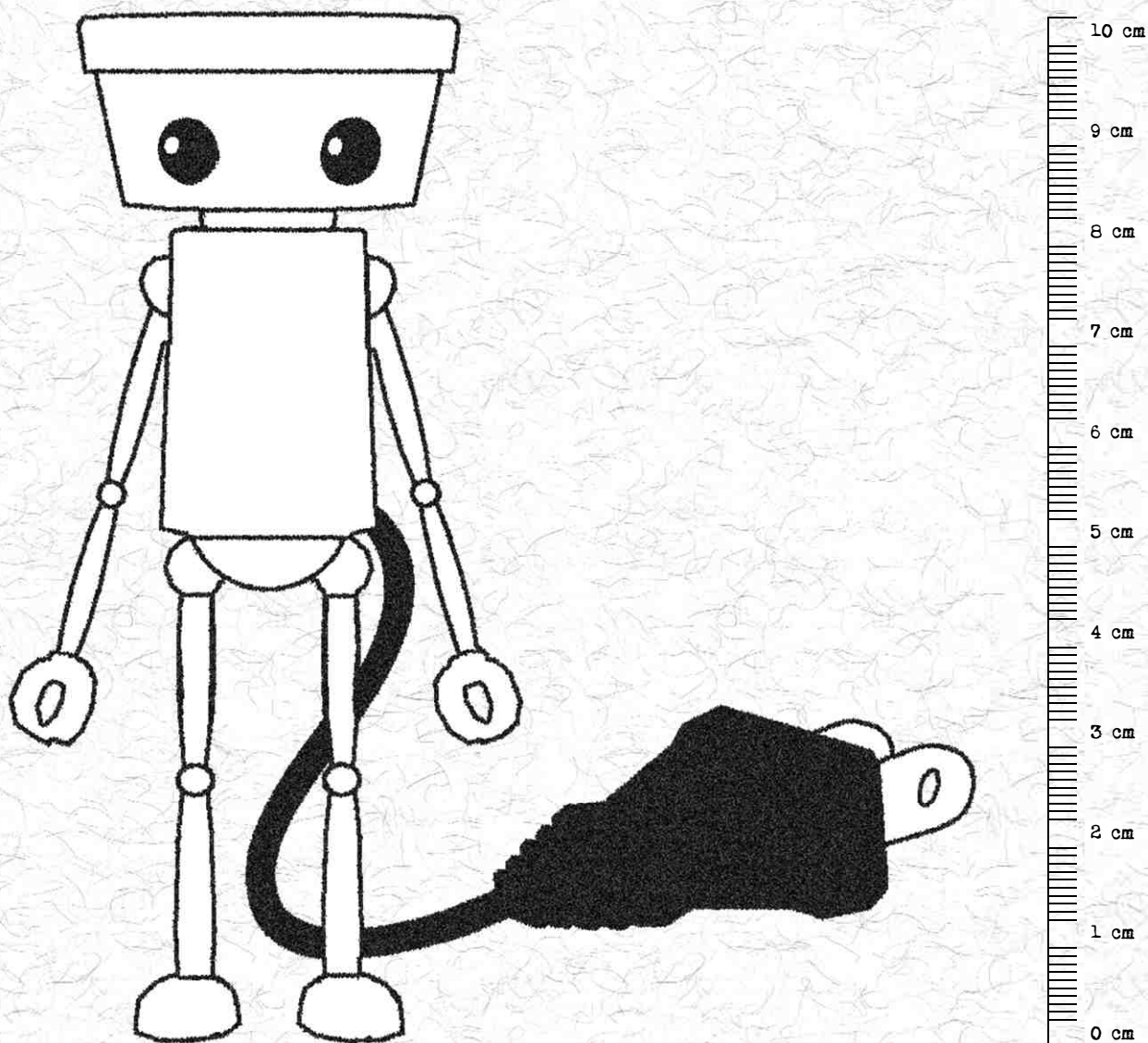
<https://gbatemp.net/threads/chibi-robo-english-translation-for-wii.602928/>

I hope you will appreciate my work, and wish you a very pleasant time, as a 10cm-tall little helper for the Sanderson family!

Yours sincerely.

Brand Newman

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1 Game story

Today is Jenny Sanderson's eighth birthday!

Her family, including their very loyal dog, Tao, has gathered to party, and give the little girl her presents!

But things seem to have been tensed between Jenny's parents lately, and when her father gives her the latest "Chibi-Robo" device, the crisis with his wife goes to next level...

Can our little robot help his owners above doing their housework, and give a little girl her voice back?

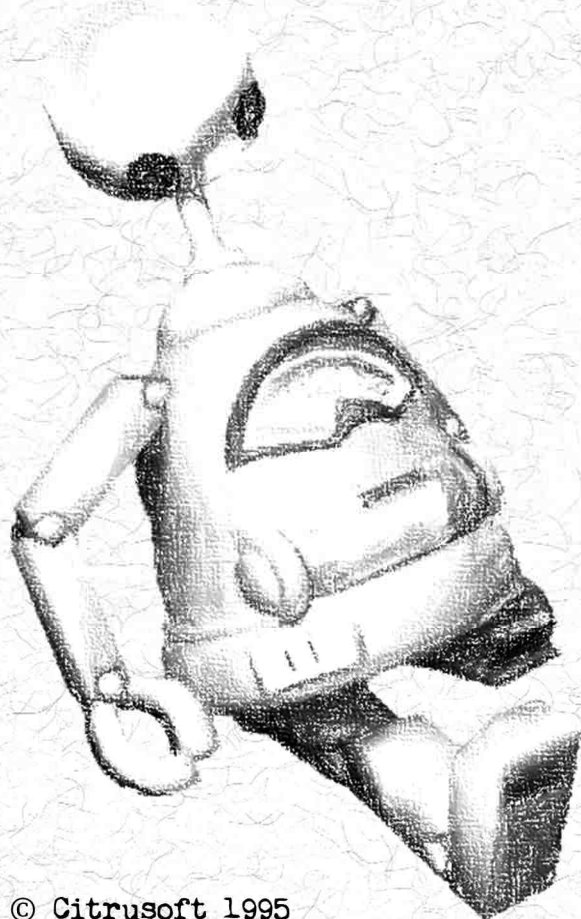
After all, Chibi-robos are designed to bring happiness to the families they live with!

2 Translation progress

Everything except the ending credits roll should be translated.

The credits are a movie with a background behind the names.

Apart from the technical difficulty to replace Japanese names with their translations, the movie would have ended up weighing more than a hundred megs, which would make the patch ineligible for website hosting, hence leaving it as it is.



Reminder : all the methods described below need for your Wii to be modded, and have the Homebrew Channel installed. Please look for a tutorial on the Internet if you don't know how to mod a Wii.

3 Translation method 1: patch disc with Riivolution (easiest)

If you have a physical copy of the game (which you frankly should, I got mine for the equivalent of 20 US dollars), you can use Riivolution to apply the patch « on the fly », without having to modify any ISO.

You will need a Wii console, a physical copy of the game, and an SD card.

Extract the contents of the « SD Card » folder from the zip file in the root of your SD card.

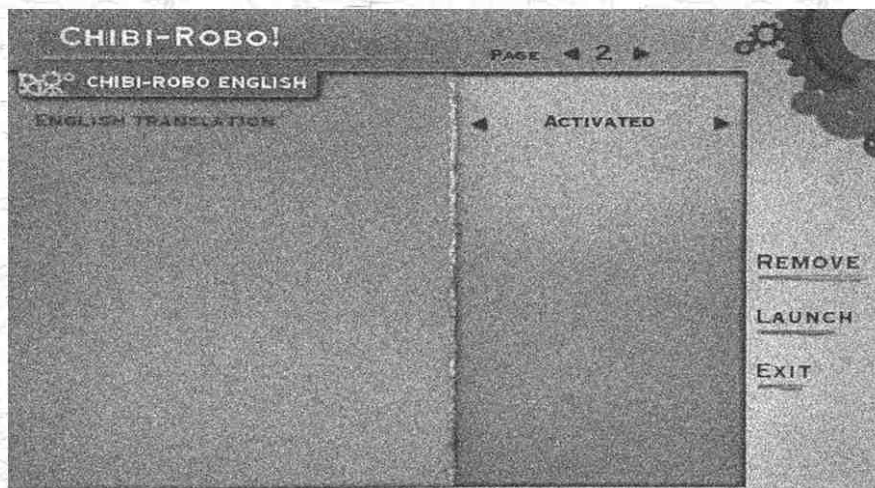
You should then have four folders:

- The first one, called « apps », actually contains a copy of the Riivolution homebrew,
- The second one, called « CHIBI_eng », contains the files that will replace the ones on your disc,
- The third one, called "codes", contains the Gecko codes you can use to access the debug rooms and unused dialogs of the game (see FAQ on page 10 for further info),
- The fourth one, called « riivolution », contains a « xml » file, necessary for the software to know where the files to be patched are on the disc.

Put the SD card back in your Wii, boot the console, and insert the game.

Open Riivolution, either from the Homebrew Channel or, if you have installed it, from the forwarder channel on your Wii menu.

You should now see the following screen, with the English translation activated by default: just click on « launch », and the game will be automatically translated!



4 Translation method 2: manually replace files in an ISO

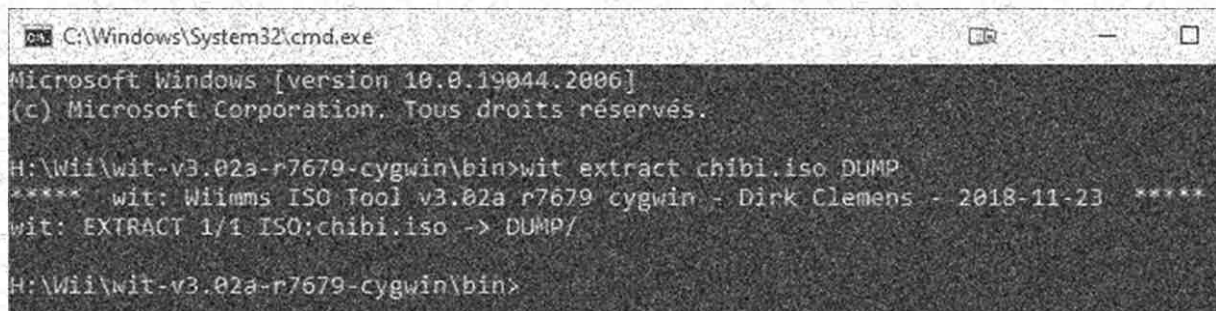
This is the best of all, as it allows you to play a fully translated ISO without the need of a physical disc: it requires 2 extra steps of extracting and recompiling the content of your ISO, but you won't have any risk of getting a corrupted ISO then.

4.1 Use Wiimms ISO tool (faster)

You'll need an ISO of the game, and the Wiimms ISO Tools.

First go to the "BIN" folder of your decompressed Wimms ISO Tools (where the file "wit.exe" is located): in File Explorer, click the address bar and type "CMD" to open the Command Prompt.

Type "wit EXTRACT CHIBI.iso DUMP" (change your ISO name accordingly): you'll see the following window, and after a few minutes, a "DUMP" subfolder should appear:

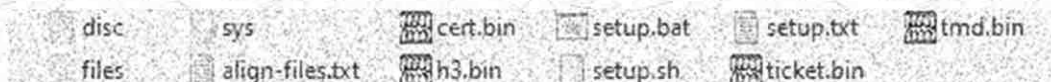


```
C:\Windows\System32\cmd.exe
Microsoft Windows [version 10.0.19044.2006]
(c) Microsoft Corporation. Tous droits réservés.

H:\Wii\wit-v3.02a-r7679-cygwin\bin>wit extract chibi.iso DUMP
***** wit: Wiimms ISO Tool v3.02a r7679 cygwin - Dirk Clemens - 2018-11-23 *****
wit: EXTRACT 1/1 ISO:chibi.iso -> DUMP/

H:\Wii\wit-v3.02a-r7679-cygwin\bin>
```

The "DUMP" folder should have the following structure:



In "sys" folder, replace main.dol file with the one from the patch.

Go into the "files" folder, and replace the following contents:

- "CHIBI_eng/bin": "bin" subfolder,
- "CHIBI_eng/chibihouse": "chibihouse" subfolder,
- "CHIBI_eng/hbm": "hbm" subfolder,
- "CHIBI_eng/how_to_chibirobo": "how_to_chibirobo" subfolder,
- "CHIBI_eng/item": "item" subfolder,
- "CHIBI_eng/kitchen": "kitchen" subfolder,
- "CHIBI_eng/living": "living" subfolder,
- "CHIBI_eng/movie": "movie" subfolder,
- "CHIBI_eng/tpl": "tpl" subfolder,

Go back to the Command Prompt, and type "wit COPY DUMP ENGLISH.iso": you will see the following window, and after a few minutes, a fully translated iso will be created.


```

C:\Windows\System32\cmd.exe - wit COPY DUMP ENGLISH.iso
Microsoft Windows [version 10.0.17763.1039]
(c) 2018 Microsoft Corporation. Tous droits réservés.

H:\Wii\wit-v3.02a-r7679-cygwin\bin>wit COPY DUMP ENGLISH.iso
***** wit: Wiimms ISO Tool v3.02a-r7679 cygwin - Dirk Clemens - 2018-11-23 *****
* COPY/SCRUB 1/1 FST:DUMP -> ISO:ENGLISH.iso

```

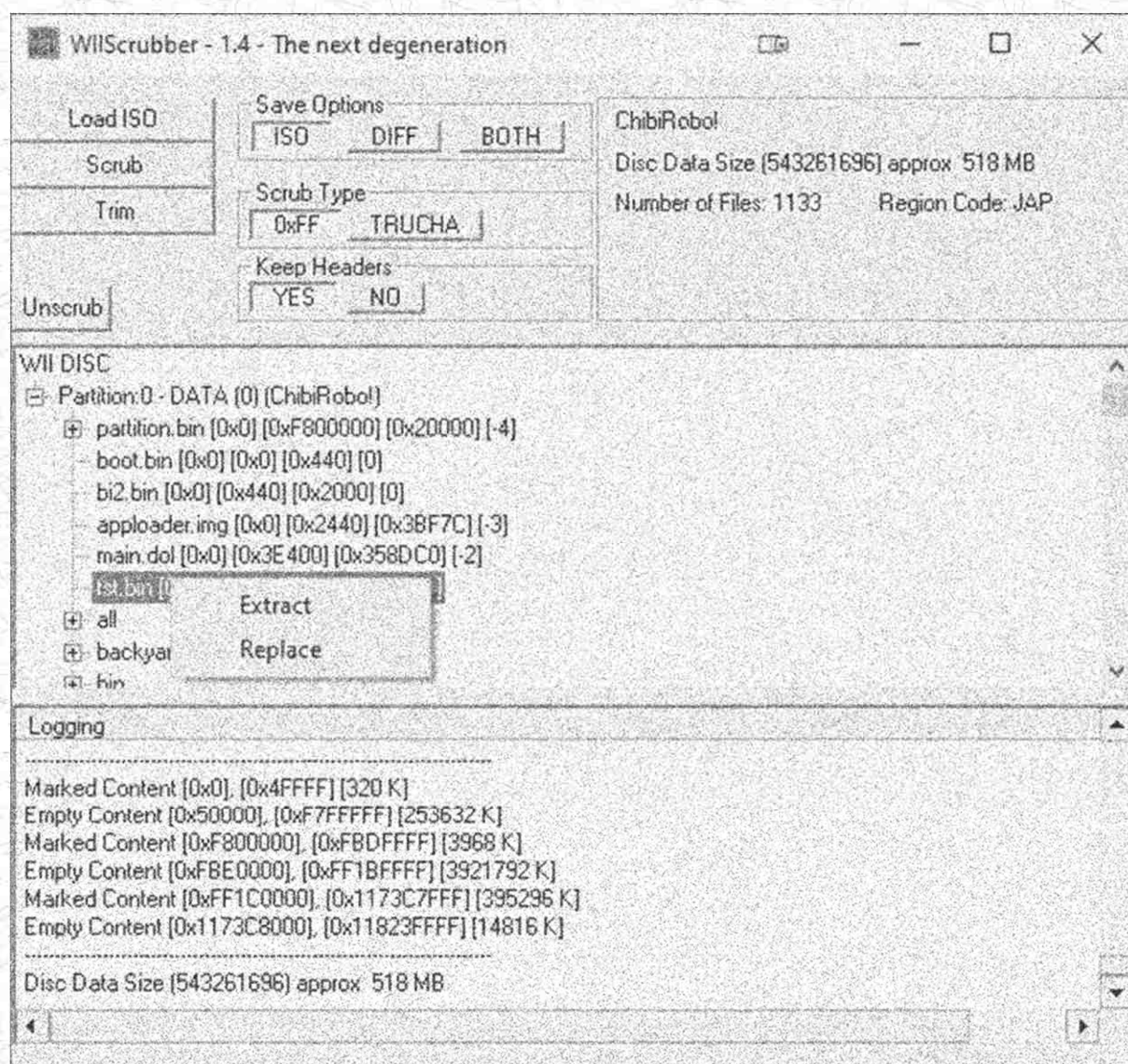
4.2 Alternate method (use only if Wiimms fails)

You'll need an ISO of the game, Wiiscrubber for Windows, as well as Partition Builder for Windows.

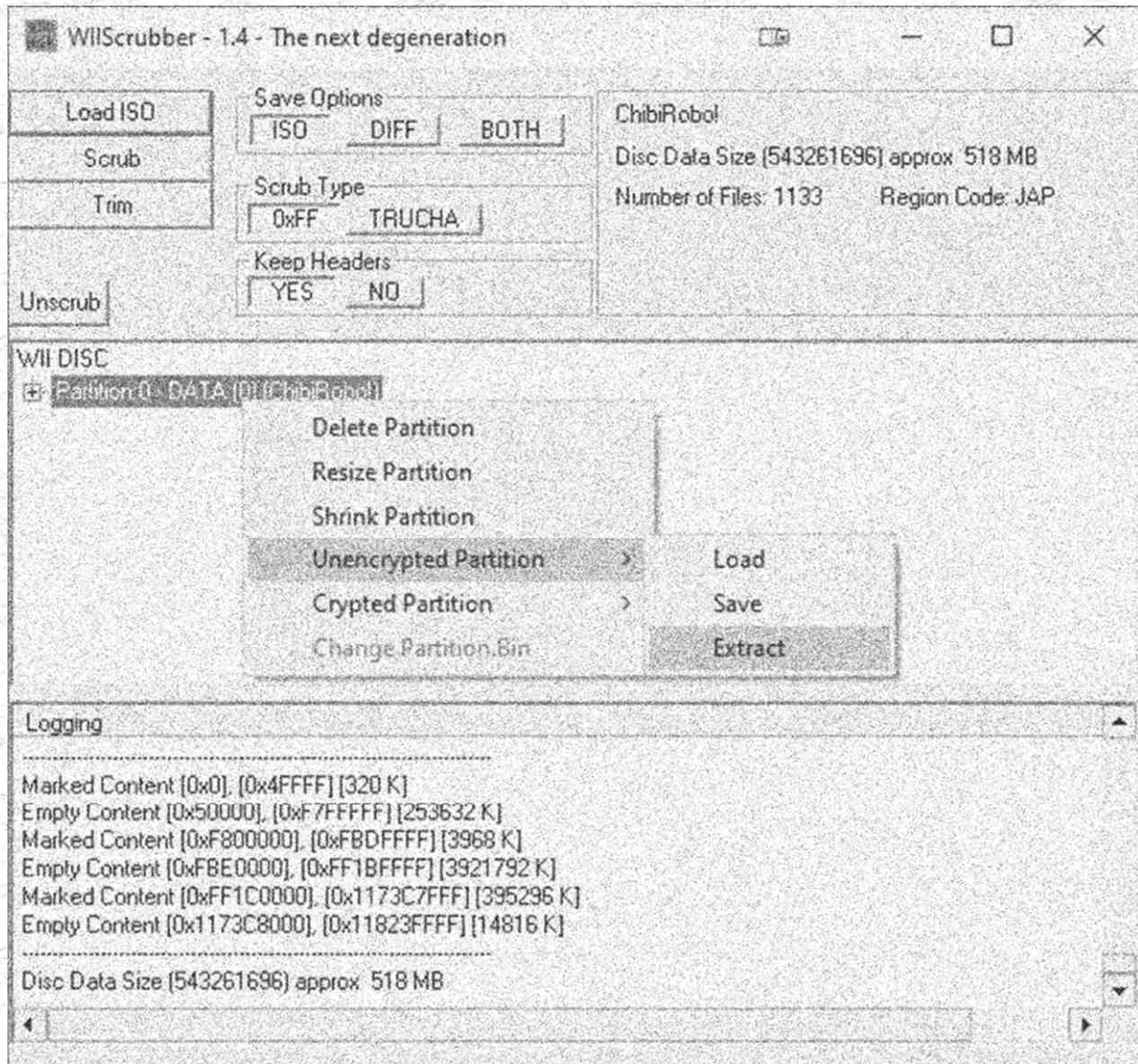
Start by opening the ISO with Wiiscrubber (if your game is in WBFS format, please go to FAQ, on page 10).

Extend « Partition :0 », and « Extract » each one of the following files on your computer:

- Partition.bin,
- Apploader.img,
- Boot.bin,
- BI2.bin,
- Main.dol: replace this one with the modified version included.



Now right-click on « Partition :0 » > « Unencrypted Partition » > « Extract »: choose where to extract the content of your ISO.



You should end up with a folder with the following structure in it:

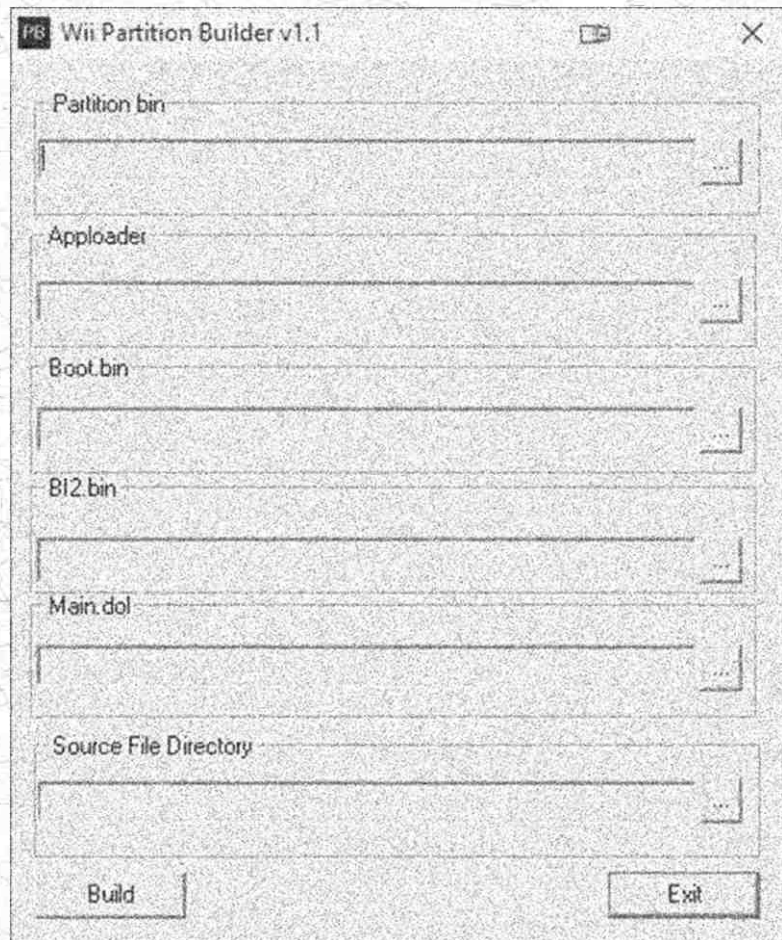
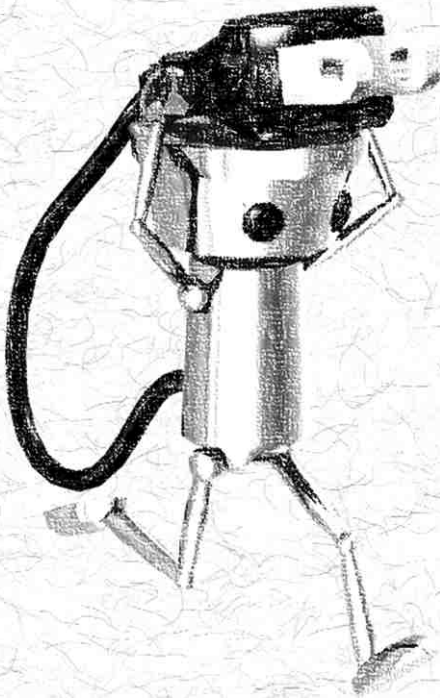
all	consentmanmap	house_r	kc_reizouko	npc	souko
backyard	eff	how_to_chibirobo	kisekae	parent	test
bin	fnt	item	kitchen	rel	title_jcon
chibihouse	haisui	jenny	living	rouka	tpl
chimney	hbm	kc_cabinet	movie	snd	ufo

Go through the folders, and replace the following files:

- "CHIBI_eng/bin" content goes to "bin" subfolder,
- "CHIBI_eng/chibihouse" content goes to "chibihouse" subfolder,
- "CHIBI_eng/hbm" content goes to "hbm" subfolder,
- "CHIBI_eng/how_to_chibirobo" content goes to "how_to_chibirobo" subfolder,
- "CHIBI_eng/item" content goes to "item" subfolder,
- "CHIBI_eng/kitchen" content goes to "kitchen" subfolder,
- "CHIBI_eng/living" content goes to "living" subfolder,

- "CHIBI_eng/movie" content goes to "movie" subfolder,
- "CHIBI_eng/tpl" content goes to "tpl" subfolder.

Now open Partition Builder, and enter the path for every file listed that you extracted before:



For the « Source File Directory », choose where your extracted ISO with the modified files on it stands: select to « Build », and wait for the process to be over.

When Partition Builder is done, you should have an « IMG » file on HDD.

Go back to Wiiscrubber, right-click on « Partition: 0 », and choose to « Load » an « Unencrypted Partition »: select your « IMG » file.

Don't worry if the process takes some time, as Wiiscrubber is very long and might seem like it stopped responding.

And « voilà »: your Chibi-Robo ISO has been modified, and can be played either on Dolphin, or on a real Wii with USB loader or Wiiflow!

5 FAQ

These methods are so long. Why not provide an xdelta patch?

I personally met issues with xdelta patches, as they must be applied to an ISO which matches the translator's ISO perfectly.

Even if you're like me and rip your own ISOs from your physical copies, you still have to choose your format (WBFS or ISO), whether you keep the update information or not, etc... And then there are people who have a shrunk ISO, or just a bad dump...

I didn't want users to get frustrated, and the files were already in the Riivolution patch anyway, so I thought it would eventually lead to less difficulty to use the aforementioned methods.

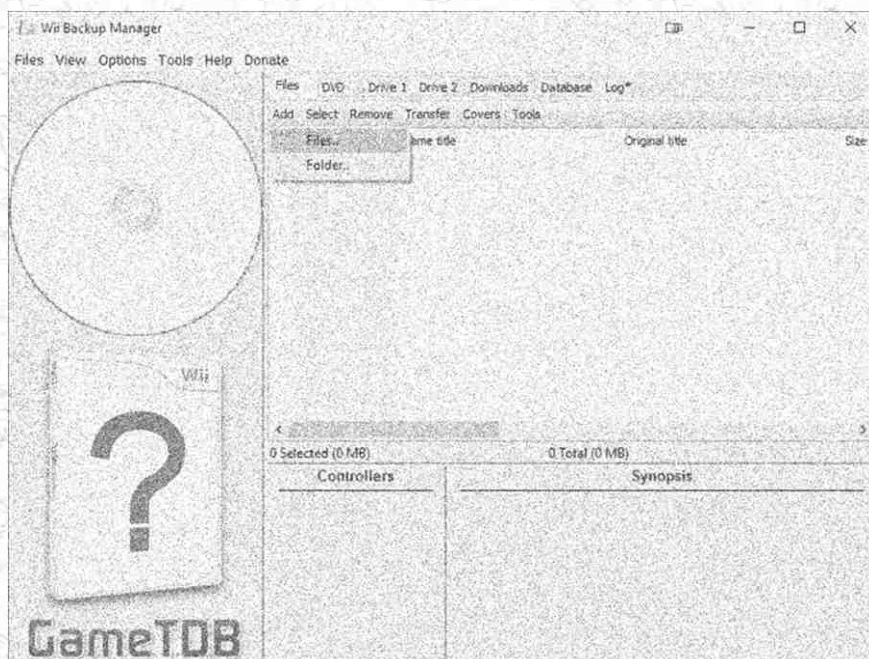
I don't have an ISO, only a WBFS and Wiiscrubber won't recognize it!

WBFS is actually a better format; since ISOs have a fixed size and will fill it with empty data when the game is smaller (did you know that New Super Mario Bros in WBFS format weighs only 368 MB?)

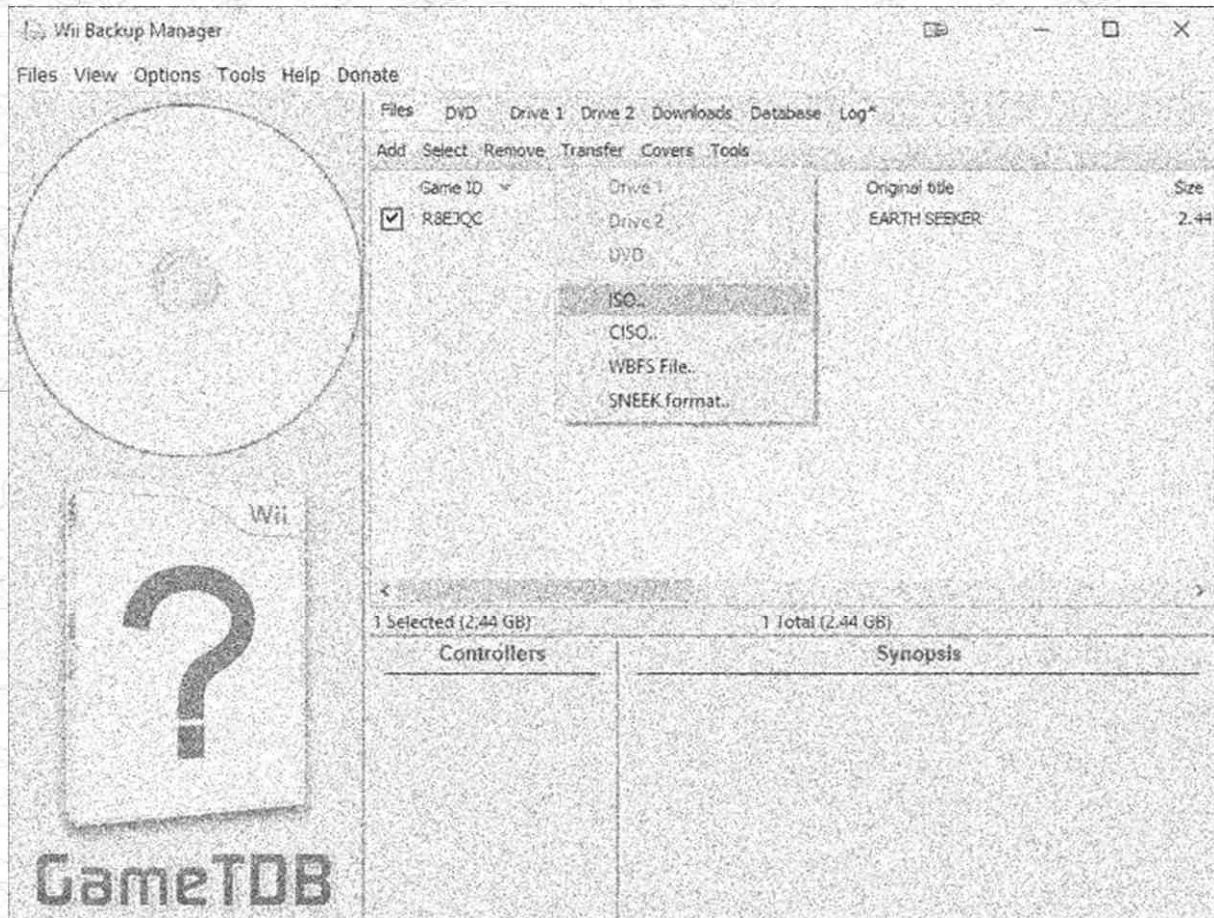
But I don't know of any version of Wiiscrubber which can open them, and I personally met difficulties with "wwt.exe" (the software in Wiimms ISO tool designed to manage WBFS files), which led me to convert mine as well.

So first you'll have to convert the WBFS to ISO, use method 2 or 3, and then reconvert the ISO to WBFS (if you want to benefit from the reduced size of the game).

For that you'll need to use « Wii Backup Manager ». Open it, and choose to « Add files »:



Your game should be called « R24J01.wbfs »: after opening it, select to « Transfer » the file into « ISO »:



Choose where to save your ISO, and modify it with one the methods above: when you're done, just reverse the operation by converting the ISO into « WBFS file » with Wii Backup Manager.

What is different in this version? Why not make a perfect 1:1 copy of the international release's script?

Although the Wii version has a similar structure to its Game Cube counterpart, the space left for Japanese text isn't the same as it is for international release.

While it can leave enough room most of the time (mainly because, for people who like to go technical, it's in SHIFT-JIS), it sometimes calls for some sacrifice.

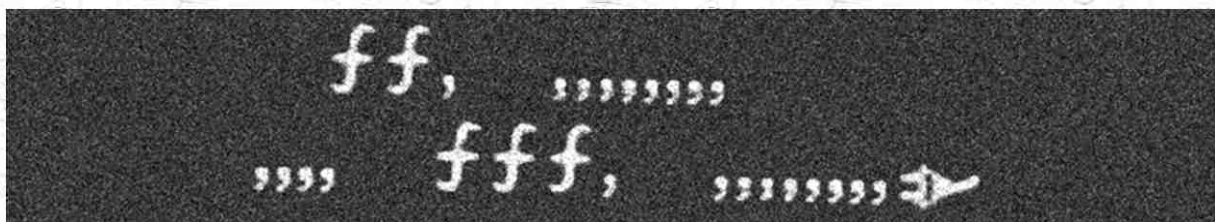
And although Chao-Etta (see the credits on the last page) found a way of moving what you call "pointers", some rephrasing still had to be done, hence some variations in the script.

But apart from that, the translators of the international version, while having done a wonderful job, sometimes went in another direction than the Japanese version: in these cases, you might encounter several occasions where I decided to stick to the Japanese dialogs a little bit more.

Now, on the contrary, there will be examples where I deliberately decided to follow the international version. This mostly happened with:

- Names: Japanese version has different names for most of the characters, but since they were known under their international names, I decided to keep it that way,
- Dinah Saur, who in Japanese is an "Oba-Chan" (middle-aged woman speaking in the Kansai dialect), and was made a "Southern Belle" by the international version, something I thought made a lot of sense,
- The Citrusoft (Orange inc. in Japanese) logo, which wasn't changed for the international release; something that has been corrected here!

Your patch is giving me gibberish on real Wii!

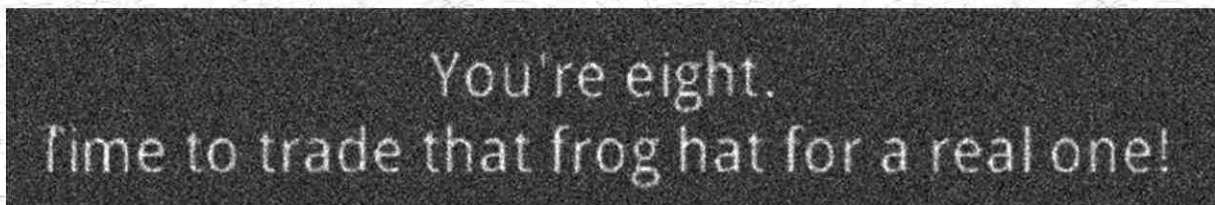


That's the sign the patch isn't applied at all! The game is using the system font of the console, which can't display Japanese on non-Japanese consoles: what you're seeing is the original dialog.

Be sure that the "English Translation" option is "Activated" on Riivolution, and that you have extracted the "SD Card" folder to the root of your SD Card.

If you're using a USB loader, this means you have forgotten to replace some files, as the dialogs are scattered within 30 of them.

I'm on Dolphin, and while the patch is working, the font is weird and nowhere as good as real Wii, especially with the "T" letter?



Dolphin doesn't come with the Nintendo font for copyright issues, and therefore replaces it with "Droid Sans", which can look very different with some letters.

You can restore the Nintendo font assuming you dump or "find" a Game Cube BIOS named "IPL.bin", and put it in your "Dolphin User Folder>/GC/" folder.

More information on the Dolphin Wiki:

https://wiki.dolphin-emu.org/index.php?title=Template:Problems/GC_Font

What are the "Dolphin Utilities" and "SD Card/codes" folders for?

"Dolphin Utilities" folder contains the Dolphin version of the Gecko codes within the "SD Card/codes" folder, meant for real Wii users. They provide the same cheats, such as infinite battery, maximum money, etc.

Additionally, I have added the following things:

- Start from any room of the game, including the debug ones (chibilevelselect.dmw),
- Display any dialog of the game, including the unused ones (dialogselect.dmw) (Dolphin only).

To use the codes, open the Memory Engine in the "Dolphin Utilities" subfolder, then "Hook" after the game is launched and select a value.

For "chibilevelselect", enter one of the values below and select "lock":

Filename	Value	Level	Filename	Value	Level
stage 00	00	Scene select 1	stage 16	10	UFO
stage 01	01	Kitchen	stage 17	11	Chimney (cut)
stage 02	02	Foyer	stage 18	12	The past
stage 03	03	Basement	stage 19	13	Scene select 2
stage 04	04	Jen's room	stage 21	15	Find real Peekoe
stage 05	05	Chibi-House	stage 22	16	Spydor Queen
stage 06	06	Bedroom	shun	1F	Debug 03
stage 07	07	Lounge	hori	20	Debug 04
stage 08	08	Test (cube room)	ahk	21	Debug 05
stage 09	09	Backyard	junko	22	Debug 06
stage 10	0A	Game credits	sayoko	23	Debug 07
stage 11	0B	Drain	mory	24	Debug 08
stage 12	0C	Infested basement	ryosuke	25	Debug 09
stage 13	0D	Chibi-manual	takanabe	26	Debug 10
stage 14	0E	Birthday party	mariko	27	Debug 11
stage 15	0F	Debug lounge			

If you activate the code before running the game, loading save slot will take you directly to the chosen level.

Otherwise, you'll be taken there the next time you go through a door.

In any case, remember to unlock the value afterward, otherwise you'll be stuck in a loop (which is the reason some parts of the game can't be reached with real hardware, since codes can't be disabled "on the fly" with a Wii.)

Keep in mind some of these levels are "debug", meaning you can encounter some freezes or bugs if you don't load the code from a fresh new file.

"Dialogselect.dmw" is a bit trickier, and therefore meant to be used by advanced users: it works by adding a certain number (different for each dialogs file) to the hex value of a line.

For example, you can access the dialogs in "global.bin" by adding 92F27800 to the corresponding hex value.

But the most interesting thing to do with the code is to access unused content, such as:

- Telly's advice menu, where you can show your items to him, and get extra information: use "92F5F732" as value,
- Telly's deleted sidequest, where he tells you about his former career as an artist: the values start at 38CCA (meaning you have to put "92F604CA" for this one), and each of them begin with "23".

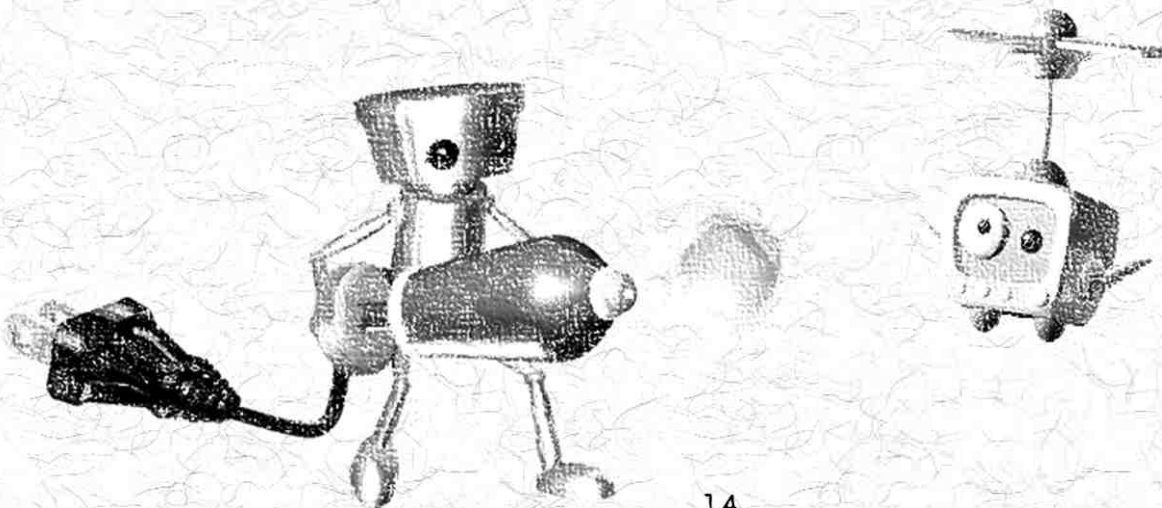
I speak Japanese, and you got that part of the story wrong!

Please post a picture of the game playing the part that has to be retranslated on the forum I published the patch in.

Be sure it's not just localization, and provide the correct translation!

I found some Japanese left / I found some typo!

Same as before: please leave a screenshot of the game where I can find the text to modify



6 Patch versions and credits

11.14.2022: V.01.00

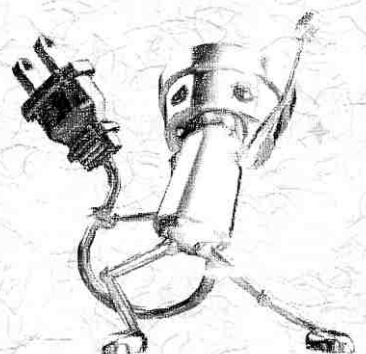
Many thanks to my beta testers:

- **C. Augustus "Goose" Mathews**, for apparently putting the beta testing above everything else, judging by his battery status on the screenshots he provided! Goose is a lighting designer and electrician, whose resume can be found at <https://www.caugustusm.com/>
- **Chao-Etta**, not only for beta testing the game, but also for cracking a lot of the game's mechanisms, helping me provide longer texts and names when necessary. Keep an eye on her contribution to the Cutting Room floor and its info about the game at: <https://torf.net/Chibi-Robo!> (don't forget the exclamation point in the website address.)
- **FeminineEminem**, a great "Chibi-Robo connoisseur" to say the least, who helped a lot by organizing the beta testers' feedbacks on a shared document. Things would have been a lot messier without you, very much appreciated!
- **FM_Wii**, who had the tendency of being the one of us of to encounter freezes the most! I'm very thankful for your time and patience. Your contribution is inestimable.
- **Diego Legaspi**, who's even more deserving that the beta testing was his first encounter with the game! Thanks! Diego's art can be seen at https://www.instagram.com/legas_pi/, be sure to have a look at it!
- **Ninsei**, who's been there since the beginning: I know this passion of mine is time consuming. Thank you very much for staying supportive!

Additionally:

- **Michael Tension**, for his "My Underwood" font (second time I'm using one of your fonts after "Ikenie", so you get twice the praise!): <https://www.fontsquirrel.com/fonts/my-underwood>
- **Kran**, for providing a logo that was so much closer to the original, and so much better than mine!
- **Cyricz42**, for is very comprehensive walkthrough available at: <https://www.ign.com/articles/2006/02/24/chibi-robo-walkthrough-691030>
- The people at the **Chibi-Robo Discord server** (where a lot of my beta testers come from!), for their very supportive attitude: <https://t.co/lu2XlnMQa7>

Thank you all for your kind messages, I hope this long-awaited patch meets your expectations, and please enjoy the game!



7 Brand Newman's previous projects



Earth Seeker (Wii)

<https://www.romhacking.net/translations/5571/>



Odekake Earth Seeker (DS)

<https://www.romhacking.net/translations/6612/>



Ikenie No Yoru (Wii)

<https://www.romhacking.net/translations/5575/>



Takt of Magic (Wii)

<https://www.romhacking.net/translations/5756/>



Zangeki No Reginleiv (Wii)

<https://www.romhacking.net/translations/6025/>



Line Attack Heroes (Wii)

<https://www.romhacking.net/translations/6343/>

