

# INSTRUCTION BOOKLET



TAKT OF MAGIC

ENGLISH TRANSLATION

V.01.02

By Brand Newman



Hello, and welcome to my “Takt of Magic” translation patch guide, this being my third Japanese exclusive translation for the Wii, after I did “Earth Seeker” and “Night of the Sacrifice”, both available for free download at the following addresses:

Earth Seeker:

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



Night of the Sacrifice:

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



“Takt of Magic”, developed by Taito and published by Nintendo on the 05.21.2009, is the “spiritual successor” of a DS game called “Lost Magic”.

This is a Japan exclusive that was never localized, despite having online multiplayer, and being popular enough to have one of its characters be in “Super Smash Bros. Ultimate” for Switch.

The gameplay is a mix of tactical and RPG styles, where the player controls a unit, and uses their Wiimote to draw "runes" that would cast spells.

This might have been my hardest project to this day, involving compressed files with very limited room for text, multiple endings, etc., and I hope you won't find the result too simplistic to your taste.

As I mentioned it with my previous work, I'm neither English nor Japanese native speaker, which means there might have been some “hit and miss” that I'd be happy to try to correct if you leave me a message at the following thread:

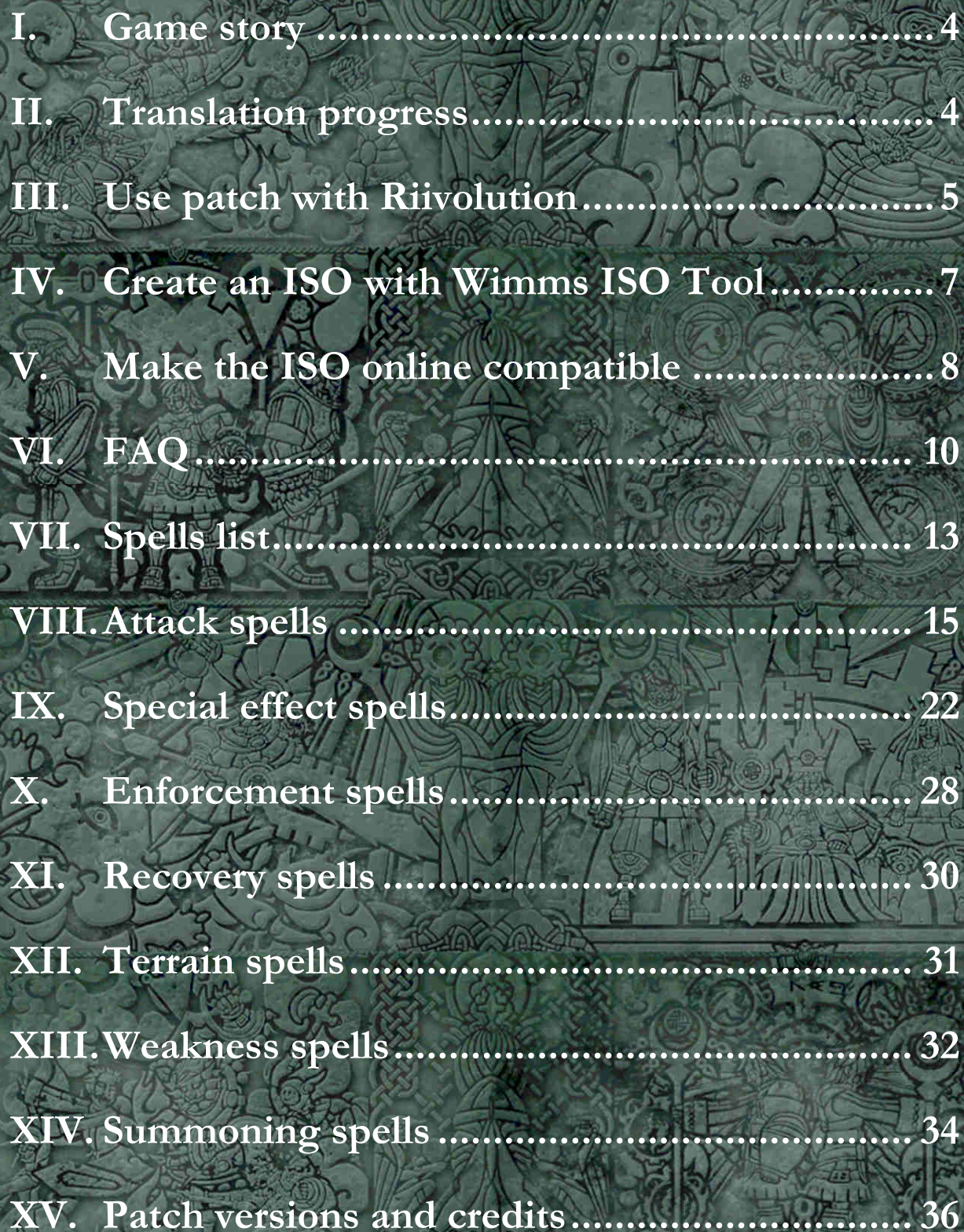
<https://gbatemp.net/threads/riivolution-patch-takt-of-magic-english-translation-for-wii.569603/>

But anyway, without further ado, please find below the instructions to use this patch with a retail disc or ISO, and become the magician we all ever wanted to be!

Yours sincerely,

Brand Newman





I.	Game story .....	4
II.	Translation progress.....	4
III.	Use patch with Riivolution.....	5
IV.	Create an ISO with Wimms ISO Tool.....	7
V.	Make the ISO online compatible .....	8
VI.	FAQ .....	10
VII.	Spells list.....	13
VIII.	Attack spells .....	15
IX.	Special effect spells.....	22
X.	Enforcement spells.....	28
XI.	Recovery spells .....	30
XII.	Terrain spells .....	31
XIII.	Weakness spells.....	32
XIV.	Summoning spells .....	34
XV.	Patch versions and credits .....	36



## I. Game story

It has been five years since the Kingdom of Ental, formerly ruled by the Royal Family for generations, was taken over by the Dark Empire.

With the help of the Horde, a group of wolf warriors worshipping the Dark God, the Empire is hunting down the Rebellion, and every renegade mage.

In the small village of Veda, a young boy named Orvil who just turned 17 is given a rod and a gauntlet used by the mages, although he has shown no abilities to summon “runes” by now.

When the village is attacked and most of their friends are killed, Orvil and his childhood friend Carole begin a journey through Ental, hoping they can find a way to stop the dictatorial ambitions of the Emperor.

## II. Translation progress

The game should be 100% translated, except for the videos and the keyboard in the “Rename characters” section.



I strongly advise you don't rename them anyway, since any increase of the number of letters can possibly “mess up” the in-game dialogs.

### III. Use patch with Riivolution

#### Using retail disc

If you have a retail copy of the game, you can use Riivolution to apply the patch « on the fly », without having to modify any ISO.

You will need a modded Wii console (please look for a tutorial on the Internet if you don't know how to mod a Wii), a physical copy of the game, and an SD card.

Extract the contents of the « RIIVOLUTION/SD Card » folder from the zip file in the root of your SD card: you'll get the following folders:

- “Apps” contains a copy of the Riivolution homebrew,
- “Codes” contains an optional code for stopping the timer if things get to difficult,
- “TAKT\_eng”, contains the files that will replace the ones on your disc,
- “Riivolution”, contains a “xml” file, necessary for the software to know where the files to be patched are on the disc.

Insert the disc, and open Riivolution from the Homebrew Channel or 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!

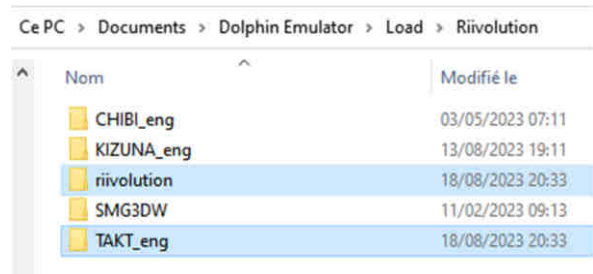


## Using Dolphin emulator

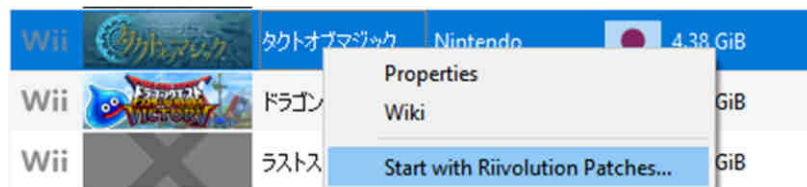
If you're using emulation, Dolphin has a very convenient feature to apply Riivolution patches “on the fly”, just like a modded Wii would do.

First you need to open your “Documents/Dolphin Emulator/Load/” folder on your computer.

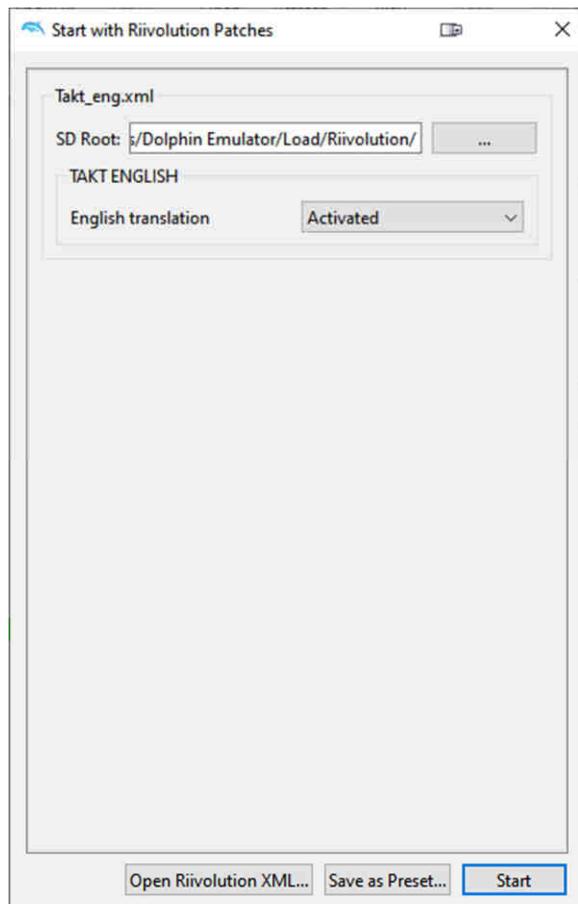
Find the “Riivolution” subfolder (or create one), and import the “Riivolution” and “TAKT\_eng” folders from the zip file.



Open Dolphin, right click on the game, and select “Start with Riivolution Patches”.



You should see the following screen, with the Riivolution patch activated by default.



Press “Start”, and the game should be translated, with your ISO remaining untouched!



## IV. Create an ISO with Wiimms ISO Tool

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

First go to the “BIN” folder of your decompressed Wiimms ISO Tools: in File Explorer, click the address bar and type “CMD” to open the Command Prompt.

Type “wit EXTRACT TAKT.iso DUMP” (if your ISO has a different name, use it instead): you should see the following window, and after a few minutes, a new subfolder named “DUMP” should appear:

```
C:\Windows\System32\cmd.exe - wit EXTRACT TAKT.iso DUMP
Microsoft Windows [version 10.0.18363.1082]
(c) 2019 Microsoft Corporation. Tous droits réservés.

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

The “DUMP” folder should have the following structure:



Go into the “files” folder, and replace the “comp” folder by the one contained in “RIIVOLUTION/SD Card/TAKT\_eng”.

Now 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
```



## V. Make the ISO online compatible

While the original servers for “Takt of Magic” are down, there is a possibility to play online with AltWFC / WFZwei, and a loader such as Usb Gx Loader, by the time this tutorial is written<sup>1</sup>.

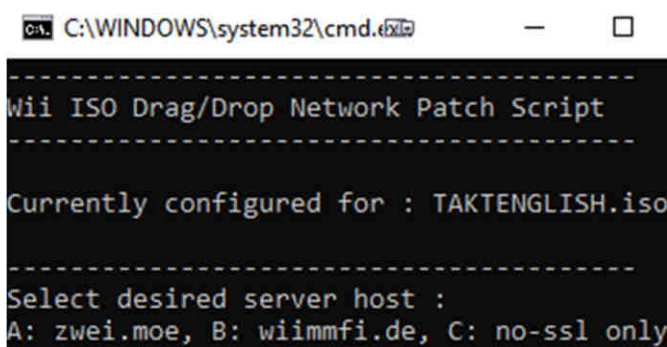
Please be aware that the “Send Record” function of the game relied on WiiConnect24, and therefore doesn’t seem to work by the time of this release.

If you’re OK with modifying the ISO (after all, what’s a little more?)

Barronwaffles kindly authorized me to put a patch he made in my translation zip.

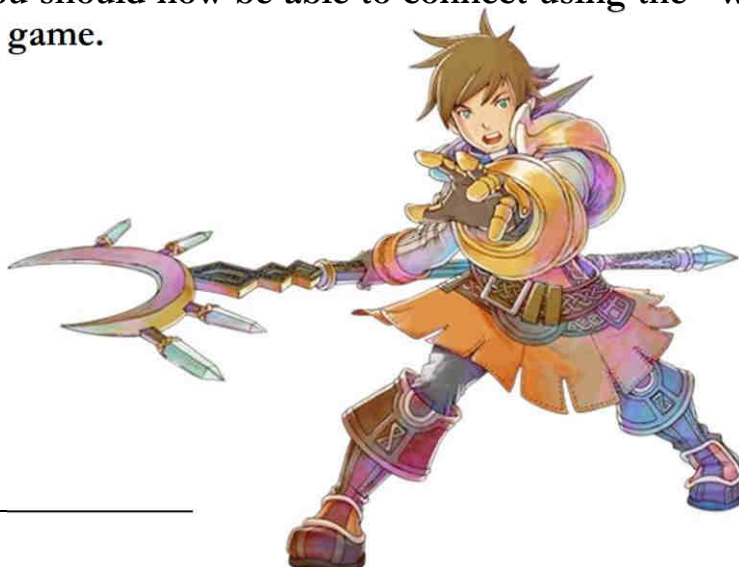
I recommend to use this method, since its both easier and won’t interfere with Riiconnect24 (a homebrew that restores most of WiiConnect functionalities), should you have installed it on your Wii

- First, go to the “Wifi menu patch kit” folder, and unzip the content,
- Drag your iso to "network patch.bat",
- Choose "A" (for "zwei.moe" server host) when asked for the preferred server host.



```
-----  
Wii ISO Drag/Drop Network Patch Script  
-----  
Currently configured for : TAKTENGLISH.iso  
-----  
Select desired server host :  
A: zwei.moe, B: wiimmfi.de, C: no-ssl only
```

That’s it! You should now be able to connect using the “Wi-Fi Connection” menu of the game.



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<sup>1</sup> Wiimmfi doesn’t seem to be compatible for now. This might change in the future if someone with a better knowledge than me finds the appropriate settings.



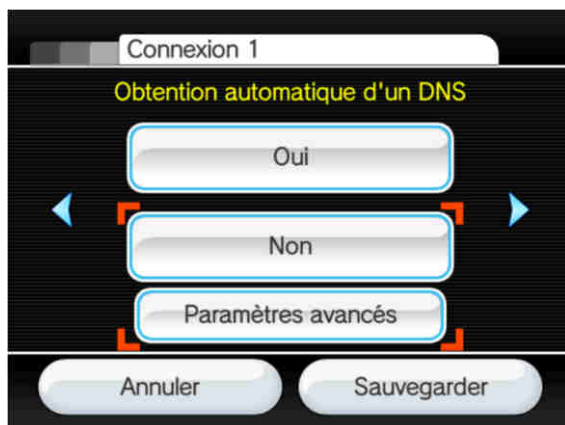
If you'd rather not change the ISO apart from the files replacement:

Tutorial can be found at the following address:

[https://github.com/barronwaffles/dwc\\_network\\_server\\_emulator/wiki](https://github.com/barronwaffles/dwc_network_server_emulator/wiki)

Please find below the transcription of the Wii / Wii U part:

- Go to the Wii/Wii U Internet settings and choose your connection,
- Set "Auto-obtain DNS" to "No",
- Insert 172.104.88.237 into "Primary DNS" and "Secondary DNS",



- On USB Loader GX, Find the "Private Server" option (either in general or ingame settings) and change the associated value to "No-SSL".

After following one of these methods, you should be able to get a code to play with your friends, or enter a rank battle if other players are online.



## VI. FAQ

### The method looks complicated: 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.

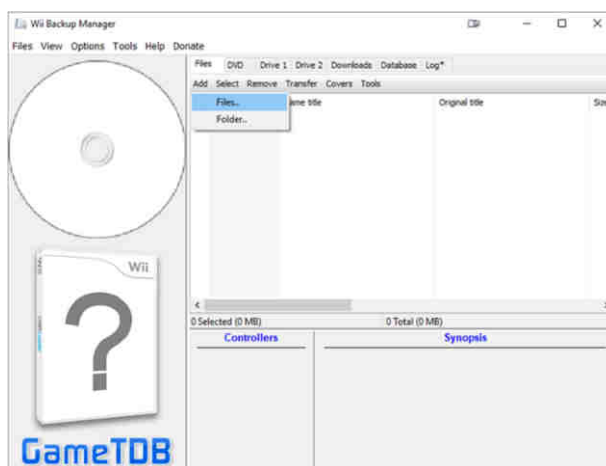
### I don't have an ISO, only a WBFS, and I can't seem to use WIT?

While Wiimm's does provide tools for WBFS (called WWT), I personally met issues trying to use them and had to convert my own WBFS.

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?)

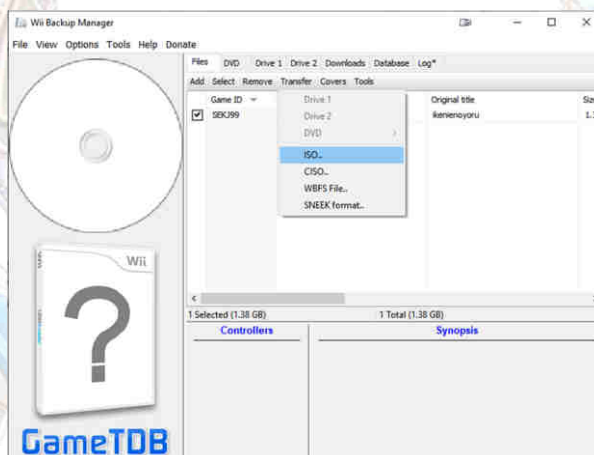
Anyway, if you need to convert your WBFS as well, use "Wii Backup Manager" with the following method:

First choose "Add files":





Your game should be called “ROSJ01.wbfs”: after opening it, select to “Transfer” the file into “ISO”:



When you're done, just reverse the operation by converting the ISO into « WBFS file » with Wii Backup Manager.

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 thread I published the patch in. Don't forget to 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.



## I don't have enough time to complete the missions!

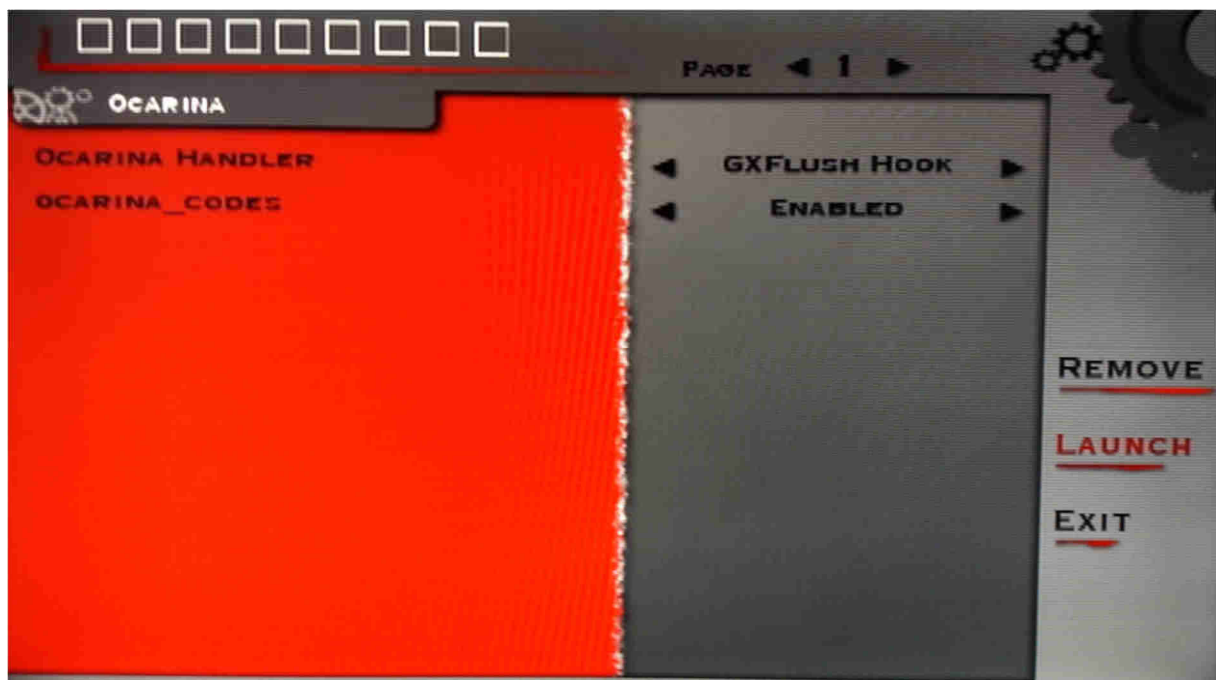
While the game is pretty enjoyable, the time limit can be annoying when all you needed to win was 30 extra seconds.

Of course there are some missions where you have to rescue your party members that are meant to be completed before they get killed, but other than that the time limit is more of an occasional annoyance.

So I incorporated a code for you to stop the timer if you want: it's totally optional, but keep in mind it will automatically give you a gold medal when you complete a mission, and can mess up with scripted ones (like "180 sec.").


To use Ocarina codes with Riivolution, put the zipped "code" folder into your SD card.


Then go to the 2<sup>nd</sup> page of the software by clicking on the right arrow, and choose the same options as the screenshot below:







VII. Spells list


 Attack


 Special effect

 Enforcement
























































































































































































 Recovery

 Terrain

 Weakness

 Summoning spell

	Solo	Wind		Earth		Fire		Water		High Wind		High Earth		High Fire		High Water		Light	Dark
		Trio	Duo	Trio	Duo	Trio	Duo	Trio	Duo	Trio	Duo	Trio	Duo	Trio	Duo	Trio	Duo		
Wind	<div><div><div></div></div><div>Blow</div><div></div></div>	<div><div><div></div></div><div>Buran</div><div></div></div>	<div><div><div></div></div><div>Sirocco</div><div></div></div>	<div><div><div></div></div><div>Breath</div><div></div></div>	<div><div><div></div></div><div>Typhoon</div><div></div></div>	<div><div><div></div></div><div>Wind Eye</div><div></div></div>	<div><div><div></div></div><div>Earth Eye</div><div></div></div>	<div><div><div></div></div><div>Fire Eye</div><div></div></div>	<div><div><div></div></div><div>Water Eye</div><div></div></div>	<div><div><div></div></div><div>Sufi</div><div></div></div>	<div><div><div></div></div><div>Void</div><div></div></div>								
		<div><div><div></div></div><div>Squall</div><div></div></div>				<div><div><div></div></div><div>Wind Golem</div><div></div></div>													
Earth	<div><div><div></div></div><div>Wall</div><div></div></div>	<div><div><div></div></div><div>Block</div><div></div></div>	<div><div><div></div></div><div>Fence</div><div></div></div>	<div><div><div></div></div><div>Torch</div><div></div></div>	<div><div><div></div></div><div>Glass</div><div></div></div>	<div><div><div></div></div><div>Jump</div><div></div></div>	<div><div><div></div></div><div>Stone</div><div></div></div>	<div><div><div></div></div><div>Trap</div><div></div></div>	<div><div><div></div></div><div>Life</div><div></div></div>	<div><div><div></div></div><div>Light Golem</div><div></div></div>	<div><div><div></div></div><div>Dark Golem</div><div></div></div>								
		<div><div><div></div></div><div>Omega</div><div></div></div>				<div><div><div></div></div><div>Earth Golem</div><div></div></div>													
Fire	<div><div><div></div></div><div>Flame</div><div></div></div>	<div><div><div></div></div><div>Storm</div><div></div></div>	<div><div><div></div></div><div>Rock</div><div></div></div>	<div><div><div></div></div><div>Blast</div><div></div></div>	<div><div><div></div></div><div>Freeze</div><div></div></div>	<div><div><div></div></div><div>Gust</div><div></div></div>	<div><div><div></div></div><div>Crush</div><div></div></div>	<div><div><div></div></div><div>Burn</div><div></div></div>	<div><div><div></div></div><div>Cold</div><div></div></div>	<div><div><div></div></div><div>Fate</div><div></div></div>	<div><div><div></div></div><div>Lava</div><div></div></div>								
		<div><div><div></div></div><div>Dragon</div><div></div></div>						<div><div><div></div></div><div>Fire Golem</div><div></div></div>											
Water	<div><div><div></div></div><div>Flow</div><div></div></div>	<div><div><div></div></div><div>Stern</div><div></div></div>	<div><div><div></div></div><div>Skin</div><div></div></div>	<div><div><div></div></div><div>Blaze</div><div></div></div>	<div><div><div></div></div><div>Cure</div><div></div></div>	<div><div><div></div></div><div>Wind Ring</div><div></div></div>	<div><div><div></div></div><div>Earth Ring</div><div></div></div>	<div><div><div></div></div><div>Fire Ring</div><div></div></div>	<div><div><div></div></div><div>Water Ring</div><div></div></div>	<div><div><div></div></div><div>World</div><div></div></div>	<div><div><div></div></div><div>Night</div><div></div></div>								
						<div><div><div></div></div><div>Blue</div><div></div></div>				<div><div><div></div></div><div>Water Golem</div><div></div></div>									

	Solo	Wind		Earth		Fire		Water		High Wind		High Earth		High Fire		High Water		Light	Dark
		Trio	Duo	Trio	Duo	Trio	Duo	Trio	Duo	Trio	Duo	Trio	Duo	Trio	Duo	Trio	Duo		
High Wind	Mill 	•  	 	•  	 	•  	 	•  	 	•  	 	•  	 	•  	 	•  	 	  	  
		  						  											
High Earth	Scar 	•  	 	•  	 	•  	 	•  	 	•  	 	•  	 	•  	 	•  	 	  	  
				  								  							
High Fire	Hell 	•  	 	•  	 	•  	 	•  	 	•  	 	•  	 	•  	 	•  	 	  	  
						  								  					
High Water	Mercy 	•  	 	•  	 	•  	 	•  	 	•  	 	•  	 	•  	 	•  	 	  	  
								  								  			
Light																		  	
Dark																			  



## VIII. Attack spells

### Blow



Basic Wind magic.

Blows off enemies in designated direction, which you can change by twisting the Wiimote.

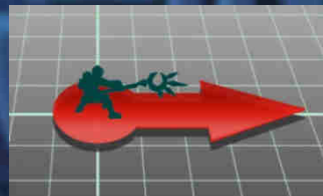


### Flame



Basic Fire magic.

A fireball hits the ground and spreads fire around.



### Mill



High level magic creating a strong whirlwind around the mage.

Very useful in case of surrounding.



### Hell



Advanced Fire spell to generate a blast.

But it takes some time to cast.

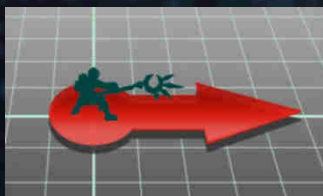


### Buran



Duo version of "Blow" with wider range.

Twisting the Wiimote will change the wind direction.



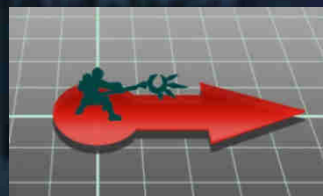
### Sirocco



Duo spell of Wind and Earth.

Petrifies enemies.

Twist the Wiimote for direction.

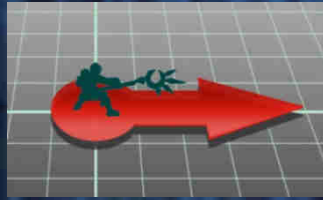


## Breath



Duo spell of Wind and Fire doing consecutive damages.

Pushing Wiimote will strengthen the spell but reduce its duration.

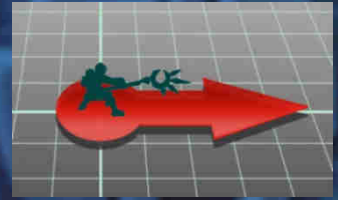


## Typhoon



Duo spell of Wind and Water.

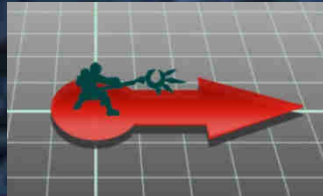
Pushing Wiimote will extend the distance but reduce its duration.



## Storm



Creates a tornado on a specific direction with a large range of destruction.

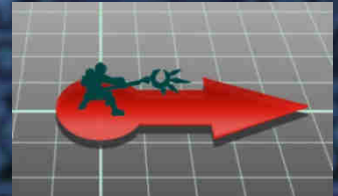


## Rock



Launches a rock on a specific direction.

Rocks bounce on obstacles.

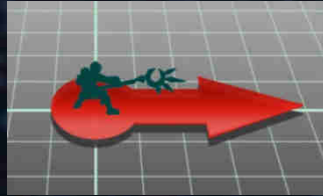


## Blast



Basic duo Fire rune.

Three directional Fire magic ignites the ground.

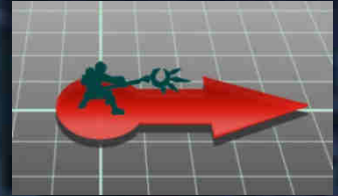


## Freeze



Ice spear on a straight line.

Slow, but can sometimes freeze the enemies.



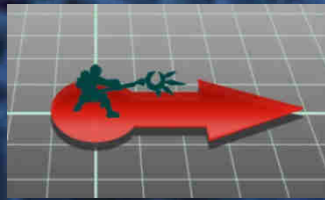


## Gust



Electrifying blades with long range and fast speed.

Good for sniper shooting.

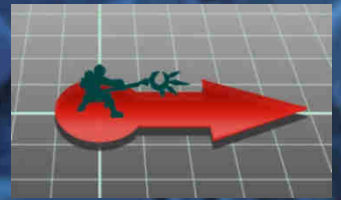


## Crush



Enhanced version of "Rock", creates a range of them in specified direction.

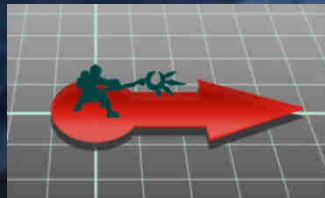
Very effective when bouncing in narrow paths.



## Burn



Small fire spears that can either be shot in radial pattern, or be concentrated on the enemies facing the spell caster.

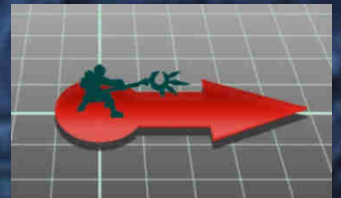


## Cold



Three directional ice balls.

Can freeze enemies and cause great damage, though its slowness makes it easy to avoid.



## Bang

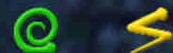


Duo version of "Mill".

Causes greater damages on wider area.



## Hit



Earth spell that shocks the ground around the mage and hurts or fossilizes enemies nearby.



## Pyro



Duo Fire magic that creates an explosion around the mage.

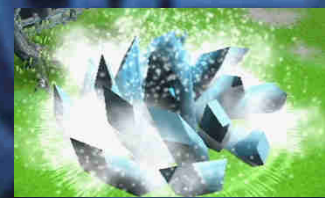
Harmed enemies can't counterattack until they get up.



## Ice



Creates icicles around the mage which can freeze enemies nearby.



## Oz



Giant tornado that blows enemies in a specific area.



## Pin



Duo Earth magic that makes a spiked rock flower bloom from the ground.



Can petrify enemies.

## Mad



Increased version of "Hell".

Powerful but long to cast.



## Pop



Duo Water magic of condensed water bursting.

Takes some time to be cast.





## Den



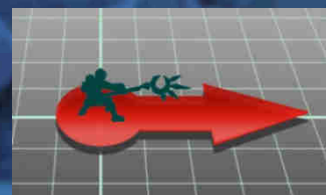
Duo version of "Oz", "Dragon's den" creates multiple tornadoes across an area.



## Arouse



Peaked rock arises from the ground and charges like a wave.



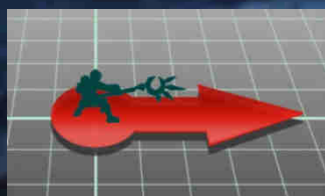
Can sometimes petrify enemies.



## Etna



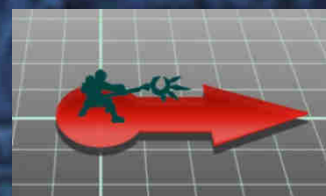
Duo Fire magic of large range of fireballs that can be safely cast from afar.



## Rain



Duo Water magic that rains icy bullets.



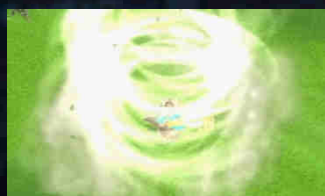
Can hit enemies from far away, as well as freeze them.



## Sufi



Heir to the Light turns into a moving tornado, evoking a whirling dervish, with this Light and Wind trio magic.



## Fate



Heir to the Light uses this Light trio magic to pour Light arrows on enemies.



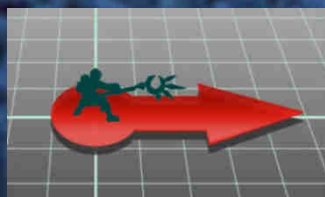
Twist Wiimote to increase the number of arrows raining down.



## Pure



Heir to the Light gathers the Light aura, to repel the forces of Darkness with this Light trio spell!



## Holy



The Sage of Dawn, having inherited Light, drops gigantic sword with this Light trio spell, followed by a rain of blades.



Twist Wiimote to increase number of swords.

## Pole



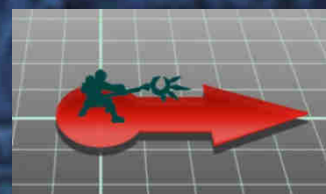
The Sage of Dawn, having inherited Light, uses a Water trio magic to enclose area with ice walls, causing damages.



## Thor



Wind Sage inherited this trio spell from the Sage of the Dawn.



Unleashes three tornadoes around the caster, protecting and hitting altogether.



## Wrath



Wind Sage inherited this trio spell from the Sage of Dawn.



Makes object nearby rain.



Twist Wiimote to increase spell effect.

## Blue



Water Sage inherited this trio spell from the Sage of Dawn.

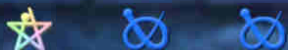


Four masses of water explode, causing various status alterations (fear, berserk, sleep, illness).





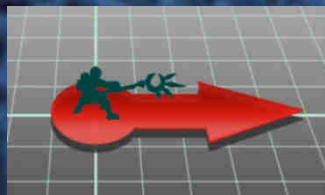
## Silver



Water Sage inherited this trio spell from the Sage of Dawn.

Makes aquatic beasts attack.

Twist Wiimote to increase number of attackers.

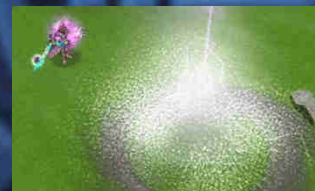


## Void



Ental Emperor of Darkness uses this Dark trio magic to generate a black hole.

Twist Wiimote to increase the number of lightning strikes going out of the hole.

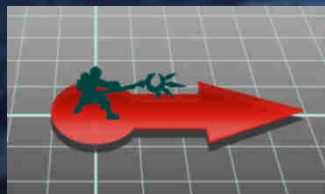


## Doom



Ental Emperor casts deadly curse on his victims with this Dark trio magic!

Twist Wiimote to increase the number of lightning strikes.



## Dragon



Fire Sage inherited this trio spell from the Dark God.

Burns the enemies until it causes a gigantic explosion.



## Gaia



Earth Sage inherited this trio spell from the Dark God.

Drags enemies to the ground and finish them with a rain of rocks.



## Judge



Earth Sage inherited this trio spell from the Dark God.

Summons an ancient war deity.

Twist Wiimote to increase number of fists falling down.





## IX. Special effect spells

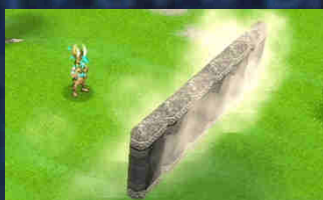
### Wall



Basic Earth magic.

Creates wall that will collapse in time or after being hit.

Twist Wiimote to change angle.

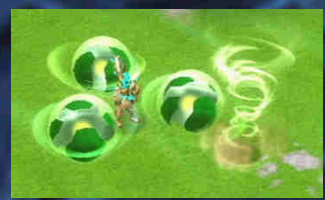


### Wind Eye



Spawns a Wind protection sphere around the mage.

You can create up to three spheres with different elemental attributes.



### Earth Eye



Spawns Earth protection sphere around the mage.

You can create up to three spheres with different elemental attributes.



### Fire Eye



Spawns a Fire protection sphere around the mage.

You can create up to three spheres with different elemental attributes.



### Water Eye



Spawns a Water protection sphere around the mage.

You can create up to three spheres with different elemental attributes.



### Block



Duo Wind magic which creates a wall of whirlwinds.

Twist Wiimote to change angle.





## Fence



Earth duo magic with twice the durability of "Wall".

Twist Wiimote to change angle.



## Torch



Fire duo magic which creates an ignited wall hard to overcome.

Twist Wiimote to change angle.



## Glass



Water duo magic which creates a wall of ice.

Twist Wiimote to change angle.



## Jump



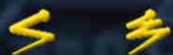
Create a timer trampoline with this Wind duo magic.

Twist Wiimote to change direction of the jump.



Counter starts when stepped on by anyone.

## Stone



Earth duo magic which creates a mesmerizing symbol to any units within range.



## Trap



Fire duo magic which creates three land mines.

The mines will explode when stepped on, or after some time.



## Life



Water duo magic which creates a recovery area.

Heals allies within range with Mana at regular intervals, then disappears.



## Wind Shield



Duo spells that will surround the mage with wind.

Can blow enemies away, but leaves the mage unprotected from their attacks.



## Earth Shield



Duo spells that will surround the mage with Earth magic.

Can petrify enemies, but leaves the mage unprotected from their attacks.



## Fire Shield

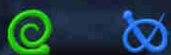


Duo spell that will surround the mage with flames.

Can put enemies on fire, but leaves the mage unprotected from their attacks.



## Water Shield



Duo spell that will surround the mage with ice.

Can freeze enemies, but leaves the mage unprotected from their attacks.



## Air



Wind duo magic that creates a trap which grows, and explodes when touched by foe or moved by "Blow" magic.





## Track



Enhanced version of "Air", the Wind duo magic creates a floating trap which follows nearby foes.

But beware of its explosion.



## Break



Fire duo magic that creates a line of five mines.

The mines will explode when stepped on, or after some time.

Twist Wiimote to change location of the mines.



## Cube



Water duo magic which drops an ice cube on specified area.

Cube will melt in contact of fire.



## Idol



Fire magic which creates a fascinating idol enemies will attack.

Useful to scatter units.



## Tear



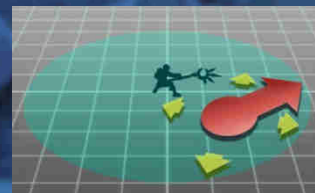
Water duo magic that creates a mass of water, reducing speed of any unit without Water attribute.



## Army



The Sage of Dawn, having inherited Light, summons Light warriors to charge enemies.



Twist Wiimote to determine the direction of their attack.

The spell also creates a symbol enemies will focus on when entering the area.

## Lava



Ental Emperor of Darkness puts his enemies into lava and flames with this Fire trio magic.



## Lure



Twilight Priest uses trio spell to install a "Stone" surrounded by land mines.





## Chaos



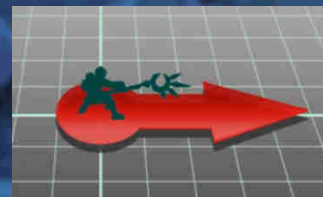
## Burst



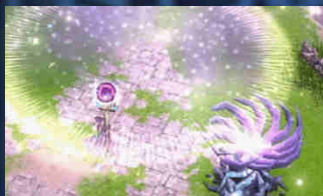
Twilight priest casts a trio magic to annihilate all Mana gates on the field.



Fire Sage inherited this Dark and Fire trio spell from the Dark God.



Creates an illusion generating land mine while moving forward, attracting enemies.



## Omega



Earth Sage inherited this Earth and Dark trio spell from the Dark God.



Makes allies invincible at the cost of lowering HP to 1.



## X. Enforcement spells

### Stern



Wind spell to improve unit speed.

Needs only one of them to enchant them all.



### Skin



Earth spell to improve unit defense.

Needs only one of them to enchant them all.



### Blaze



Fire spell to improve unit attack.

Needs only one of them to enchant them all.



### Wind Ring



Wind duo magic to cancel Wind effect on unit around the mage.

Needs only one of them to be enchanted.

Useful against tornadoes.



### Earth Ring



Earth duo magic to cancel Earth effect on unit around the mage.

Needs only one of them to be enchanted.

Useful against Earth spells.



### Fire Ring



Fire duo magic to cancel Fire effect on unit around the mage.

Needs only one of them to be enchanted.

Useful in lava fields.





## Water Ring



Water duo magic to cancel Water effect on unit around the mage.

Needs only one of them to be enchanted.

Useful against Water spells.



## Squall



Wind Sage inherited this trio spell from the Sage of the Dawn.

Increases the speed of all allies.



## XI. Recovery spells

### Flow



Basic Water magic which creates a recovery seal around the mage.



Part of the key to be victorious.



### Mercy



Enhanced version of "Flow", for better recovery on a specified area.



### Cure



Water duo magic to recover from abnormal status.



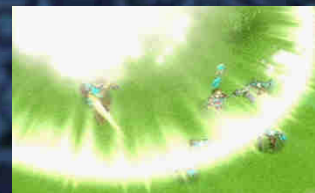
Very useful against mages who cast that kind of spells.



### World



Heir to the Light restores everyone's health and status with Light and Water trio.



### Night



Ental Emperor of Darkness casts a forbidden spell to call companions back from the dead!





## XII. Terrain spells

### Scar



Earth spell to move and raise tectonic plates, in a shape they will never return from.



### Roots



Earth duo spell that cancels "Scar" effect preventing progression in an area.



### Magma



Fire duo magic that turns the ground into lava.



### Frost



Water duo magic which freezes the ground.



Particularly handy to cross rivers without being swept away.

### Abyss



Creates permanent holes with this Earth duo magic.



Existing holes will be dug deeper.



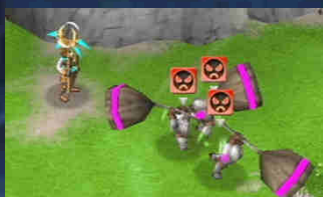
## XIII. Weakness spells

### Rage



Wind magic to turn enemies berserk for a while.

They'll be stronger and attack any nearby unit.



### Sand



Earth duo magic to slow down enemies.

Use it to hit units from afar more easily.



### Fool



Fire magic to make enemies confused and prevent them from fighting for a while.



### Drop



Water duo magic that poisons enemies for a while, making them less resistant to magic.



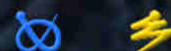
### Fog



Wind duo magic to put enemies in sleep as many times as they enter area.



### Curse



Earth duo magic to petrify enemies as many time as they enter the area.



Wake up when hit or after a while.

Can be cancelled by magic, or fades out in time.



## Snow



Water Sage inherited this trio spell from the Sage of Dawn.

Creates a huge snowman blowing snowstorm on a large area.



## Howl



Twilight Priest fills the heart of opponents with fear for a while with this trio magic.

Strength is lowered too.



## Love



Fire Sage inherited this trio spell from the Dark God.

Enemies get hypnotized by the mage, offering themselves into sacrifice.



The mesmerizing effect can't even be broken by taking damages, although it doesn't work on Wolves.

## XIV. Summoning spells

### Light Golem



Heir to the Light summons Light monsters with this trio spell.



You cannot summon another monsters until all of them are gone.



### Dark Golem



Ental Emperor of Darkness summons Dark monsters with this Dark trio magic.



You cannot summon another monsters until all of them are gone.



### Angel



The Sage of Dawn, having inherited Light, summons Light creatures with this trio Light spell.



You cannot summon another monster until all of them are gone.



### Demon



Twilight Priest summons Dark monsters with this trio Dark magic.



You cannot summon another monster until all of them are gone.



### Wind Golem



Wind Sage inherited this trio spell from the Sage of Dawn.



Summons Wind monsters devoted to the mage.



You cannot summon another monster until all of them are gone.

### Water Golem



Water Sage inherited this trio spell from the Sage of Dawn.



Summons a Water monster devoted to the mage.



You cannot summon another monster until all of them are gone.



## Earth Golem



## Fire Golem



Earth Sage inherited this trio spell from the Dark God.

Summons an Earth monster devoted to the mage.

You cannot summon another monster until all of them are gone.



Fire Sage inherited this trio spell from the Dark God.

It will summon a legendary beast.

You cannot summon another monster until all of them are gone.



## XV. Patch versions and credits

- 11/13/2020 – V.01.00: First release of the patch.
- 11/15/2020 – V.01.01: Changed line breaks positions in “Wif-fi” awards descriptions.
- 08/18/2023 – V.01.02: Replaced the Japanese “Warning Screen” and “Home Wii Menu” by their English counterparts.

## Special thanks to:

- Lazlo52, for finding out how to extract the files, and making this whole translation feasible,
- Ninsei, for his patience and beta testing once again,
- MaeseJesus, for his personal involvement in beta testing, and huge support overall,
- Draxikor, for running the “quality tests”,
- Plstic, for his suggestions on how to make online mode run,
- Barronwaffles, for his fantastic job AltWFC / WFZwei server, and for providing an easy-to-use online compatibility patch,
- The creator of the “MothproofScript” font. Although your name isn’t provided in the licence, I’m very grateful.

<https://www.fontsquirrel.com/fonts/mothproofscript>

