

LINE ATTACK HEROES



INSTRUCTION BOOKLET

English translation V.01.00 by Brand Newman

* Unused artwork from game promotion

Hello, and welcome to the “Line Attack Heroes” English translation patch tutorial.

“Line Attack Heroes” is a Wiiware game developed by Grezzo (the company behind the two Zelda remakes on 3ds, as well as “Link’s Awakening” on Switch), that was initially meant to be released worldwide, but ended up never going outside of Japanese Eshop, despite a translated game session being presented at the E3 2009.

After having translated four Japanese exclusive disc games for the Wii¹, I wanted to try something different, and was asked to translate this Wiiware amongst others.

Now, as some of you might already know, I’m not a native English / Japanese speaker, which means I had to rely on personal work and research to translate the game, and that there might be a few typos or “weird” phrasing, considering I’m a foreigner.

If you happen to find any of these, please leave a message at the message board below:

<https://gbatemp.net/threads/line-attack-heroes-english-translation-for-wii.586680/>

Nevertheless, I hope you’ll enjoy this long-time Japanese exclusive game finally playable in English, and remain at your disposal to update the patch with significant corrections, should it need any.

Yours truly.

Brand Newman

<https://twitter.com/BrandNewman06>



¹ Previous Japanese exclusive games for the Wii that I translated:

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

Ikenie No Yoru: <https://www.romhacking.net/translations/5575/>

Takt of Magic: <https://www.romhacking.net/translations/5756/>

Zangeki No Regineiv: <https://www.romhacking.net/translations/6025/>

I.	Game story	4
II.	Patch content and translation progress	4
III.	Patch the game	5
IV.	Play with Dolphin emulator	7
V.	Play on Wii (real NAND) (not advised)	7
VI.	Play on Wii (EmuNAND) (preferred)	8
1.	Dump your NAND into EmuNAND	8
2.	Install wad file on your EmuNAND	9
VII.	FAQ	11
VIII.	Patch versions and credits	13



I. Game story

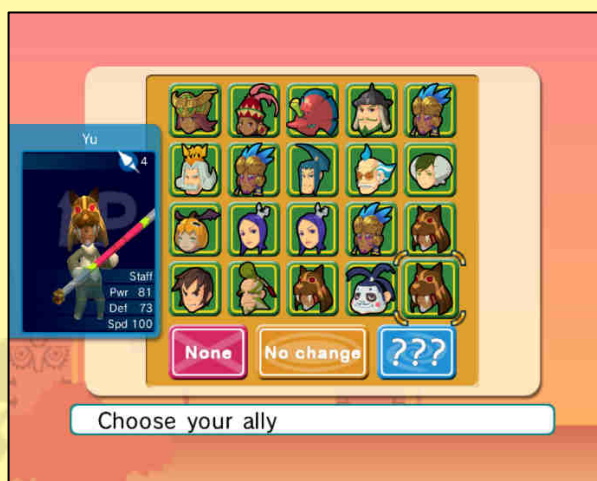
The story takes place in a fictional world similar to medieval Japan, where the Shogunate is being threatened by a rebellion growing at the west.

You play as a wannabe warrior and meet Princess Tomoe, with whom you decide to travel, hoping the war against the rebels will help you improve your skills.

II. Patch content and translation progress

The patch converts your Japanese-region locked untranslated wad into a “region free” English version.

Unless I've missed something, all the dialogs, characters and items' names, graphical resources, etc., should be translated, and no Japanese should be left.



III. Patch the game

First of all, you will need to find the Japanese “wad” file by yourself.

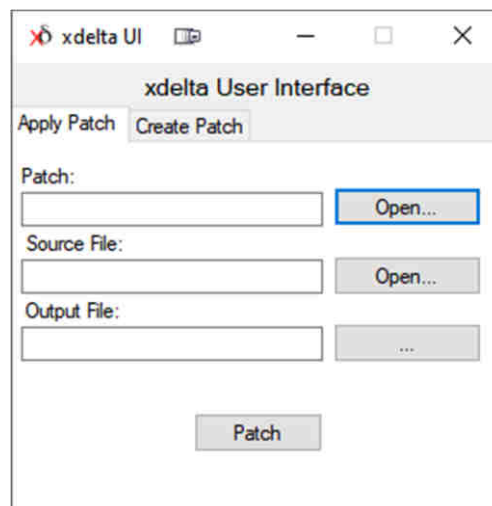
I won't provide any link, but be aware there's a “**cube**” on the Internet, that serves as a very much comprehensive **repository** for 2000's and 2010's **Nintendo** material.

Once you obtained the file - usually named “Line Attack Heroes (Japan) (Wiiware).wad” -, download the xdelta patcher at the following address:

<https://www.romhacking.net/utilities/598/>

Open the software, and enter the paths of your original wad, your patch, and the name you want to give the translated wad to.

Congratulations, you have successfully patched “Line Attack Heroes” in English!

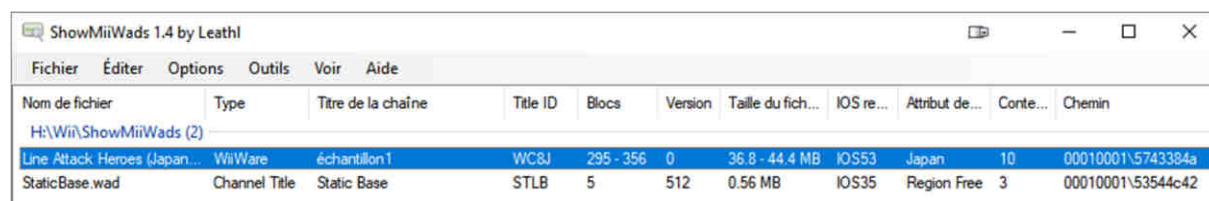


Optional: If you want to further modify the wad, or check its region for example, you can download the “ShowMiiWads” software at the following address:

<https://sourceforge.net/projects/showmiiwads/>

Open ShowMiiWads, choose “File”, then “Open folder”, and go to the folder where your wad is located (remember to save a copy of the original file, just in case).

You should now be presented with a list of the available wad files:



Nom de fichier	Type	Titre de la chaîne	Titre ID	Blocs	Version	Taille du fich...	IOS re...	Attribut de...	Conte...	Chemin
H:\Wii\ShowMiiWads (2)										
Line Attack Heroes (Japan...	WiiWare	échantillon1	WC&J	295 - 356	0	36.8 - 44.4 MB	IOS53	Japan	10	00010001\5743384a
StaticBase.wad	Channel Title	Static Base	STLB	5	512	0.56 MB	IOS35	Region Free	3	00010001\53544c42

Select “Line Attack Heroes”, right click on it:

- “Region attribute” should be set to “free”.
- If the channel title is not accurate (like if it says “sample”, for example), rename it in the languages of your choice.

Changer le titre de la chaîne

English	LINE ATTACK HEROES	Japanese	ラインアタックヒーローズ
German	Probe 1	French	échantillon 1
Spanish	muestra 1	Italian	esemplare 1
Dutch	steekproef 1	Korean	샘플 1

☐ Link Names



* Unused artwork from game promotion

IV. Play with Dolphin emulator

This method is the easiest of all, since Dolphin treats Wiiware like isos.

Simply put the wad in your games folder, and Line Attack Heroes will appear on the list.

In my experience, emulation is pretty much perfect, and the game can be played with a classic controller, meaning you don't have to use a Wiimote if you don't have one.

The patch being meant to be used on the real thing however, it has been primarily tested on real hardware using the two methods below.

V. Play on Wii (real NAND) (not advised)

It is possible to install the wad on your Wii's "NAND", which is the flash memory used by the console to store its system and games, assuming you set the region parameter on "free" as described on page 5.

However, **I do not advise to use this method** because of the following reasons:

- The game **needs around 300 blocks to install**, which is more space than many of us have left on our Wii memory: you can somehow work yourself around by installing it on your SD card, but the game will still need room to extract everytime you launch it,
- It **requires you to use a wad installer**, which can be tricky and, while unlikely, can potentially corrupt your NAND datas if you don't know how to use them.
- If you're playing **on a PAL console, the game will freeze whenever you press the "Home" button**: unless I'm mistaken, this is due to the game video mode (games like PAL edition of Mad World do the same thing if you inject them into a Wii U and change their video mode). This is not related to the patch, as the original game does the same.

This last thing does not happen with method 3, assuming you remembered to set video mode to "Force NTSC 480P".

Since it's fairly easy to forget about that and press "Home" inadvertently (I do that all the time to pause my games), PAL users better use method n°3.

If you still want to install the wad on real hardware, simply copy the file to a "wad" folder on your SD card after setting it to "region free" (see page 5).

Launch your wad installer through the Homebrew Channel (I personally use Yet Another Wad Manager Mod, but others are available).

Go to the wad folder, and choose to “install”: by the next time you’ll enter the Wii menu, the “Line Attack Heroes” channel should have been added.

VI. Play on Wii (EmuNAND) (preferred)

The other option to play the game on the Wii is to install the game on an EmuNAND.

EmuNAND is a copy of your original NAND made on your USB drive; it has several advantages over using the real thing, including:

- Virtually no space limitation to install your games,
- No risk of bricking your Wii whatsoever,
- No region lock, and no risk of freeze for PAL users, as long as you chose the correct video mode in the game’s settings.

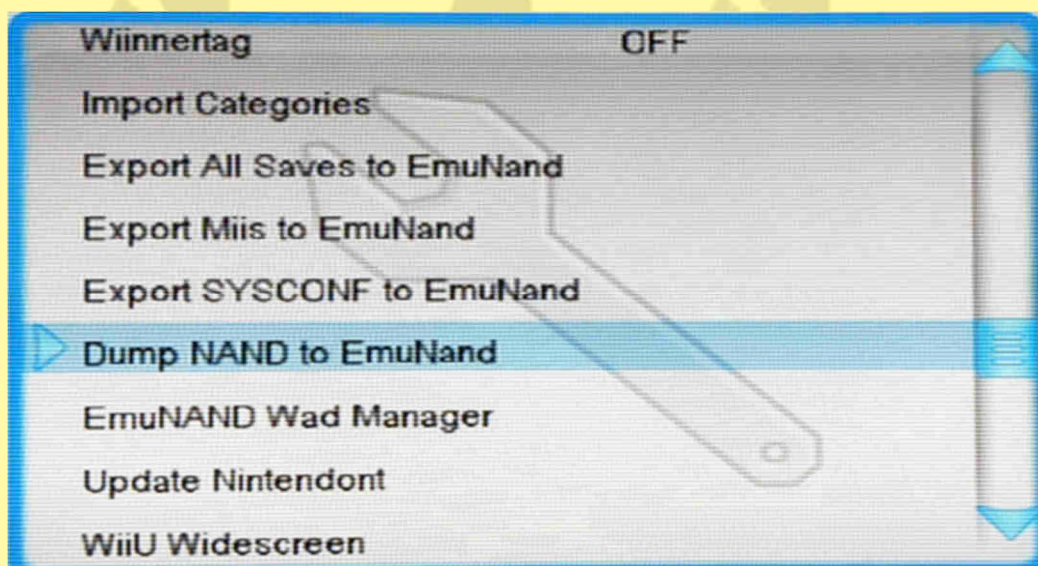
While some games might have rare compatibility issues, this doesn’t seem to be the case with “Line Attack Heroes”.

One downside, however, is that the **saving process might take much more time**, leaving you with a black screen looking like the game froze (but is actually writing on the USB drive).

1. Dump your NAND into EmuNAND

If you already have dumped your NAND, please proceed to “Install wad file on your EmuNAND” on page 9.

USB Loader GX gives you the possibility to dump your NAND in its “Features” menu: navigate to the “Dump NAND to EmuNand” option, click on it, and select “Everything” for the software to dump your NAND automatically (**be sure the folder USB Loader will dump the NAND to is located in your USB drive**, not on your SD card).

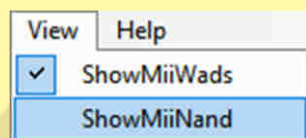


2. Install wad file on your EmuNAND

You can use USB Loader GX built-in WAD manager, by selecting “features”>”EmuNAND Wad Manager” in the menu.

An **alternative method** is to use ShowMiiWads (please refer to page 5 “Patch the game”), as it will give you easy overview of channels and wiiwars that are installed on your EmuNAND.

Connect your USB drive to PC, open ShowMiiWads, and go to the “View” section.



You'll see that the software is currently set on “ShowMiiWads”: change it to “ShowMiiNand” for the screen to get empty.

Go to “Options” and “Change Nand Backup Path”: enter the path of your dumped NAND (default should be “nands/USB_GX on your USB drive”).

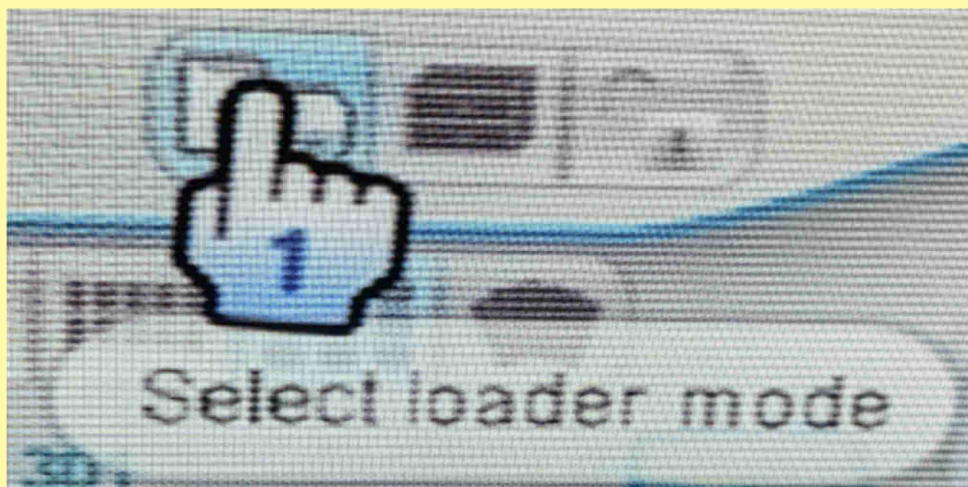
You will be taken to the list of the installed softwares on your EmuNAND, including the IOS, channels, Wiiwars and downloaded content.

Nom de fichier	Type	Titre de la chaîne	Titre ID	Blocs	Version	Taille du fich...	IOS re...	Attribut de...	Conte...	Chemin
00000002.tik	System: Me...		SYSTEM	342	514	42.6 MB	IOS80		16	00000001\00000002
00000003.tik	System: IOS		IOS3	1	65280	0 MB			1	00000001\00000003
00000004.tik	System: IOS		IOS4	1	65280	0 MB			1	00000001\00000004
00000009.tik	System: IOS		IOS9	12	1034	1.49 MB			2	00000001\00000009
0000000a.tik	System: IOS		IOS10	1	768	0 MB			1	00000001\0000000a
0000000b.tik	System: IOS		IOS11	1	256	0 MB			1	00000001\0000000b
0000000c.tik	System: IOS		IOS12	13	526	1.54 MB			2	00000001\0000000c
0000000d.tik	System: IOS		IOS13	13	1032	1.54 MB			2	00000001\0000000d
0000000e.tik	System: IOS		IOS14	13	1032	1.54 MB			2	00000001\0000000e
0000000f.tik	System: IOS		IOS15	13	1032	1.54 MB			2	00000001\0000000f
00000010.tik	System: IOS		IOS16	1	512	0 MB			1	00000001\00000010
00000011.tik	System: IOS		IOS17	13	1032	1.54 MB			2	00000001\00000011
00000014.tik	System: IOS		IOS20	1	256	0 MB			1	00000001\00000014
00000015.tik	System: IOS		IOS21	15	1039	1.83 MB			3	00000001\00000015
00000016.tik	System: IOS		IOS22	13	1294	1.55 MB			2	00000001\00000016
0000001c.tik	System: IOS		IOS28	1	1807	0 MB			1	00000001\0000001c
0000001e.tik	System: IOS		IOS30	1	2816	0 MB			1	00000001\0000001e
0000001f.tik	System: IOS		IOS31	1	3608	0 MB			1	00000001\0000001f
00000021.tik	System: IOS		IOS33	1	3608	0 MB			1	00000001\00000021
00000022.tik	System: IOS		IOS34	1	3608	0 MB			1	00000001\00000022
00000023.tik	System: IOS		IOS35	1	3608	0 MB			1	00000001\00000023
00000024.tik	System: IOS		IOS36	1	3608	0 MB			1	00000001\00000024
00000025.tik	System: IOS		IOS37	1	5663	0 MB			1	00000001\00000025
00000026.tik	System: IOS		IOS38	1	4124	0 MB			1	00000001\00000026
00000028.tik	System: IOS		IOS40	1	3072	0 MB			1	00000001\00000028
00000029.tik	System: IOS		IOS41	1	3607	0 MB			1	00000001\00000029
0000002b.tik	System: IOS		IOS43	1	3607	0 MB			1	00000001\0000002b
0000002d.tik	System: IOS		IOS45	1	3607	0 MB			1	00000001\0000002d
0000002e.tik	System: IOS		IOS46	1	3607	0 MB			1	00000001\0000002e
00000030.tik	System: IOS		IOS48	1	4124	0 MB			1	00000001\00000030
00000032.tik	System: IOS		IOS50	1	5120	0 MB			1	00000001\00000032
00000033.tik	System: IOS		IOS51	1	4864	0 MB			1	00000001\00000033
00000034.tik	System: IOS		IOS52	1	5888	0 MB			1	00000001\00000034
00000035.tik	System: IOS		IOS53	1	5663	0 MB			1	00000001\00000035
00000037.tik	System: IOS		IOS55	1	5663	0 MB			1	00000001\00000037
00000038.tik	System: IOS		IOS56	1	5662	0 MB			1	00000001\00000038
00000039.tik	System: IOS		IOS57	1	5919	0 MB			1	00000001\00000039
0000003a.tik	System: IOS		IOS58	1	6176	0 MB			1	00000001\0000003a
0000003c.tik	System: IOS		IOS60	1	6400	0 MB			1	00000001\0000003c

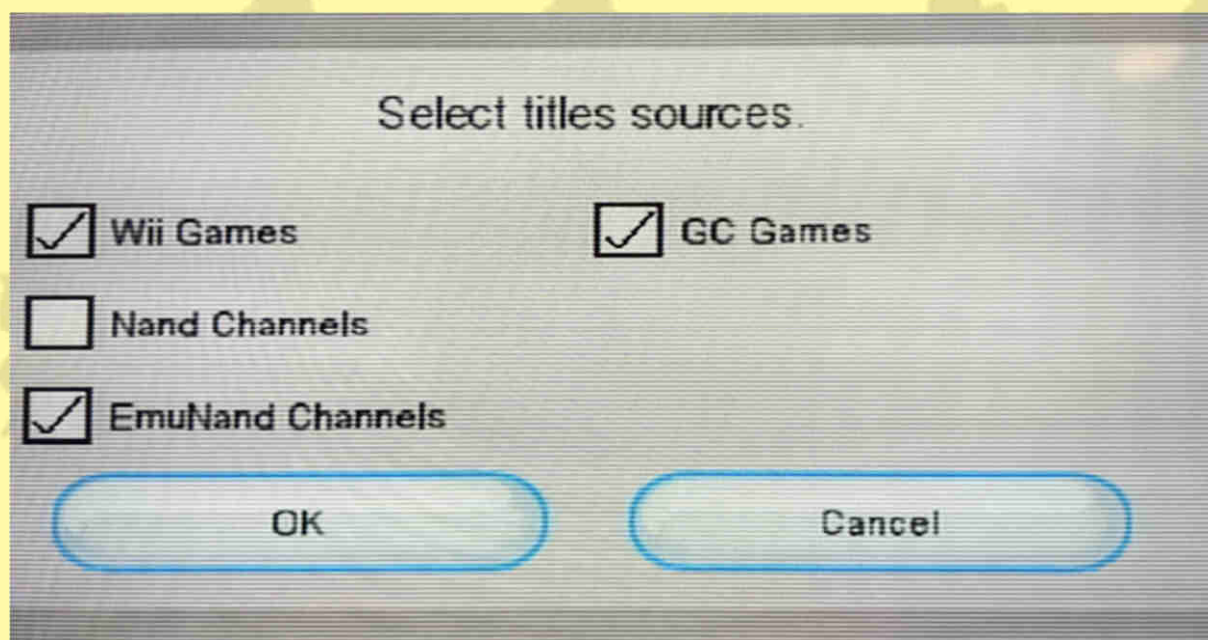
Drag your “Line Attack Heroes” wad into the ShowMiiNand window : the bottom left of the window will show one file into queue, with the option of “Install” or “Discard” the Wiiware; select to “install” the wad into the EmuNAND.

Disconnect your USB drive from your computer, and connect it back to the Wii.

Whatever method you used, go to USB Loader GX: click on the icon below to “Select loader mode”.



When prompted with the window below, check “Emunand Channels” box, for Wiiware installed on your EmuNAND to show in your games list.



USB Loader GX should now display the channels and Wiiwares on your EmuNAND: navigate to the letter “L” to find the “Line Attack Heroes” channel, ready to be played!



PS: if you're playing on a PAL console, force video mode to “NTSC 480P”, otherwise the game will freeze when pushing “Home” button.

Also, set your “Nand Chan. Emulation” to “Full”, or you might get a black screen.

VII. FAQ

You're using an xdelta patch, I thought you didn't like the method?

I personally met issues with xdelta patches, as they must be applied to a "perfect copy" of the translator's file, so for the retail disc translations, I relied on Riivolution instead.

That being said, Riivolution doesn't work with wads, which are less likely to be a "bad dump", plus putting the modified files online "as they were" led to the patch being rejected.

So I decided to go for xdelta this time.

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 gave the link on page 2. 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 we can find the text to modify.

The game freezes when I push the "Home" button!

You are playing on a PAL console that has a different video mode than the one intended for the game (please refer to page 7 -"Play on Wii (real NAND) (not advised)" for further details), and have either:

- Installed the game on real NAND: install it on EmuNAND, or do not press "Home" inadvertently (note: this is not patch-related, as the unpatched version of the game will freeze just the same),
- Forgotten to set video mode to "NTSC 480P" on your loader before launching the channel from the EmuNAND.

Save game is very slow on EmuNAND!

As mentioned on page 9 ("Install wad file on your EmuNAND"), this is the only downside of using an EmuNAND, as save file gets written on the USB drive, making the process much slower (might just happen on some drives though).

Don't worry, the game is not frozen, and will resume after a few seconds (usually around 20).

There might be a solution to write savefile on the real NAND (like it is for ISOS of retail disc), but I personally don't know about it. I am therefore open to any suggestion on the Gbatemp thread.

The intermission sentences feel a bit random?

That's because they are! The intermissions dialogs are a mix of two or three "generic" sentences, picked in hundreds created by the programmers.

When a mission starts, depending of its purpose, the software "shuffles" the sentences, which can lead to dialogs that can tend to be a bit cryptic from time to time.

I seem to recall the NPC having names?

Truth is the NPC get random names everytime you start a new savefile: I started by translating some of these 2932 names, but soon realized most of them were composed of two or three characters, which led to very unsatisfactory combinations (after all, there's not much you can do with so few letters).

So I decided, since these names were randomly chosen anyway, to delete these information and make the tiles showing them invisible: I don't think the game suffers from that loss, and hope you won't mind this small downgrading I had to make.

What is that "stamps" feature all about? This wasn't in the Japanese version?

Original version of the game used shuffled combinations of nouns and adjectives to give you rank which, associated with very little room for words (sometimes just one character) led to very odd translation.

So, I decided to replace the kanjis with pictures representing the words: for example the "聖" (holy) character is replaced with a symbol of an angel, while "クマの友達" (Bear's friend) is now a bear icon.



VIII. Patch versions and credits

- 10/31/2021 - V.01.00: First release of the patch.

Special thanks to:

- Ninsei, for his patience and beta testing once again,
- Justinlajos77 and Skye (HomeStarRunnerTron), for offering to beta test and English-proof my work,
- Daniel Hernandez, for his superb Pincoyablack font, which came in very handy for redrawing the title!

