



V.02.04 – ODEKAKE EDITION

# INSTRUCTION BOOKLET



By Brand Newman

Hello, and welcome to the « Earth Seeker English translation patch » guide.

Before I start to explain how to apply it to the disc, please let me write a few words about the game.

« Earth Seeker » is a Wii-exclusive game, developed by Crafts & Meister and Kadokawa Shoten, which was released in Japan on 06.23.2011.

According to official numbers, the game sold rather poorly, and thus was never localized outside of Japan.

As for me, I looked for a translation patch for this game on the Internet years after its release, and found out it was never completely done.

There were several people who tried, and I'd like to take the occasion to thank **Doombringer**, **Wyndcrosser**, and **Quantico** for their research, as it helped me a lot in my work.

Anyway, since all of them seemed to have met troubles with patching the game, I started from scratch : **this is probably the right time for me to tell people that neither am I a native English speaker, nor do I speak Japanese.**

Thus did I help myself with Google Translation, personal research, and the rare websites which had tested the game and gave some hints about the story (**Fangirl**, please be praised for your extensive review which helped me A LOT).

I tried to stay true to the story as much as I could, but if you find any mistake, misspelling, or if I simply got a part of the story wrong, kindly report it on the forum where this patch was published, so I can try to improve it.

Just remember that, to some extent, « *to translate is to betray* ».

I hope you will appreciate my work anyway, and I wish you a very pleasant journey in « Earth Seeker »'s universe.

Yours sincerely.

Brand Newman

**Note:** The "Odekake edition" stands for the compatibility with the DSiware "ODEKAKE EARTH SEEKER" (or "GO GO EARTH SEEKER", as I translated it), for which I've released a patch available at the following address:

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

These two games can be played in conjunction, so the player can acquire some of the items (noticeably the "PAS" parts) more easily.



1	Game story.....	4
2	Translation progress .....	5
3	Use patch with Riivolution .....	6
3.1	Using retail disc .....	6
3.2	Using Dolphin emulator .....	7
5	Create an ISO with Wimms ISO Tool.....	8
6	FAQ.....	9
7	Cheat codes and “how to” .....	12
8	Patch versions and credits .....	14





## 1 Game story

« Earth Seeker »'s story takes place in a distant future, where Humanity had to escape the Earth before a black hole would destroy it.

Trying to find a new home aboard gigantic spacecrafts, Mankind has taken a lot of testimonies of life on Earth (such as paintings, electric devices, animals DNA), which the game calls « Heritage ».

Sadly, after approaching a potential new Earth, all the ships went out of control and crashed on the star, killing everybody inside...

The game actually takes place centuries after these events, as the spacecraft's computer, called « Mother », has somehow managed to terraform the star, although only female humans have been born on it so far.

A young woman called « Ferre », who has shown a lot of interest into Heritage, has been summoned by the Elder « Rosa » to her hometown, « Pangea ».

Could it be that recovering Heritage will help Mankind to be reborn?



## 2 Translation progress

What has been translated :

Unless I forgot some Japanese somewhere, the progression should be the following:

Game menus : 100%



Graphical resources : 99%<sup>1</sup>



Dialogues & in-game texts<sup>2</sup> : 100%

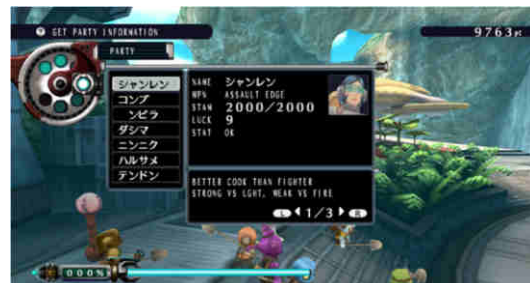


Tutorial pictures : 100%



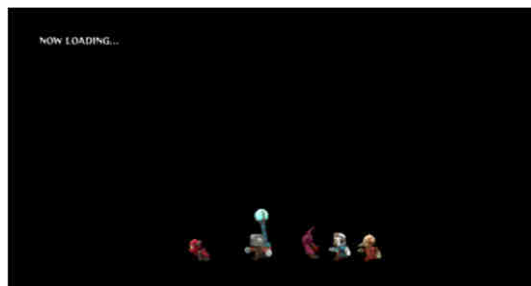
What has not been translated / minor issues:

If you don't start a new game, the characters' names will remain in Japanese and/or upper case : this is due to the fact that your savefile has stored their names before you applied the patch : you can rename them at Zubro Village,



In Zubro, when you talk to the guardian in charge of nicknames, **keyboard will be in Japanese by default** (switch to Western keyboard manually),

Going from one zone to another would give you the name of next area. Alas, the programmers used some alphabet instead of words. This information was given to you the first time you'd visit a place anyway, so I **deleted the text**.



<sup>1</sup> I left some textures that seemed unused, as well as the ending credits, which is a movie.

<sup>2</sup> Including debug mode, and a new font for better reading.

**ATTENTION:** The 02.04 version of this patch can now display a translated version of the videos triggered when the player doesn't press any button at the title screen.

You must download them separately at:

[https://drive.google.com/file/d/1vfeKjpSngaQoZRWB187q3QtkTYXzSNpd/view?usp=drive\\_link](https://drive.google.com/file/d/1vfeKjpSngaQoZRWB187q3QtkTYXzSNpd/view?usp=drive_link)

### 3 Use patch with Riivolution

#### 3.1 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.

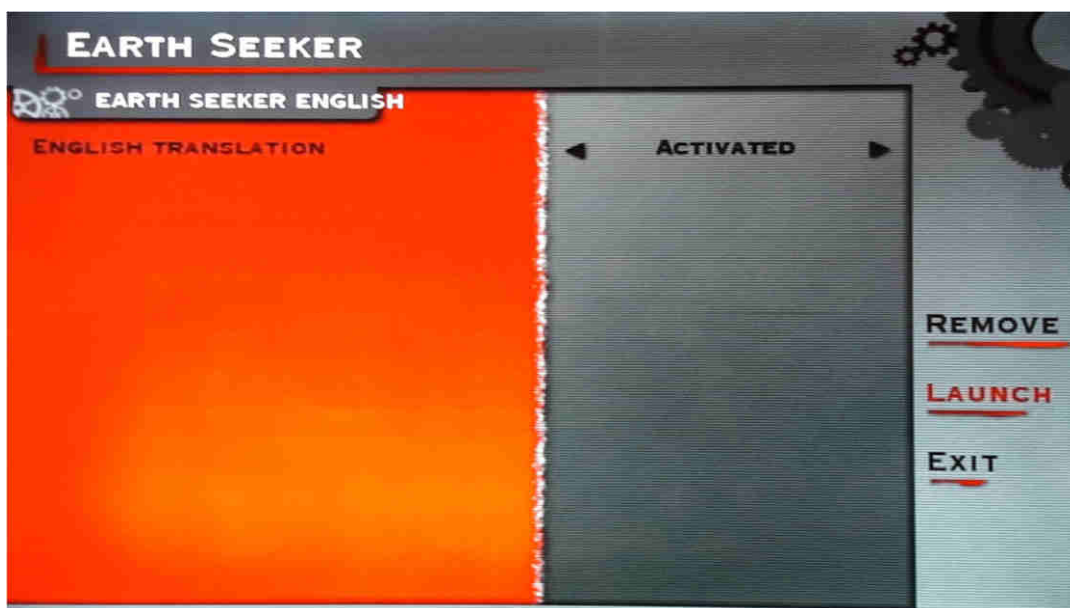
You will need a modded Wii console (please look for a tutorial on the Internet if you don't know how to mod a Wii), a physical copy of the game, and an SD card.

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 various optional Gecko codes to ease up the game,
- “ES\_eng”, contains the files that will replace the ones on your disc: **to display the translated videos**, put the “THP” files you've downloaded at the previously provided link into the “MOVIE” subfolder,
- “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!

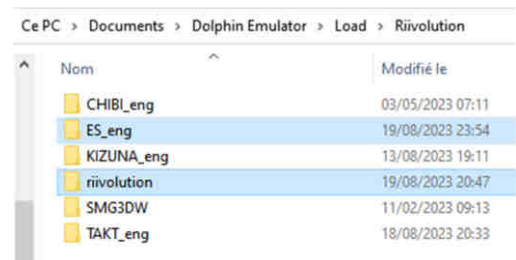


## 3.2 Using Dolphin emulator

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.

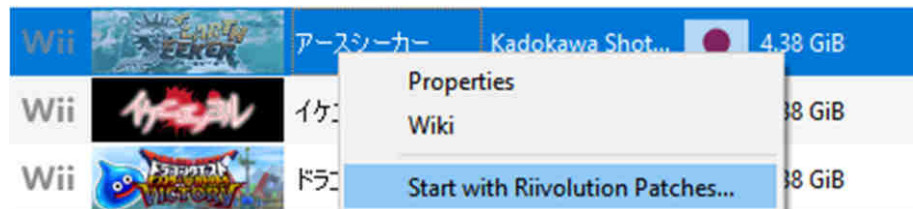
Find the "Riivolution" subfolder (or create one), and import the "Riivolution" and "ES\_eng" folders from the zip file.



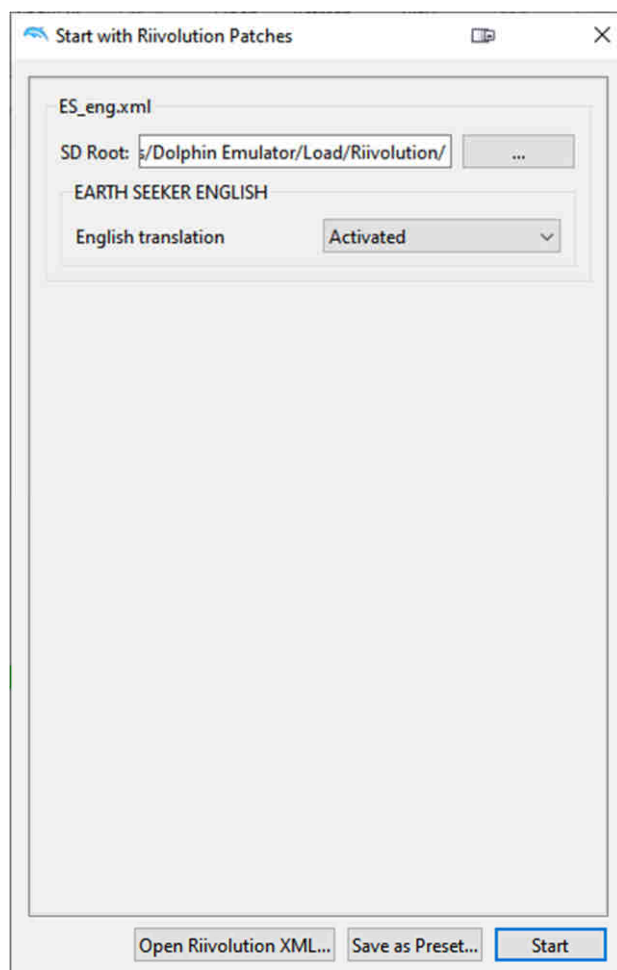
**Reminder:**

To display the translated videos, put the "THP" files you've downloaded at the link provided on page 6 into the "MOVIE" subfolder.

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!



## 5 Create an ISO with Wimms ISO Tool

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

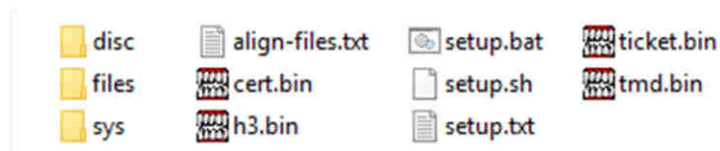
First go to the "BIN" folder of your decompressed Wimms ISO Tools: in File Explorer, click the address bar and type "CMD" to open the Command Prompt.

Type "wit EXTRACT EARTHSEEKER.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 EARTHSEEKER.iso DUMP
Microsoft Windows [version 10.0.17763.1039]
(c) 2018 Microsoft Corporation. Tous droits réservés.

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

The "DUMP" folder should have the following structure:



Go into the "sys" folder, and replace the main.dol file with the one from the patch.

Go into the "files" folder, and slide to replace the folders with the translated ones:

- « ES\_eng/2D » contents goes to « 2D » subfolder,
- « ES\_eng/FFX » contents goes to « FFX » subfolder,
- « ES\_eng/FONT » contents goes to « FONT » subfolder,
- « ES\_eng/MODEL/MAP/GDM » contents goes to « MODEL/MAP/GDM » subfolder,
- « ES\_eng/MODEL/MAP/HOME » contents goes to « MODEL/MAP/HOME » subfolder,
- « ES\_eng/NUT » contents goes to « NUT » subfolder,

### Reminder:

To display the translated videos, put the "THP" files you've downloaded at the link provided on page 6 into the "MOVIE" subfolder.

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
```



## 6 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.

(Please note however that, due to DSiware being standalone files, I had to provide a xdelta patch for "Odekake", despite everything written above!)

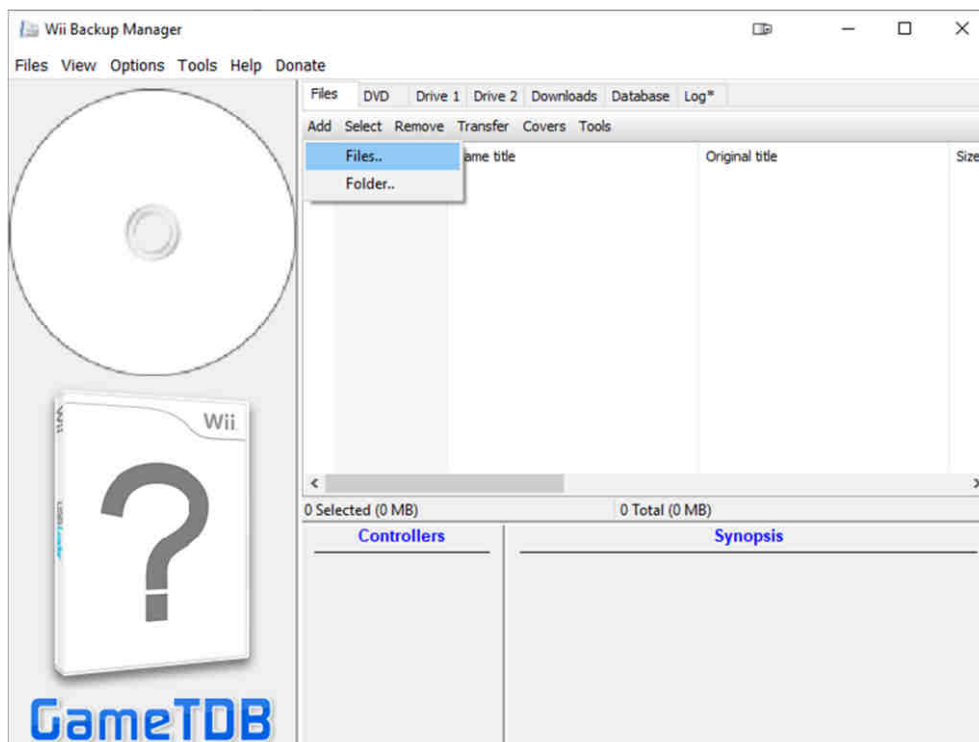
### I don't have an ISO, only a WBFS, and I can't seem to use WIT?

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

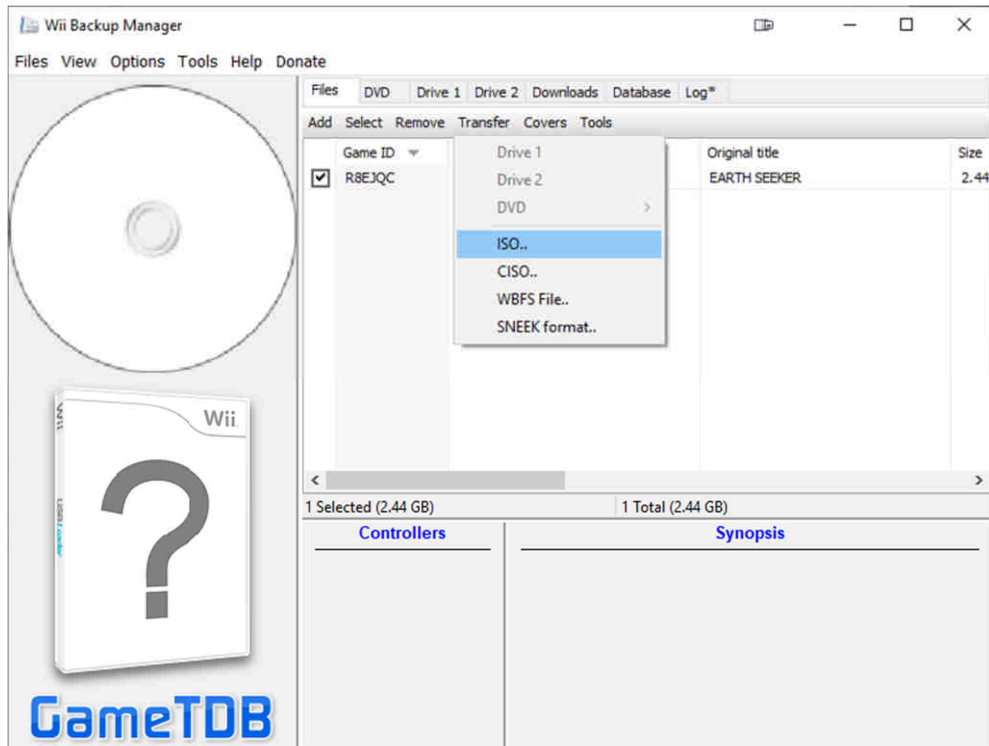
WBFS is actually a better format; since ISOs have a fixed size and will fill it with empty data when the game is smaller (did you know that New Super Mario Bros in WBFS format weighs only 368 MB?)

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 « R8EJQC.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.

### **Your patch is giving me gibberish on Dolphin!**

Increase your texture cache to "safe" in your « Graphic Parameters » (« Hack » section).

### **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.

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 (might happen with Heritage, as I haven't unlocked everything yet).

## **I found a menu that flickers!**

This is due to the game trying to show too much text at the same time. I thought I found all of the parts where it occurred, but please send me a screenshot so I can reduce the amount of text (only viable solution, sadly).

## **Who was Veronique CHANTEL, the woman you dedicated your translation to?**

If you were a French kid in the nineties, Veronique CHANTEL was the very reason you could play RPG and adventure games on a Nintendo platform: she was the French translator of massive hits like Secret of Mana, The Legend of Zelda – Link's Awakening, Illusion of Time, and much more!

I remember reading an interview of her as a kid, in which she would explain the difficulty to translate a game with limited space on the cartridge, not to mention the need to adapt certain parts of the script, mostly the cultural and /or funny ones.

I went fascinated by her work, and how it would give us access to games you practically couldn't beat without knowing the language.

So when I started to translate Earth Seeker, and met the same limitations she did (I'm not the best with pointers), it felt natural for me to thank her somewhere in the credits.

But then I discovered she had passed away some years ago...

So, instead of thanking her, I decided to pay homage: that is why her name will be the very first thing you'll see by booting the translated game.



## 7 Cheat codes and “how to”

### The game is getting too hard!

While I usually don't like to cheat in games, I gotta admit battles become insanely hard after you've seen the credits, making the quests a little bit tedious.

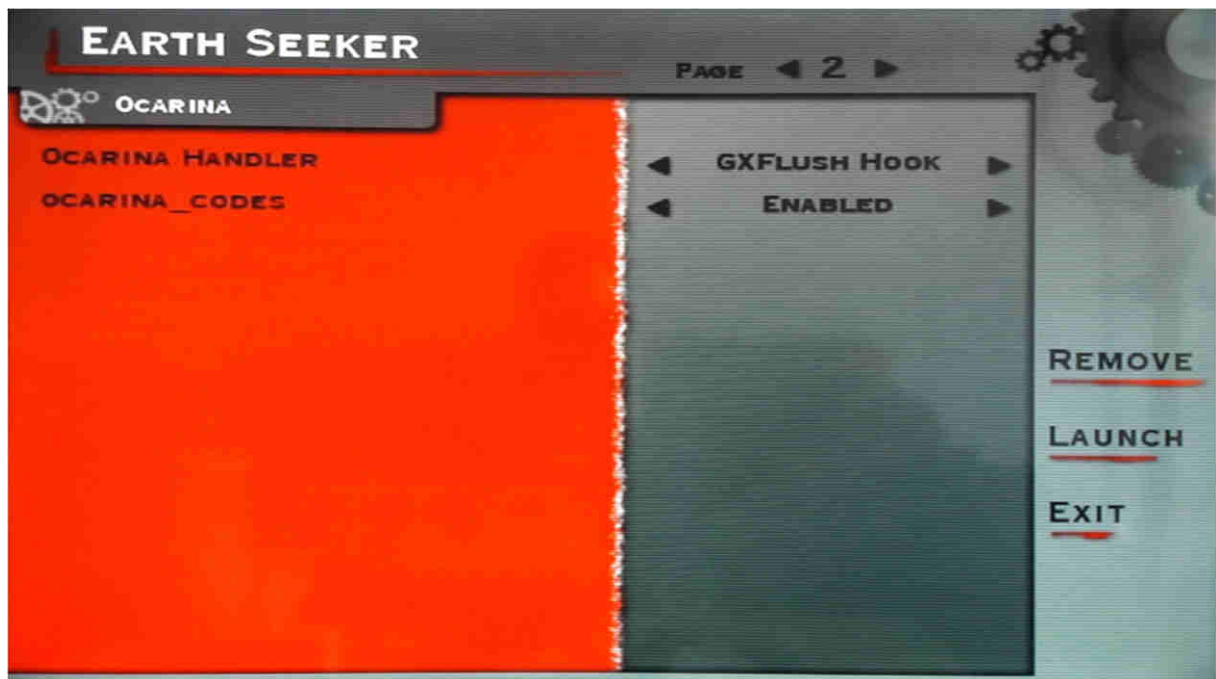
So I added the Gecko codes for the game in the zip file, as well as a Riivolution option.

When you activate the code in Riivolution, you will:

- Be invincible,
- Have infinite Action Cartridge,
- Have infinite time to explore (no virus counter),
- Have infinite “ordinary” items (the game won't subtract when you use one, but it won't work with special items used for the strongest techniques, like “missile” or “satellite”).
- Have the maximum amount of money (pts). Be careful though: if you save the game and decide not to use the code afterward, you'll still have a lot of money.

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, then choose the same options as the screenshot below:



If you don't want to activate all of these cheats at once (say, just have infinite cartridge and no virus counter for example), just replace the “.gct” file in the archive by your own.

You can generate it by going to <https://geckocodes.org/index.php?gct=R8EJQC>, and check the options you want.



## Where can I find the P.A.S parts for Adam?

The easiest way is to connect to “Odekake” and drill through the rocks you’ll be sending to the DSi : most of them will contain P.A.S. parts.

If you don’t rely on “Odekake”, you’ll need to use “fire technique” on the ground when playing the Wii, so do not forget to have several “EMR” in your bag to hit the ground.

Here are the locations of the different PAS parts, although they don’t all seem necessary to play Adam (I personally didn’t have “middle” and “chest” when he woke up, and still could play with him):

- “PAS-Low” is on the ground of the corridor west of Mother Computer’s chamber in quest NO.44,
- “PAS-Middle” is given to you after completing 20 categories of heritage,
- “PAS-Chest” is given to you after completing 25 categories of heritage,
- “PAS-Helmet” can be found while playing quest NO.13: when in Anglia Forest, go to the very 1<sup>st</sup> corridor you went through on your quest NO.01. The helmet will be on the floor next to the electromagnetic fence,
- “PAS-Front” is in the corridor south to the Coliseum when playing quest NO.22,
- “PAS-Backpack” is on the last floor of Asian Belt while playing quest NO.26: be careful of Acantilado when retrieving it.
- “PAS-Legs” is next to a gargoye statue in the Pantheon’s chamber when playing quest NO.33,
- “PAS-Right Arm” is located in the far-west corridor of Asian Belt in quest NO.37,
- “PAS-Left Arm” is down the stairs leading to the Casino in quest NO.39, left to the electromagnetic fence.

## Where can I obtain the crystal to make an “artimaster”?

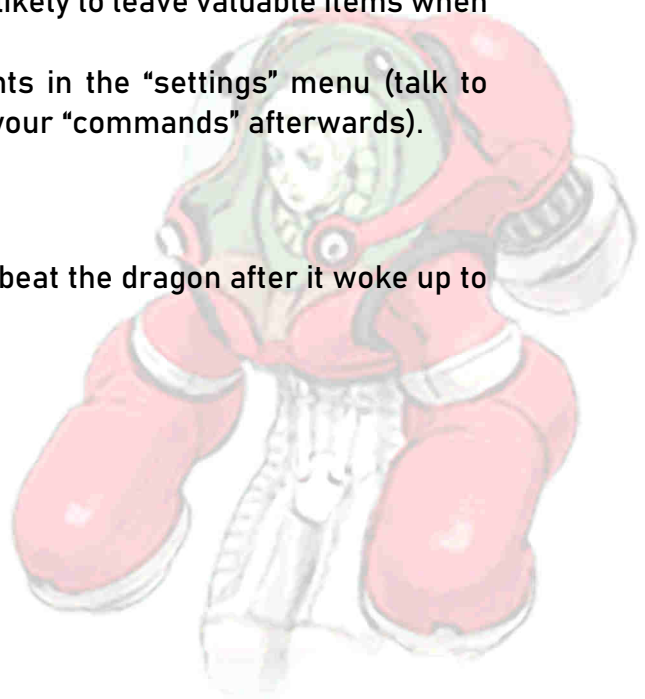
On mission NO.43, right before you escape “Heavens”, you’ll meet a big dragon named Chrysos: defeat it to obtain the crystal, then go to Rosa who will convert it to artimaster.

Artimaster has two effects:

- It makes monsters berserk, but they’ll be more likely to leave valuable items when killed,
- The player can choose “manual” mode for fights in the “settings” menu (talk to Steward for that, and don’t forget to configure your “commands” afterwards).

## Where is Excalibur?

It’s on Acantilado’s forehead in the treasure room: beat the dragon after it woke up to get the sword.



## 8 Patch versions and credits

### 02.12.2020 – V.02.00:

Last script corrections, font optimization, changed “Aegean Belt” to “Asian Volcanic Belt” (as I was obviously wrong with my translation), no more flickering menus anywhere, Adam’s resurrection, Excalibur and Artimaster quests verified...

### 02.15.2020 – V.02.01:

- Very minor correction after discovering the window for the “Steward menu” was shorter, making the descriptions of “flash gem” and “Earth Seeker 2” too long.
- Added my own gecko codes, for the player to have every gem, every weapon, and get 100% of heritage.

### 02.18.2020 – V.02.02: Modified font for 4:3 ratio.

### 04.30.2020 – V.02.03:

- Created a lower case font version of the patch and modified the font so it can be readable on TV,
- Redid the “HERITAGE” and “SUCCESS” graphical resources,
- Translated Japanese parts from “main.dol”: now the game shows English message when losing connection to the mote or when the nunchuk / classic controller is unplugged,
- Replaced the tweaked “Hold to skip” and “collection” text by a translated one (didn’t know it was in the “main.dol” file till recently),
- Minor script corrections (some misspelled words, “technique” becomes “art”, “development room” becomes “workshop”, had switched “west” and “east” by mistake in a sentence, etc.),
- More flickering menus corrected when using a weapon with up to 5 gems equipped.

### 07.19.2022 – V.02.03 ODEKAKE EDITION:

Added a few changes and corrections to play with “Odekake EARTH SEEKER” on the DSi (typos, ambiguous sentences that couldn’t have been checked before, etc.)

### 08/20/2023 – V.02.04 ODEKAKE EDITION:

- “Warning Screen” and Wii Home Menu are now in English,
- Translated the videos that randomly start when you don’t press any button on the title screen<sup>3</sup>.

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<sup>3</sup> Remember to download the videos at the following link:

[https://drive.google.com/file/d/1vfeKjpSngaQoZRWB187q3QtTYXzSNpd/view?usp=drive\\_link](https://drive.google.com/file/d/1vfeKjpSngaQoZRWB187q3QtTYXzSNpd/view?usp=drive_link)



Many thanks to:

- **Doombringer, Wyndcrosser, and Quantico** : your previous work has led to this patch, hope you will enjoy it.
- **Fangirl**, for the review she did of the game in which she told pieces of the story that helped me starting (<https://www.fangirl.eu/2011/07/11/critique-earth-seeker-wii/>)
- **Polefish**, for finding out how to extract pictures and graphical resources of the game,
- **Ninsei**, for being my very personal beta tester.
- **Pk11**, for helping me find out how to translate “Odekake” without breaking the DSi features,
- **Vic FIEGER**, for his « ARMALITE RIFLE » font (available on <https://www.fontsquirrel.com/fonts/armalite-rifle>)
- **Aaron BELL** for his « BAHNSCHRIFT » font (now part of Windows 10),
- **Patrick BRODERICK** (ROTODESIGN), for his « UTILITY » font (available on <https://www.fontsquirrel.com/fonts/utility>).
- **The people behind the website** <http://earth-seeker.ga-mo.net/>, for their very valuable walkthrough!