

## Amagami Translation Patch Readme

Revision 1.0.0

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# Introduction

This document describes the various aspects of the patch for the game Amagami (アマガミ). The team would like to extend a wish for you to enjoy the game and our efforts to bring this game into a readable format for the English language community. This will unfortunately be our final release so on the behalf of all group members present and past, I would like to thank everyone who has supported us. It has been a long journey.

## Requirements

### Operating System

At this point in time, Windows is the preferred and only operating system that will be supported with the files provided. Other operating systems may be able to apply the patch with the tools listed but only command-line and Windows has been tested.

### Software

1. Amagami (アマガミ) PS2 or PSP game disc image in ISO format. All versions of the game will work with the following instructions. However, at this point in time, only the EbiKore+ versions can be bought easily as the original version has been phased out and has been increasingly hard to find, along with the fact that it is more expensive. The game may be brought from overseas via websites that specialize in selling Japanese merchandise from Japan.

The PS2 versions of the ISO can be easily made from the original disc by using any DVD ripping software on the PC with the game disk in the PC. The PSP version requires custom firmware on the PSP to connect to the computer via USB and this will allow for the ISO file to be made from the UMD disc. The process to obtain an ISO file from all versions of the game is outside the scope of this document but there are many tutorials and documentation on the Internet that details this process.

2. xdelta is a command-line program that generates the difference between two files and was chosen as the patching software and format onto which to deliver the patch for the game. Being command-line only, however, it is not feasible to expect most users to be able to use the software purely alone. So a suitable front end may also be needed for a user to understand to use the software. I have listed what is suitable for the big three desktop operating systems to use the patch. But the instructions included will only contain Windows instructions using Delta Patcher listed below.

- Delta Patcher (Windows) <http://www.romhacking.net/utilities/704/>
- Multipatch (Mac) <http://www.romhacking.net/utilities/746/>
- YADP (Linux) <http://www.romhacking.net/utilities/1159/>

3. (Optional) PCSX2, which is a PS2 emulator for PC, to run the game if you do not have a PlayStation 2 with the capability to run the modified game. Performance will vary depending on the hardware. The latest stable version should be used, but the nightly versions can also be used albeit with less stability.

The emulator may be obtained at:

<http://pcsx2.net/>

3. (Optional) PPSSPP, which is a PSP emulator for PC and ARM platforms (e.g. Android), will allow you to run the game if you want to use the PSP version of the game. The latest stable version should be used but the nightly versions can also be used albeit with less stability.

The emulator may be obtained at:

<http://www.ppsspp.org/>

# Patch Contents

## Overview

This patch will translate the game from Japanese to English. This translation includes all the dialogue, GUI elements, tooltips, help screens and dialog boxes that are in the game. The patch implements changes to the internal code and GUI that will differ from the original Japanese version of the game for aesthetic and localization reasons. This patch does nothing to modify the game or gameplay in any significant way i.e. changing the default text speed.

## Files

The following is a listing of the directory structure of what is contained inside the .zip file of the patches that Ni-shi-shi Translations is distributing for this release.

original_ai_har.xdelta	//Game patch with Ai and Haruka included only. //Only available in the original PS2 patch.
original_rih_sae.xdelta	//Game patch with Rihoko and Sae included only. //Only available in the original PS2 patch.
original_tsu_kao.xdelta	//Game patch with Tsukasa and Kaoru only. //Only available in the original PS2 patch.
ebikore_ai_har.xdelta	//Game patch with Ai and Haruka included only. //Only available in the EbiKore+ PS2 patch.
ebikore_rih_sae.xdelta	//Game patch with Rihoko and Sae included only. //Only available in the EbiKore+ PS2 patch.
ebikore_tsu_kao.xdelta	//Game patch with Tsukasa and Kaoru only. //Only available in the EbiKore+ PS2 patch.
psp_ai_har.xdelta	//Game patch with Ai and Haruka included only. //Only available in the original PSP patch.
psp_rih_sae.xdelta	//Game patch with Rihoko and Sae included only. //Only available in the original PSP patch.
psp_tsu_kao.xdelta	//Game patch with Tsukasa and Kaoru only. //Only available in the original PSP patch.
Readme.pdf	//This document.

## Changelog

- Missing translations have been tracked down and filled in to what the group has tested.
- Readme changes regarding the file content changes, and a notice signifying this will be the last update the team can provide.

## Issues and Bugs

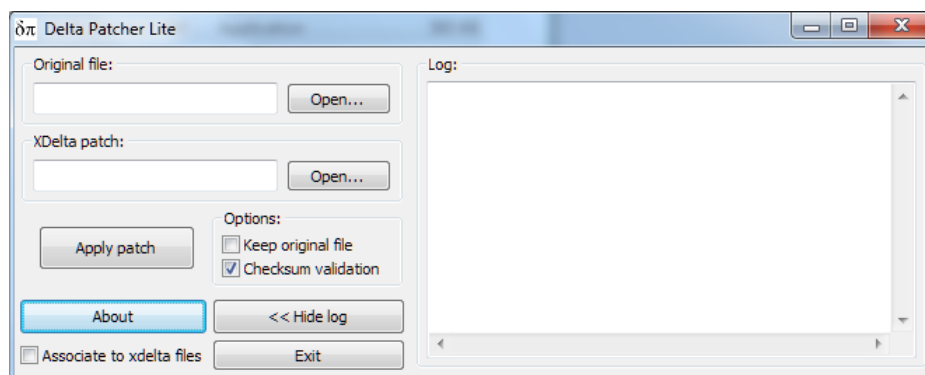
- The translation has been split into three with age being the determining factor for which heroine gets in any patch. This limitation only affects conversations in the game, you can still get translated events for every single heroine. The cause seems to be some sort of engine limitation with certain files and their storage sizes.
- The backlog for the PS2 versions of the game has sporadic crashing at times and slows down a lot. Not sure if it is an engine bug and/or limitation.
- Mahjong and Omake modes in EbiKore+ PS2 and PSP have been disabled pending issues and space savings that were used to solve the saving and freezing issues. May or may not be reenabled at a later date. Root issue is related to the above issue.
- There may be locations that may be untranslated in the game that the translation team did not catch.

## Instructions

These instructions will make use of the GUI interface for the patcher.

*\*\*\* Make a backup ISO also in case anything goes wrong \*\*\**

1. Open DeltaPatcherLite.exe. You should see something like this:



2. Click "Open" under "Original file". Find and select the location of your .ISO file of the game.
  3. Click "Open" under "Xdelta patch". Find and select the location of your .ISO file of the game.
- \*\*\* You may optionally check the "Keep original file" in case you want to preserve a backup of the original .ISO file. Be warned that this may make the patching process much longer \*\*\**
4. Hit "Apply Patch" and wait until the log says "Patch successfully applied". It may look like the whole program will have been frozen during this process but please do not try and close out of the patching process.
  5. Once this is completed, congratulations. You have the patched game's .ISO now. For the PS2 versions, you can play this on the console using a variety of methods, which are outside the scope of this Readme. For the PSP version, you will need to put the .ISO file back in your PSP to play it using a variety of methods again which are outside the scope of this readme. Some of these methods may require modding and the team is not responsible for any damages that may be caused while doing the said process. You may also optionally load it in the emulators noted in the Software section to play the game on your computer.
  6. Enjoy the patched game.

## FAQ

***Q: Help! I can't patch the game and the log says "An error has occurred: xdelta3: target window checksum mismatch: XD3\_INVALID\_INPUT". What's wrong?***

A: This error means that the .ISO file used for the application of the patch does not match the .ISO the team used to make the patch. There are two reasons why this may occur.

1. The .ISO file is missing empty space that was originally on the disk. This could have been done by the DVD/UMD ripper or yourself. The team has reasons from a technical standpoint on why the space is needed so please do not do this. Rerip the .ISO without doing it and everything should be fine.
2. Something went wrong with the ripping process and the .ISO file is flawed. In this case, steps should be taken to retry ripping the .ISO from the game to get a clean copy.

***Q: What is different from the EbiKore+ version of the game from the original version of the game?***

A: There is a Mahjong minigame you can play, new poses for each character that were not in the original game, some Kimikiss content, and bugfixes for rare crashes that may happen with the game. The fixes specifically have been ported over to the original version of the game.

***Q: I heard that there are special routes in the PSP version of the game, like routes for side characters. Is that true?***

A: No. This is not true whatsoever. The PS2 and PSP EbiKore+ versions are identical save for differences that exist from an aesthetic point of view from porting the game across hardware platforms. That means that there are no special exclusive routes in the PSP version of the game. However, the "routes" mentioned above exist in form of omake scenarios, some of which were bundled with Tech Gian, a magazine that the developers of the game, Enterbrain, Inc., own. Those scenarios are all called Amagami Chotto Omake Gekijō, and there have been six of these fandisks in total. Unfortunately, the team will not be translating any of these fandisk scenarios. We are sorry for any inconvenience this may have caused in not being clearer sooner about this.

***Q: Where can I find a torrent for this game/where can I get this game for free?***

A: The team will not support any kind of piracy for the game. You can buy the game legally via websites/services that specialize in selling Japanese merchandise overseas. If you pirate the game, you have no support from the team regarding help on the application of the patch and there is no assurance on any kind of damage that may happen from that. If you ask for or post links for the game on the team's IRC or blog, it's an automatic lifelong ban. Please support the game and the people who contributed to its creation.

***Q: Where can I contact you guys after your group disbands?***

A: The team's blog is located at <http://nishishitranslations.wordpress.com/> which will lock itself in a year from this release as time can not be allocated to maintain it. E-mails can be sent to [amagamitranslation@gmail.com](mailto:amagamitranslation@gmail.com) or come by our IRC channel, [#amagamitranslation@irc.rizon.net](https://www.rizon.net/irc/#amagamitranslation) which will try to remain open but no guarantee if someone would be able to answer or etc. for support in any timeframe deemed reasonable. The group has effectively disbanded.

***Q: When will a final version of this come out?***

A: This is now our final release. Unfortunately, this does not have everything a perfect release would and it will have to be up to someone else to figure out how to solve the technical issues still in these games. It may well be that this can not be worked around and this patch must be ported to the remaining platform our team said we would not touch to solve or the entire game would need to be rewritten for another platform. As for the forthcoming technical material that was promised a while back which would enable the above, that will be released at a later undetermined date but before the blog's closure.



## DISCLAIMER

*This is an UNOFFICIAL patch. Ni-shi-shi Translations does not own any of the rights to the game Amagami (アマガミ) and any of the proprietary property that was used in the game. This is a fan-made modification, that the translation team is releasing for free, to localize a product that despite being Japan-only and exclusive to that region, is liked by the translation team enough to put work into making a patch so that the English speaking community would be allowed a chance to experience and play this game in English. Ni-shi-shi Translations fully supports all the official releases of Amagami (アマガミ) and would support any official English version of the game should it be released. Ni-shi-shi Translations is not affiliated with nor endorsed by Enterbrain Inc., Kadokawa Group Holdings Inc., or any other company or person related to this game. This patch will in no way alter the behavior of the game other than change Japanese text to English text, and implement various engine and image modifications for aesthetic and localization reasons. The team created this patch by researching and reverse engineering the various technical aspects of the game to modify it. The patch as it is released by Ni-shi-shi Translations does not contain any material from the game in a human-readable format, but only contains a binary file that is used by the patching tool to patch the game. The translation team does not distribute the patch with the game nor with the game prepatched. All of the patches that Ni-shi-shi Translations distributes will only have the contents that were presented in the section "Patch Contents". Any patch package that do not have those files exactly as stated are not created and endorsed by the translation team.*

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## Credits

**Ni-shi-shi Translations** - English translation team for the game and patch creators.

- *Akatsukin* – Translator
- *Atsui* – Translator
- *Anon70641* – Hacker/Tools Programmer
- *BananaShiki* – Translator
- *CirqueForge* – Project leader/Hacker/Tools Programmer
- *Dansolo* – Translator
- *Duplicatexx* – Editor
- *Etoce* – Translator
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- *Jack\_Tres* – Editor
- *Muoteck* – Image Editor
- *Pluot* – Editor/Tools Programmer
- *Raehik* – Editor
- *RipVanWenkle* – Editor
- *Swizardo* – Editor
- *Thrdai* – Editor
- *UsagiSake* – Editor
- *VHCSofwares* – Editor
- *Zeta42* – Editor

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