



## ✳ Phantasy Star Portable 2 Infinity v2 English Patch Installation Guide

Hello!

Glad to see you're looking to play our English patch of Phantasy Star Portable 2 Infinity.

This document contains all the information you need to get the patch working, and it has various other useful-to-know tidbits.

We hope you'll enjoy many hours of playing Infinity in English.

Drop by at the [GBAtemp.net](http://GBAtemp.net) forums to share your impressions as we'd love to hear them.

JamRules & Weyu

## Contents

✱ Disclaimer.....	3
0) V2 changelog .....	3
1) Installation.....	3
✱ What you need:.....	3
✱ Download links to other programs .....	3
✱ How to install the patch (.xdelta file).....	4
✱ Important note about the original PSP font and PPSSPP.....	5
✱ How to install the DLC (DLM.DAT file) .....	5
✱ How to install the extra Infinity Missions (.EDAT files) .....	6
✱ How to convert your PSPo2 US save file to Infinity by Anubis1101 .....	7
2) Frequently asked questions .....	8
3) Known tech issues.....	9
4) Explanations .....	12
5) Miscellanea.....	12
6) Credits.....	13
7) Special thanks.....	13

## \* Disclaimer

While the process of installing this patch is fairly straightforward, we take no responsibility for any damage that might occur.

Please read the instructions carefully, and back up your save data beforehand.

This is an unofficial fan patch unrelated to SEGA. If you like our work, please buy a copy of the original game to support the creators, and vote in their polls so that we may see more Phantasy Star content in the future.

## 0) V2 changelog

1. Freeze after leaving an Infinity Mission has been fixed
2. The “No Blast Badge” option has been restored, should you want to choose it for some reason
3. Many small translation errors, inconsistencies, and formatting issues were fixed; many item names were updated to be more consistent with official Phantasy Star games or other names within Infinity
4. Some weapon special effects were renamed to be consistent with the official PSPo2 game
5. Beast blast badge descriptions were updated to reflect their function in Infinity
6. Quiz lines in Hal's Action Shot were updated to prevent rollover
7. Monster announcements in Gurhal Heroes were rephrased for clarity

## 1) Installation

### \* What you need:

- This patch and the bundled DLC
- A program to uncompress the patch download, such as 7-Zip
- A Japanese copy of the ISO of the game (the game-ID is NPJH50332)  
(SHA256: d8ef48d7b596708c227a46abf0386b739ac216f64d4a12b67acfe9f263591b5b)
- A program to apply the patch to the ISO such as xdelta UI
- A (Windows) PC to perform the above

### \* Download links to other programs

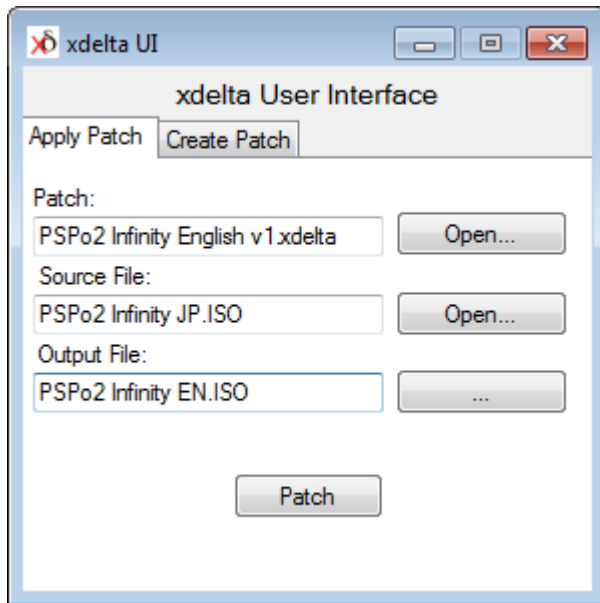
*These have no relation to us.*

[xdelta UI](#) - a program used to apply the patch

[7-Zip](#) - a program used to uncompress the downloaded .7z file

[PPSSPP](#) - an emulator which can be used to play the game on your PC and other platforms

## \* How to install the patch (.xdelta file)



1. If you're reading this, you must have unpacked the .7z file already.  
Have the included files ready for easy access.
2. Run **xdeltaUI.exe** (the previous page has a link to download this if needed).
3. In the **Apply Patch** tab, click **Open** under **Patch** and select the **PSPo2 Infinity English v2.xdelta** patch from the files you extracted.  
The SHA256 checksum of the .xdelta file should be:  
3824b70760673c7dd0b278fcfadd6e3c017631f253b96da17d81ae461e8dbd9f
4. Similarly, for **Source File**, click **Open** and select your **Japanese ISO** of the game.
5. For **Output File**, click the ... and **choose a name and location** for your soon-to-be-patched version of the game.
6. Press **Patch**, and wait for the program to create the ISO. This may take a while depending on how powerful your PC is, so don't worry if it seems frozen and just wait.  
You will get a notification when it is finished patching, and the modded ISO will be in the folder you specified at step 5.
7. Now you can copy the modded ISO to your PSP, Vita, or smartphone, etc. which typically goes into the "ISO" folder at the root of your memory card. Create this folder if it doesn't exist.  
If you're playing on PC, you can just leave it where it is, or move the patched ISO to a games folder of your choice.  
*We recommend keeping a copy of the original Japanese ISO for reference.*

### \* Important note about the original PSP font and PPSSPP

If you're playing on PPSSPP, you should know that it uses a different font than the PSP.

Our patch is designed to work with the official font, so playing on the PPSSPP font may cause typesetting issues, and at the very least it doesn't look as nice in my opinion.

You can copy the original font file directly from your PSP console.

Google "**ppsspp english font fix**" if you need help with this.



### \* How to install the DLC (DLM.DAT file)

*This file includes various extra missions, mostly Tactical and Trade Missions, and new items you can find in them.*

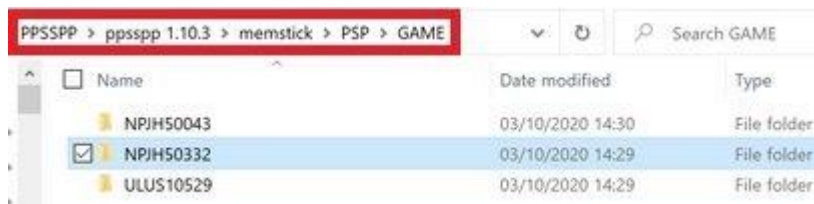
1. Browse to `\memstick\PSP\SAVEDATA\` on your storage medium (your PSP, Vita, or PPSSPP folder, etc.)
2. Copy the **entire contents** of the "**DLC (for SAVEDATA folder)**" folder included in the DL (the content is named **NPJH50332DL**) into the above location.  
*Accept any Overwrite File prompts if applicable (back up your previous data if you want to keep it).*
3. The missions and other content will automatically show up in the game.



## \* How to install the extra Infinity Missions (.EDAT files)

*These are pre-made Infinity Missions created by SEGA, and have specific special effects and potentially rare bosses in them.*

1. Browse to `\memstick\PSP\GAME\`
2. Copy the **entire contents** of the "Extra Infinity Missions (for GAME folder)" folder (the content is named **NPJH50332**) into the above location.  
*Again, accept any Overwrite File prompts if applicable (back up your previous data if you want to keep it).*
3. Go to the **Code Counter**, choose **Register Code** -> **Register DL Mission** and select the missions to be imported.



## \* How to convert your PSPo2 US save file to Infinity by Anubis1101

### What you need:

- [PPSSPP](#)
- Copies of JP *and* US or EU versions of Phantasy Star Portable 2 on your PC
- Phantasy Star Portable 2: Infinity on either your PC, PSP, or in Adrenaline

### Steps:

1. Open the **ppsspp.ini** file, located in **\PPSSPP\memstick\PSP\SYSTEM\**
2. Make sure **EncryptSave** is set to **False**.
3. Make sure **SavedataUpgradeVersion** is set to **True**. Save the file, but keep it open.
4. Run PPSSPP, load your US/EU savegame in your US/EU version of PSP2, and then save the game.
5. Open the save folder in **\PPSSPP\memstick\PSP\SAVEDATA\**
6. Copy the save folder - should be **ULUS10529** or **ULEU10529**, check the pictures to make sure its the right one.
7. Rename the copied folder to **NPJH50043**.
8. Run PPSSPP again, this time load up the Japanese version of PSP2.
9. Load your game, and then save it.
10. If you have PSP2i on your PC, You can skip to step 11! It'd be wise to do step 10-2 at some point to prevent future issues.
  1. If you don't, and need to import it to your PSP or PSVita, close PPSSPP.
  2. Pull up ppsspp.ini again, and set EncryptSave to True.
  3. Run PPSSPP one last time, run the Japanese PSP2, then save the game.
  4. Copy the **NPJH50043** folder over to your PSVita/PSP, place it in the SAVEDATA folder.
11. Run PSP2i and import using the option labeled "**Import Original Game Save Data.**"



## 2) Frequently asked questions

### ✳ Which platforms can the patch run on?

Pretty much anything you can play PSP games on, such as: the original PSP, PS Vita, PPSSPP, etc. To run ISOs of the game on a physical console it needs to have custom firmware though.

### ✳ How much does it cost?

This is a free patch made by fans of the game, for fans. We will never charge money for this, so if you see a third party offering a paid English Infinity game, it's a scam.

Download the patch from our thread at GBAtmp.net to make sure you're getting an untampered copy released by us.

### ✳ Can I play multiplayer with this?

The official servers provided by SEGA have been shut down for years now, but you can still play online through emulators such as PPSSPP on custom servers.

[Here is a link to a guide](#) on how to set up multiplayer on PPSSPP.

You can also play via ad hoc mode on your physical consoles. It may also be possible to play online between a console and an emulator, but that requires a more involved setup.

For the best experience, all players should be running the same patch and DLC version of the game

### ✳ Why are the X and O button controls swapped around?!

This is standard for Japanese region games, but you can remap the controls in PPSSPP or download a plug-in for your console to swap them around if you prefer the western standard.

### ✳ How can I back up my saves?

Your saves are located at: `Drive:\memstick\PSP\SAVEDATA\NPJH50332\` and you can just back up this whole folder and place it somewhere safe, and replace if necessary.

**NPJH50332SC** in the same SAVADATA folder contains the Friend Characters you've received from other players online and your own Other Characters, which you might want to back up as well.

### ✳ What is the free DLC?

These are missions that were distributed by SEGA during the game's active lifespan that provided extra content and online events.

SEGA still has a page up with a DL bundle of the missions, but our patch has translated versions of them included, so you don't need to go there.

### ✳ What is the paid DLC?

There used to be an online shop where you could purchase costumes and weapons for real money, but it has since been shut down.

This patch does not cover any of the paid DLC.

Don't worry though, because you're not missing much gameplay-wise. Most of the paid DLC were collaboration items so you could run around with weapons from other media series for example, but the most powerful gear comes from the actual game and the free DLC mentioned above.



### **\* I've found a bug! Where can I report it?**

While this game has been very thoroughly tested by us and then by a team of beta testers, a project of this scope cannot be fully bug-free simply because of how many variables and content there is compared to our limited testing resources.

So you may find a small bug here and there, but the story mode and other common content should be fully playable without any major issues.

If you happen to run into a bug, you can contact us at GBAtemp.net but this public release is considered complete and for practical reasons we probably won't release any updates unless a reproducible game-stopping error is found.

Also, there's a list of known issues written below. Any found issues should be checked first if they aren't on that list before reporting them.

## **3) Known tech issues**

Below are some of the issues that we've run into and possible solutions for them.

### **1. Untranslated lines from a Japanese save**

If you have a Japanese Title set from before this patch, it will be displayed in Japanese until you change it to a Title that is translated.

Similarly, if you have a character created in the JP version of the game that has JP Auto Words or Quick Orders, they will be in Japanese until you change them to EN manually.

Old DL Infinity Missions you imported in the JP version of the game require a re-import as well to get the translated version.

To get the translated DLC from the DLM.DAT, please check the installation guide.

### **2. Emulator save quirks / cannot save error message**

Using save states in emulators can result in your game not saving properly anymore through the in-game save function.

This happens because the game has a check for the save file's date, so if you save in-game and then reload to an older save state, you won't be able to save in-game after that.

The main way to prevent this issue is to not mix and match your save types, and/or always end your game session with an in-game save.

If you are having this issue, you can fix it by deleting your current save folder while the game is running (with the character in question), which will then allow the emulator to create a new save.

Note that this will delete any other characters you may have on the save account except the current one, so back up your save data before attempting this if you don't want to risk data loss.

### **3. Auto Words UI overlap in the Friend Search section**

The Auto Words setup screen under the Friend Search section has some overlap with another UI element, but unfortunately there was no easy way to fix this and it's mostly a cosmetic issue.

The same setup screen accessed from the Start button menu in the normal gameplay modes does not have this problem.

4. **Open Mission progress wall in Story Mode**

At some points in Story Mode you're asked to run an Open Mission and if you cancel the mission you're running without finishing it, the game may not unlock the next story objective even if you finish another Open Mission.

This is reportedly fixed by running the same mission you abandoned. If that doesn't help, you can try completing various other Open Missions and see if one of them will count.

Curiously, this bug seems to be an oversight in the original game programming.

5. **Data Install crash**

The Data Install function from the title screen can cause the game to crash on the PPSSPP emulator, so don't use it.

Everything is located on your HDD/SSD anyway instead of a spinning disc, so there should be no speed difference.

For the same reason, there is no need to enable this on a real PSP/Vita either since you're running an ISO of the game.

If you have this installed already somehow, you can remove it by deleting the folder **NPJH50332GI** in your SAVEDATA folder.

6. **Music loop**

While using PPSSPP, the music can start to cut out and loop if you stay in the same event window for too long.

Apparently this is an issue with the emulator and also happens in the JP version of the game.

This shouldn't be a problem during normal gameplay since it only occurs if you idle on the same screen for 10-20+ mins.

7. **PPSSPP movie playback glitch**

The very first frame of a movie may appear to have some artifacts, but the rest should display properly.

8. **Multi Mode crash**

If the game crashes when you select Multi Mode in PPSSPP, try toggling the Wi-Fi off and back on in settings.

9. **Challenge / Infinity Mission selection crash**

If the game crashes at selecting Challenge or Infinity Missions, try redownloading & reinstalling the DLC.

10. **Infinite mission loading bug in multiplayer on PPSSPP**

The kind of Infinity Mission you don't want.

Some people have reported that they cannot get missions to finish loading in multiplayer and they end up stuck on the loading screen.

This mainly seems to affect Windows 7 devices, so if you're having this issue, the easiest way to solve it is to upgrade to a newer version of Windows.

**11. Endless Friend Search**

Using the Friend Search mode from the title screen, the search goes on endlessly and can't be canceled.

You can still exchange characters by sending your card in multiplayer mode.

This may be related to the above infinite loading bug, so if you get that you will probably experience this bug as well.

**12. Random freezes & crashes**

Freezes/crashes can occur if you're running different versions of the game in multiplayer, so try to use the same version for both the patch and the DLC.

The above is only applicable if you have differing versions of the patch and/or the DLC, or if you're mixing the JP & EN versions of the game.

This is not guaranteed to happen, but if you're having problems, the first thing to try is the above.

**13. Internet-Multi Mode (orange color) Missions can't be played**

Internet-Multi Mode cannot be used as the servers have been shut down.

This means that any "internet-only" missions cannot be accessed. You can still play online using PPSSPP though, or via ad hoc by using multiple PSP and/or Vita consoles.

**14. (Paid) DLC issues**

DLC items need to be imported at the title screen or they will show up as "Download Item" and possibly untranslated.

The paid DLC that was available at some point in their store does not fall under the scope of this project.

**15. Dialogue window pointer flickering**

Some testers have noted that the pointer indicating the speaker in the dialogue window may rapidly switch between the two speakers on PPSSPP.

This is probably fixed by changing your graphical settings in the emulator. Try a different setting for "Backend" such as Direct3D 9 or OpenGL.

## 4) Explanations

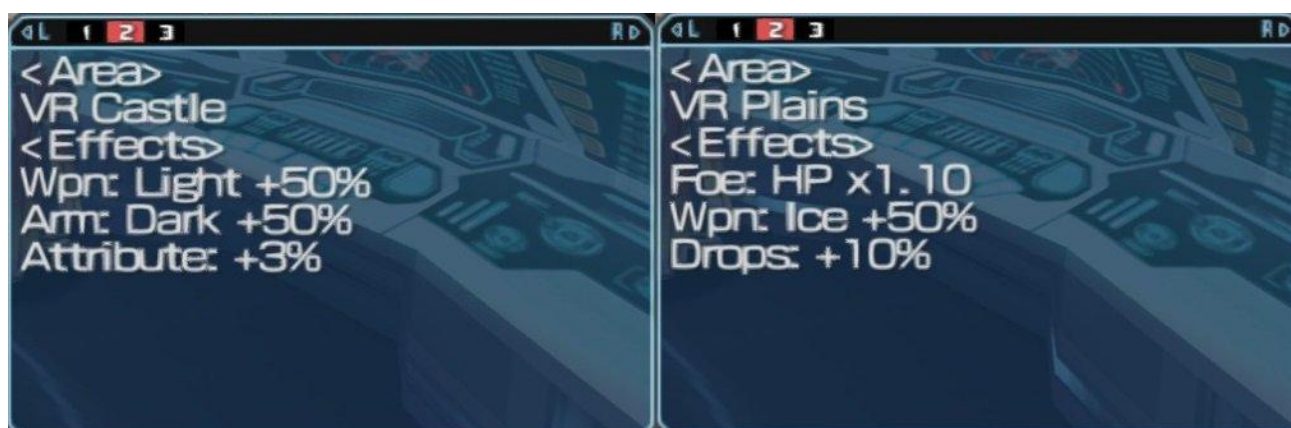
### \* Infinity Mission system

Infinity Missions can have various special effects attached to them—most of them are straightforward but a few are not, and since the game doesn't have an English manual we've made a section to explain those.

When an entry lists an Attribute and a value, such as "Arm: Dark +50%" or "Wpn: Light +50%," this means that the drop rate of Dark Attribute armors is increased by 50%, and Light Attribute weapons is increased by 50% respectively.

"Attribute: +3%" means that all items you find will have their Attribute increased by that value if applicable.

There is also a "Drops" effect which increases the overall amount of loot you get. The Planetary Treasures system often asks for specific effects, so keep in mind the difference between the overall drop rate (e.g. "Drops: +10%") and increased drop rates for specific Attributes ("Arm: Dark +50%").



### \* Missions that cannot be synthesized or traded

In the extra Infinity Missions included with the DL, there is one named "Mission: Infinity" that cannot be traded nor synthesized. That one has been marked with a × symbol in that tab.

## 5) Miscellanea

There are some extra things you can do to spruce up the game experience. For example, you can make Infinity run on 60 FPS instead of the normal 30 FPS, and there are higher resolution textures in the works by Rozalin. For news on that project, please visit <https://discord.gg/8sb5HxE>. [Here is a link](#) to a guide on how to use the 60 FPS hack.

If you're having any tech-related issues while using them, we recommend reverting to the normal gameplay experience and see if the problem goes away.

## 6) Credits



## 7) Special thanks

Everyone who worked on the patch at some point

Everyone who helped us with something

Anubis1101, for creating the save conversion guide

People who have been following us over the years—you know who you are

The creator of the "Playing online" guide

SEGA for creating this game