

BLADES OF RÆGINLEIV

INSTRUCTION BOOKLET

English translation V.01.01 by Brand Neuman & Gummi

Hello, and welcome to the “Zangeki No Reginleiv” translation patch, a collaborative work between Brand Newman and Gummi.

“Zangeki No Reginleiv”, or “Blades of Reginleiv” as we translated it (“Zangeki” meaning “slash”), is a Wii game developed by Sandlot, the company behind “Earth Defense Force”.

It was released on 02.11.2010 in Japan only, and was never completely translated since then.

The game actually shares a lot of gameplay with EDF, though it is loosely based on North mythology, whereas EDF is all about aliens’ invasion.

Now, as some of you might already know, I’m not a native English / Japanese speaker, and neither is Gummi.

Which means we had to rely on personal work and research to translate the game, and that there might be a few typos or “weird” phrasing, considering we’re both foreigners.

Nevertheless, we 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 and Gummi.



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I. Game story

Legend has it that Gods and Giants have been enemies forever.

In the world of Midgard, where the vulnerable Humans live, the sudden outbreak of Giants forces the twin Gods Frey and Freyja to come down from Asgard and defend the mortals.

But the antagonists have gotten stronger over the years; could it be a sign that the day of Ragnarok, Twilight of the Gods, is near?

II. Patch content and translation progress

Considering its size, the patch is divided in 2 + 1 (optional) parts:

- The 1st one, from which this “README” file comes from, will translate every ingame text, from menus to weapons,
- The 2nd one is available for download at:

https://drive.google.com/file/d/1VC2a4zx0n_DsWqZkwWXRmzTqc6F93pmP/view?usp=sharing

It contains the videos that were subtitled and recompressed.

- 3rd (and optional) part is the “Wii Motion Plus Menu” that has been ripped from PAL and NTSC discs, but it is nowhere mandatory¹:

https://drive.google.com/file/d/1xPyA_27okGIXOGR1KOLXNWah-4csbHwL/view?usp=sharing

Please note that cutscenes that are rendered with the game engine could not be translated, since they didn't have any Japanese subtitles to begin with, and neither Gummi nor I have the knowledge and tools to implement them.

¹ Note : The Wii Motion Plus Menu will only work with a loader or by using Dolphin emulator on an ISO: trying to read the videos with Riivolution (both with real hardware and Dolphin) will bring you back to Wii menu (retail disc) or freeze (Dolphin). This is related to the app, as trying to read the videos from untouched retail disc does the same on real hardware, and therefore is not caused by the patch.

III. Use patch with Riivolution

Using retail disc

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

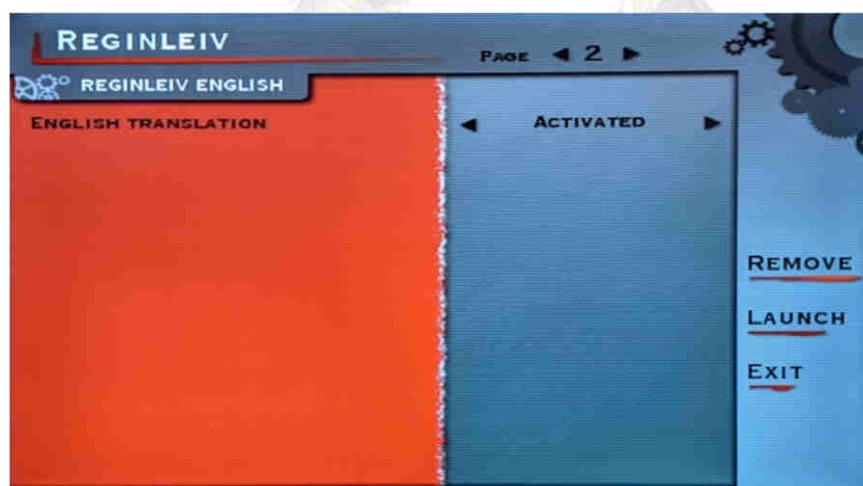
You will need a modded Wii console (please look for a tutorial on the Internet if you don't know how to mod a Wii), a physical copy of the game, and an SD card.

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 a Gecko code to ease up the game,
- “REGIN_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!

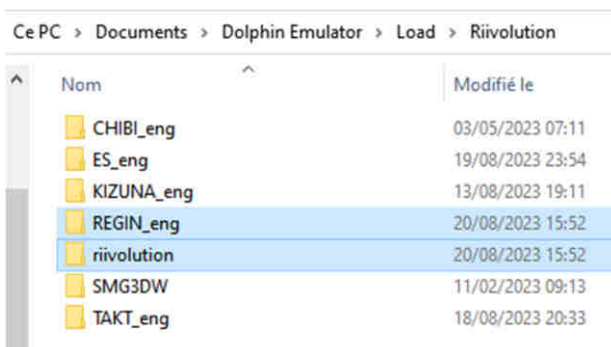


Using Dolphin emulator

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.

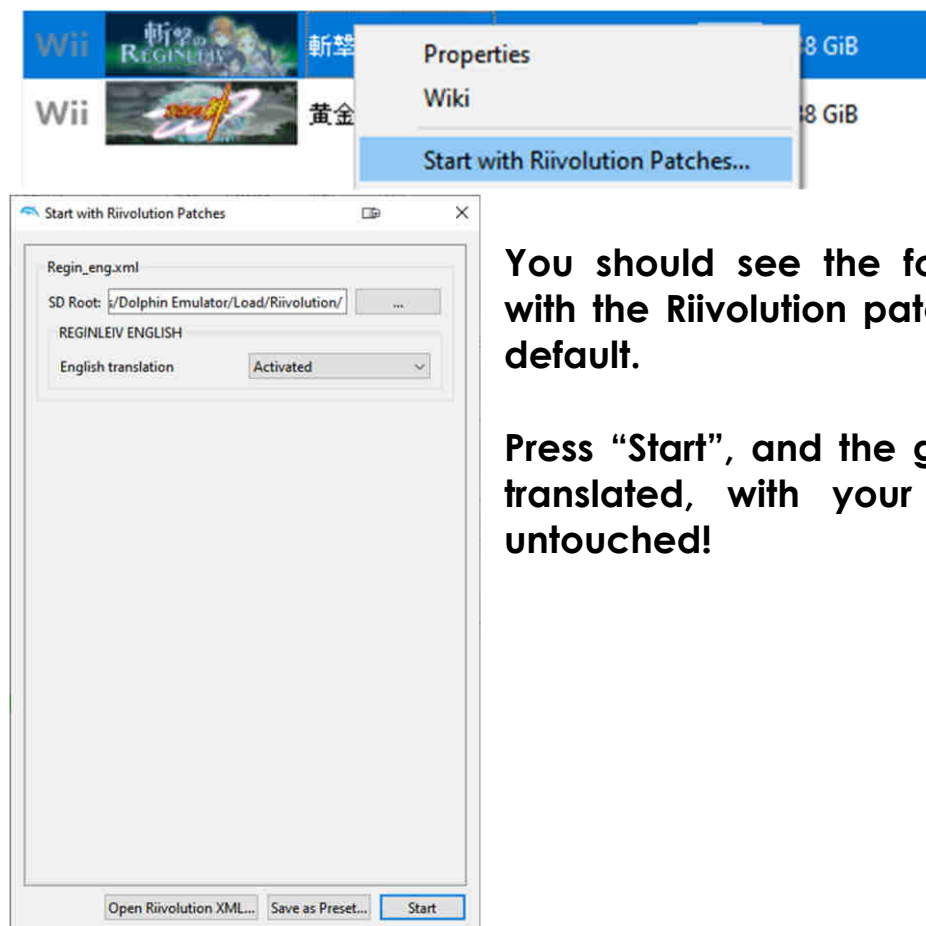
Find the "Riivolution" subfolder (or create one), and import the "Riivolution" and "ES_eng" folders from the zip file.



Reminder:

To display the translated tutorial videos, put the files you've downloaded at the link provided on page 4 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!

V. Create an ISO with Wiimms ISO Tool

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

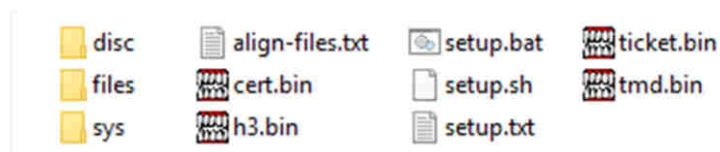
First go to the "BIN" folder of your decompressed Wiimms ISO Tools: in File Explorer, click the address bar and type "CMD" to open the Command Prompt.

Type "wit EXTRACT REGIN.iso DUMP" (if your ISO has a different name, use it instead): you should see the following window, and after a few minutes (extraction can be long with this game), a new subfolder named "DUMP" should appear:

```
C:\Windows\System32\cmd.exe - wit EXTRACT REGINLEIV.ISO DUMP
Microsoft Windows [version 10.0.18363.1379]
(c) 2019 Microsoft Corporation. Tous droits réservés.

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

The "DUMP" folder should have the following structure:



First go into the "sys" folder, and replace "main.dol" with the one in your zipped file.

Then go into the "files" folder, and slide to replace the files with the translated ones:

- "REGIN_eng/etc" content goes to "files/etc" subfolder,
- "REGIN_eng/gauge" content goes to "files/gauge" subfolder,
- "REGIN_eng/hbm" content goes to "files/hbm" subfolder,
- "REGIN_eng/layout" content goes to "files/layout" subfolder,
- "REGIN_eng/mission" content goes to "files/mission" subfolder,

- “REGIN_eng/movie” content goes to “files/movie” subfolder (requires you to have downloaded the 2nd part of the patch containing translated videos. See page 4 for more info),
- “REGIN_eng/object” content goes to “files/object” subfolder,
- “REGIN_eng/sys” content goes to “files/sys” subfolder (requires you to have downloaded the 3rd – and optional - part of the patch, containing the “Wii Motion Plus Menu”): choose “PAL” if using an European console, and “NTSC” otherwise.
- “REGIN_eng/weapon” content goes to “files/weapon” subfolder.

Now go back to the Command Prompt, and type “wit COPY DUMP ENGLISH.iso”: after a few minutes, a fully translated iso will be created.



VI. Make the ISO online compatible

While the original servers for “Zangeki No Reginleiv” 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.

We strongly advise you to patch your game, since a lot of extra missions can only be played online (whether alone or as a team).

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

(Note: patch provided in the zip file is courtesy of Barronwaffles.)

We 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.

```
C:\WINDOWS\system32\cmd.exe

-----
Wii ISO Drag/Drop Network Patch Script
-----

Currently configured for : REGIN.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 “Online Mode” menu of the game.



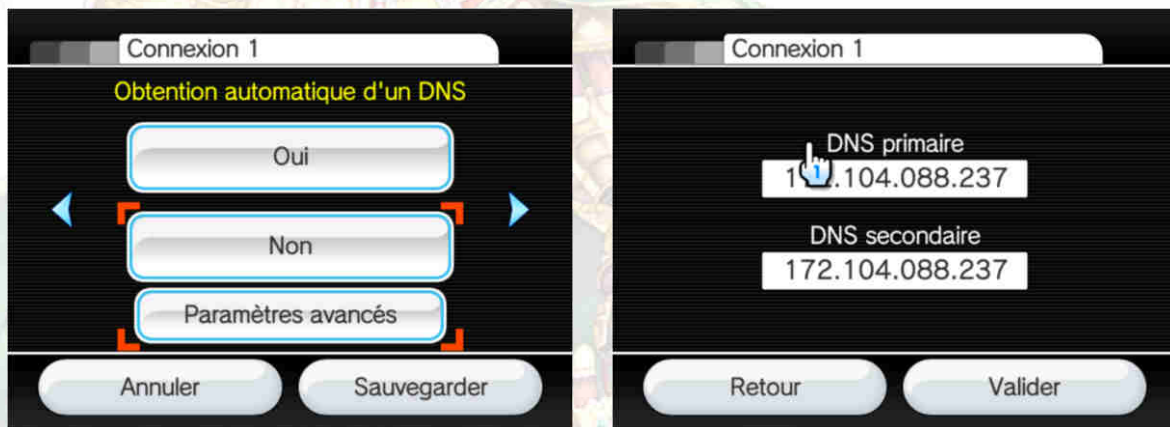
If you'd rather not change the ISO apart from the files replacement:

Tutorial can be found at the following address:

https://github.com/barronwaffles/dwc_network_server_emulator/wiki

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 in game 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 battle if other players are online.

VII. FAQ

The method looks complicated, and the files are heavy: why not provide an xdelta patch?

Brand Newman: First, it is very unsure an xdelta patch would be that much lighter, since the script is divided into more than a hundred separated files, not to mention the videos.

Anyway, 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 shrunked 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.

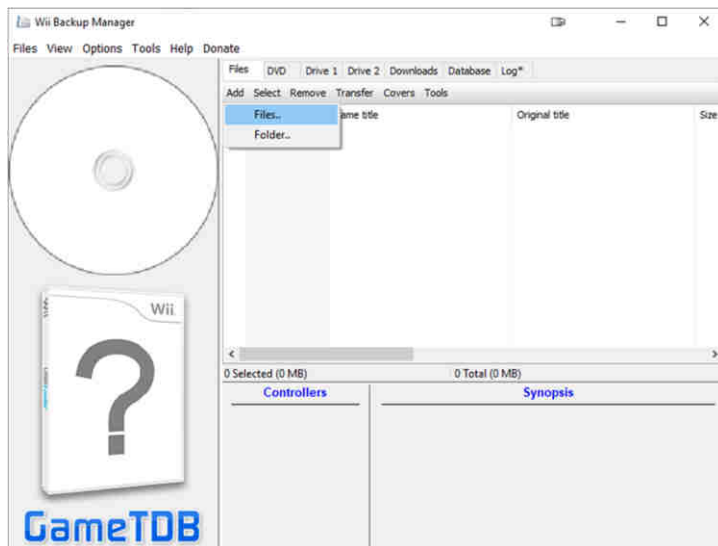
I don't have an ISO, only a WBFS, and I can't seem to use WIT?

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

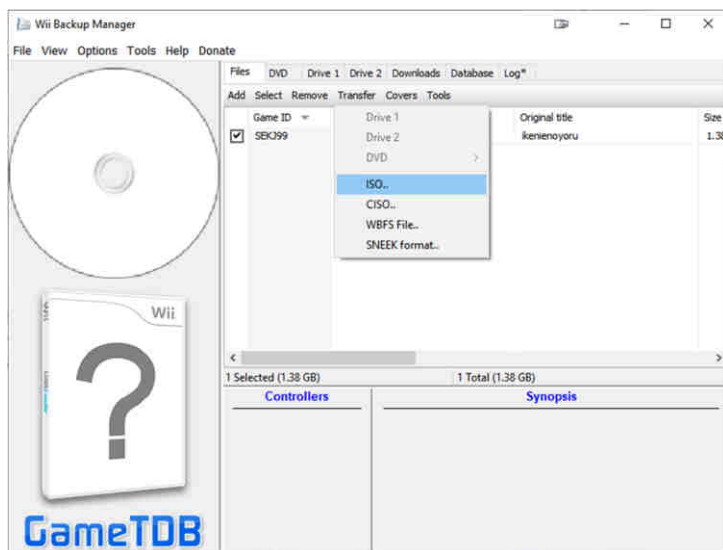
WBFS is actually a better format, since ISOs have a fixed size and will fill it with empty data when the game is smaller (did you know that New Super Mario Bros in WBFS format weighs only 368 MB?)

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 “RZNJ01.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.

The game is utterly slow on Dolphin emulator!

Set “Texture Cache” to “Normal” or “Fast” in the “Hacks” section of the graphical settings.

What is this cheat code you've incorporated in the patch?

Sometimes crystals would be unreachable, especially if you've killed enemies from afar: enabling the code will make gems fly towards you.

I can't see the weapons' names on the "Blacksmith" section when using Dolphin emulator!

Uncheck "EFB Copies to Texture Only" in the "Hacks" section of the graphical settings.

Selecting "Wii Motion Plus Tutorial" sends me back to Wii main menu when using Riivolution!

The Wii Motion Plus Tutorial will only work with a loader or ISO: trying to read the videos with Riivolution will bring you back to Wii menu.

This is related to the app, as trying to read the videos from untouched retail disc does the same, and therefore is not caused by the patch.

If you still can't see the Wii Motion Plus Menu, try deactivating your Ocarina codes, as I found out some were creating a conflict.

I don't get any subtitles in the cutscenes!

The cutscenes that are rendered with the game engine could not be translated, since they didn't have any Japanese subtitles to begin with, and neither Gummi nor I have the knowledge and tools to implement them.

Maybe someone will, or they might be a "dubbed project" in the future, in which case do we remain at the disposal of these people to update the current patch.

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 we 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 we can find the text to modify.

VIII. Patch versions and credits

- 03/30/2021 - V.01.00: First release of the patch.
- 08/20/2023 – V.01.01: “Warning Screens” and Wii Home Menu translated in English.

Special thanks to:

- Lazlo52, for finding out how to extract the files, making this whole translation feasible, and for helping even more by checking and rephrasing the translation any time necessary!
- MaeseJesus, for his personal involvement in beta testing and huge support overall, your constant devotion is much appreciated!
- Xyrts, for providing the most complete knowledge about Sandlot games we've ever met!
- Ninsei, for his patience and beta testing once again,
- Tom “RetroTranslator”, for kindly helping translating videos when there wasn't any written Japanese to start with!
- Barronwaffles, for his fantastic job on AltWFC / WFZwei server, and for providing an easy-to-use online compatibility patch,
- Brian J. Bonislowsky from DBA Astigmatic (AOETI), for his “Uncial Antiqua” font (<https://www.fontsquirrel.com/fonts/uncial-antiqua>)

