

IKENIE NO YORU



ENGLISH TRANSLATION

V.01.03

INSTRUCTION BOOKLET

By Brand Newman

Hello, and welcome to the "Ikenie No Yoru" translation patch guide.

Some of you may know me from my previous (and first ever) translation patch, which was for the game "Earth Seeker", also for the Wii.

"Ikenie No Yoru", which can be translated into "Night of the Sacrifice" in English, is a Wii game developed by Marvelous Entertainment and published by them on 24.03.2011, in Japan only.

This is a very "Japanese type" horror game, with a plot that will remind you of the two first "Evil Dead" movies (group of friends in an isolated house, an old curse which takes possession of some of them...)

It also has the unique feature of (optionally) using the Wii Balance Board, which proves to be quite effective "terror-wise".

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.

Not to mention that the text was coded in "Big Endian" which, for those who are familiar with it, meant I had to squeeze the English dialogs to fit the number of Japanese characters used.

Although this time I was lucky enough to find a partially translated script made by someone named "Chelsea", and double check my translation when things sometimes became unclear: I'd really like to thank her for this!

Nevertheless, I think I managed to create a cohesive translation patch which stayed true to the original: as usual, if you find any mistake or typo, please feel free to contact me and...

DO NOT DIE!

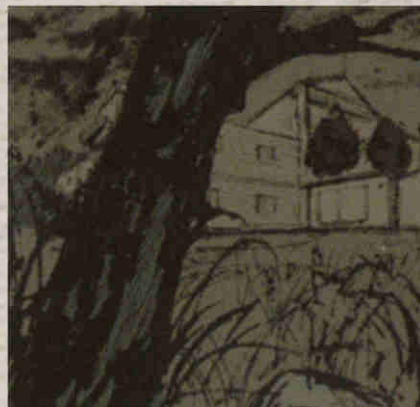
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I. Game story

The story takes place in the Moon God Valley ("Tsukuyomi Valley" in Japanese), which is rumored to have been a place of ancient sacrifice.

Five students (each one named after a colour) decide to spend the night at a house located in the valley.



As "Dark" (whose late father owned the house) leaves the group in the middle of the night, and while they're still waiting for "Gold" to arrive, "Red" ("Pink"'s boyfriend) dares "Cyan" to go upstairs...

II. Translation progress

The game's script was scattered in 80 files (hence the zip file size) and should be 100% translated (even some text which seems to have not made it to the final product).

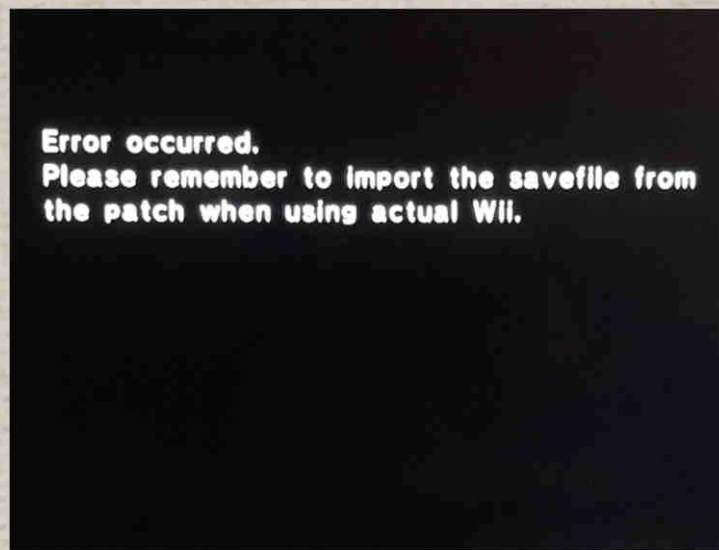
However, if you have started a save game before applying the patch and notice your characters' names are in Japanese, you can rename them by playing the "Intro." Chapter again (see FAQ on page 11 for further info).



III. Install the save file (mandatory)

The game is infamous for not booting on non-Japanese consoles, unless you use a previously created save file.

Below is the error screen you'll get in V01.02 and newer of the patch (prior version will show gibberish, since your console system won't handle Japanese):

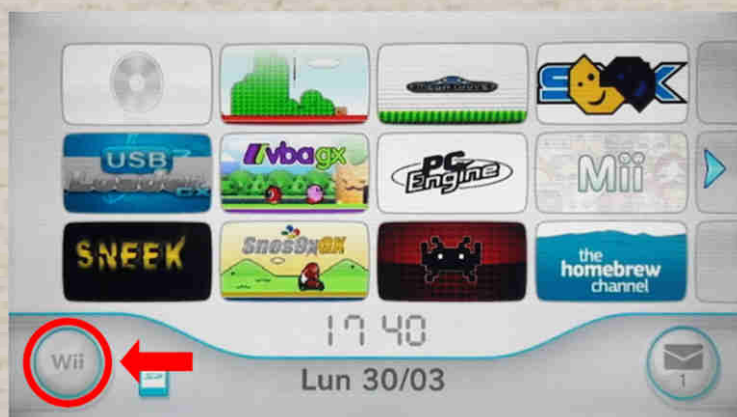


Please be aware that the game might not even run if you skip this step, and that it is not related to the patch.

If you're using a real Wii:

Extract the content of the "RIIVOLUTION" folder from the zip file in the root of your SD card (FYI, your save file is the "private" folder).

Go to your Wii parameters:

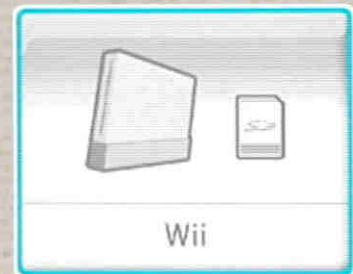


Choose the "Data Manager" option.



Then "Save data".

And finally "Wii" category.



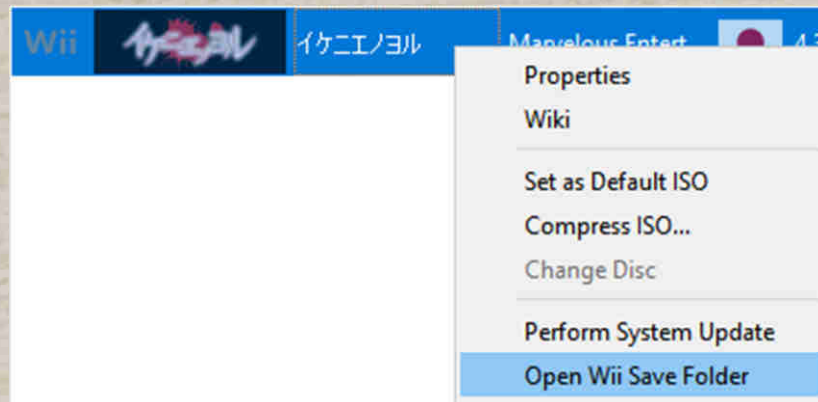
On your SD Card, you should have a save game with this icon on it.

Copy it to the Wii memory, and you will be able to boot the game.



If you're using the Dolphin emulator¹:

Right click on the icon of your game, and choose "Open Wii save folder".



Copy the content of the "0001000053454b4a" folder within the zip file into the "Wii save folder" Dolphin opened for you (banner.bin and savefile.dat).



¹ Not mandatory with any version newer than 5.0-6983.

IV. Use patch with Riivolution

A. 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.

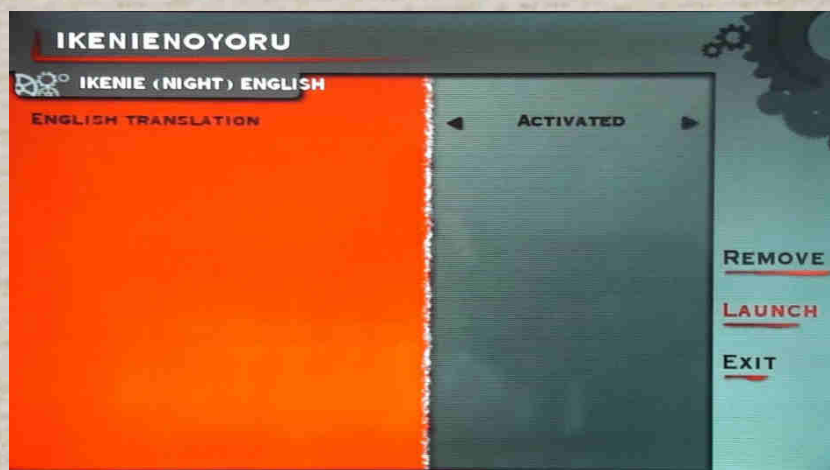
You will need a modded Wii console (please look for a tutorial on the Internet if you don't know how to mod a Wii), a physical copy of the game, and an SD card.

Extract the contents of the « RIIVOLUTION » 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,
- "IKENIE_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!

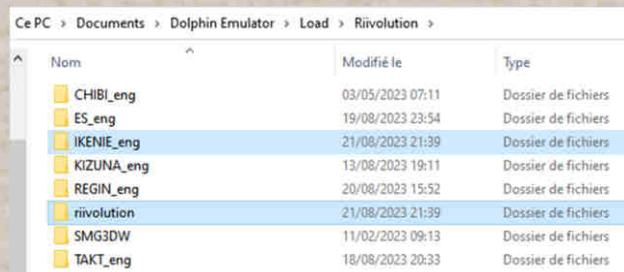


B. Using Dolphin emulator

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.

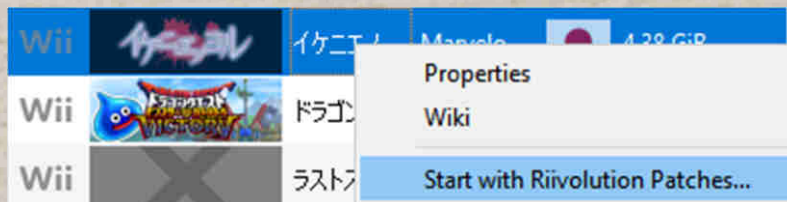
First you need to open your "Documents/Dolphin Emulator/Load/" folder on your computer.

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

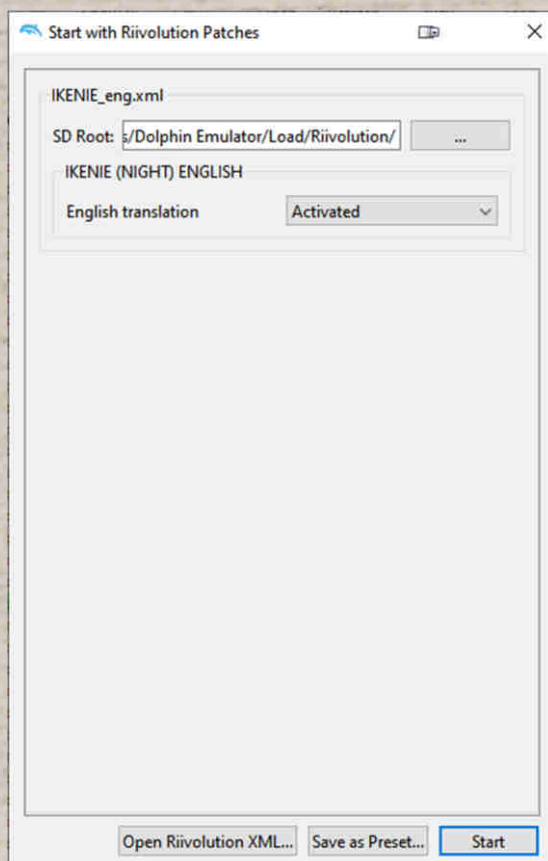


| Nom | Modifié le | Type |
|-------------|------------------|---------------------|
| CHIBI_eng | 03/05/2023 07:11 | Dossier de fichiers |
| ES_eng | 19/08/2023 23:54 | Dossier de fichiers |
| IKENIE_eng | 21/08/2023 21:39 | Dossier de fichiers |
| KIZUNA_eng | 13/08/2023 19:11 | Dossier de fichiers |
| REGIN_eng | 20/08/2023 15:52 | Dossier de fichiers |
| riivolution | 21/08/2023 21:39 | Dossier de fichiers |
| SMG3DW | 11/02/2023 09:13 | Dossier de fichiers |
| TAKT_eng | 18/08/2023 20:33 | Dossier de fichiers |

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 Wimm's ISO Tool

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

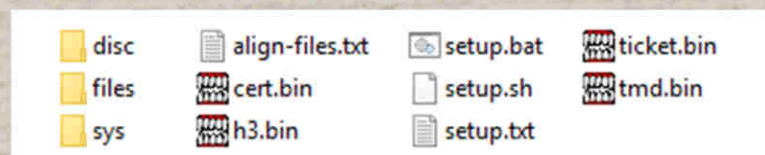
First go to the "BIN" folder of your decompressed Wimm's ISO Tools: in File Explorer, click the address bar and type "CMD" to open the Command Prompt.

Type "wit EXTRACT IKENIE.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 IKENIE.iso DUMP
Microsoft Windows [version 10.0.17763.1098]
(c) 2018 Microsoft Corporation. Tous droits réservés.

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

The "DUMP" folder should have the following structure:



- Go into the "sys" folder, and replace "main.dol" with the one in your zipped file,
- Go into the "files/package" folder, and replace the files with the content of the "package" folder in your zipped file.

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: Wimm's ISO Tool v3.02a r7679 cygwin - Dirk Clemens - 2018-11-23 *****
* COPY/SCRUB 1/1 FST:DUMP -> ISO:ENGLISH.iso
```


VI. FAQ

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

First I'm not sure an xdelta patch would be that much lighter, since the script is divided into 80 separated files.

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 shrinked 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.

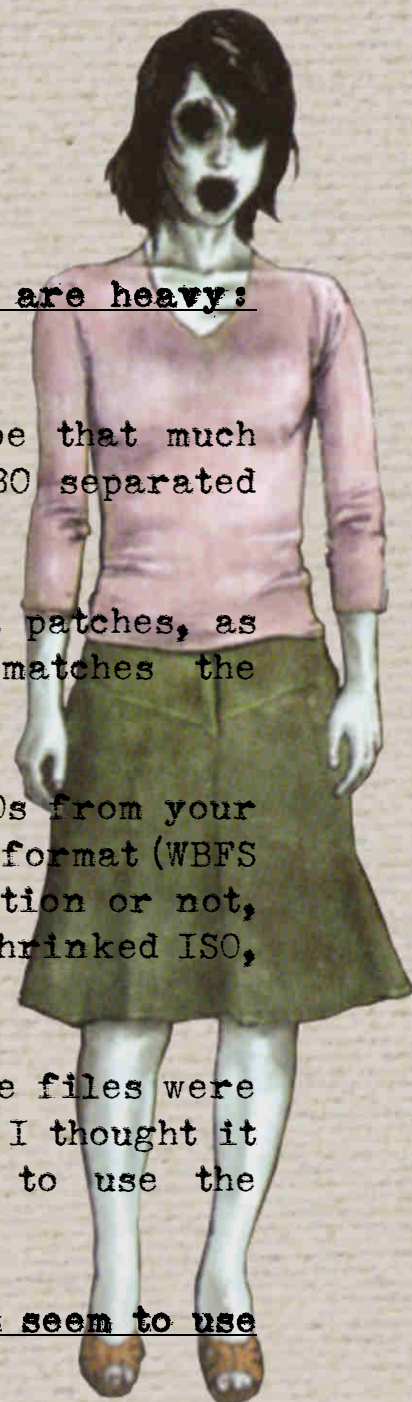
I don't have an ISO, only a WBFS, and I can't seem to use WIT?

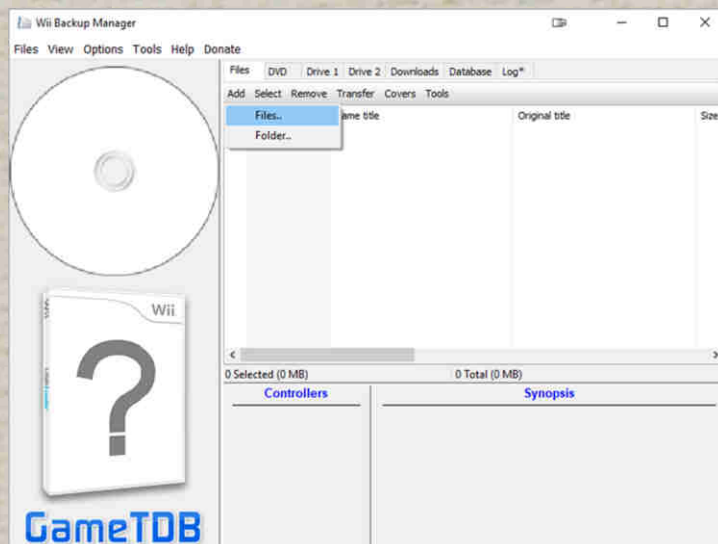
While Wiimms does provide tools for WBFS (called WWT), I personally met issues trying to use them and had to convert my own WBFS.

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?)

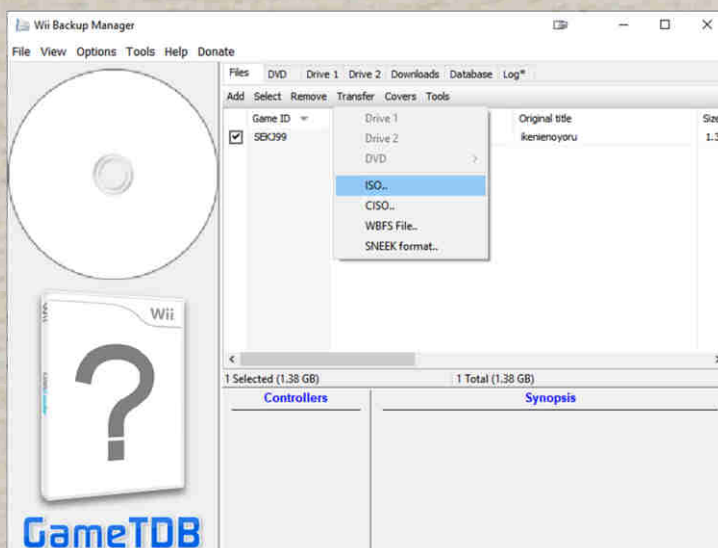
Anyway, if you need to convert your WBFS as well, use "Wii Backup Manager" with the following method:

First choose "Add files":





Your game should be called "SEKJ99.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.

I keep turning around!

The Wiimote is very sensitive and that might be part of the game, but you can lower it a bit by turning the rumble feature off.

Is it a one-player game only?

No, second player can use another Wiimote for, either "freeze" ghosts, or terrify partner: choose your team!

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!

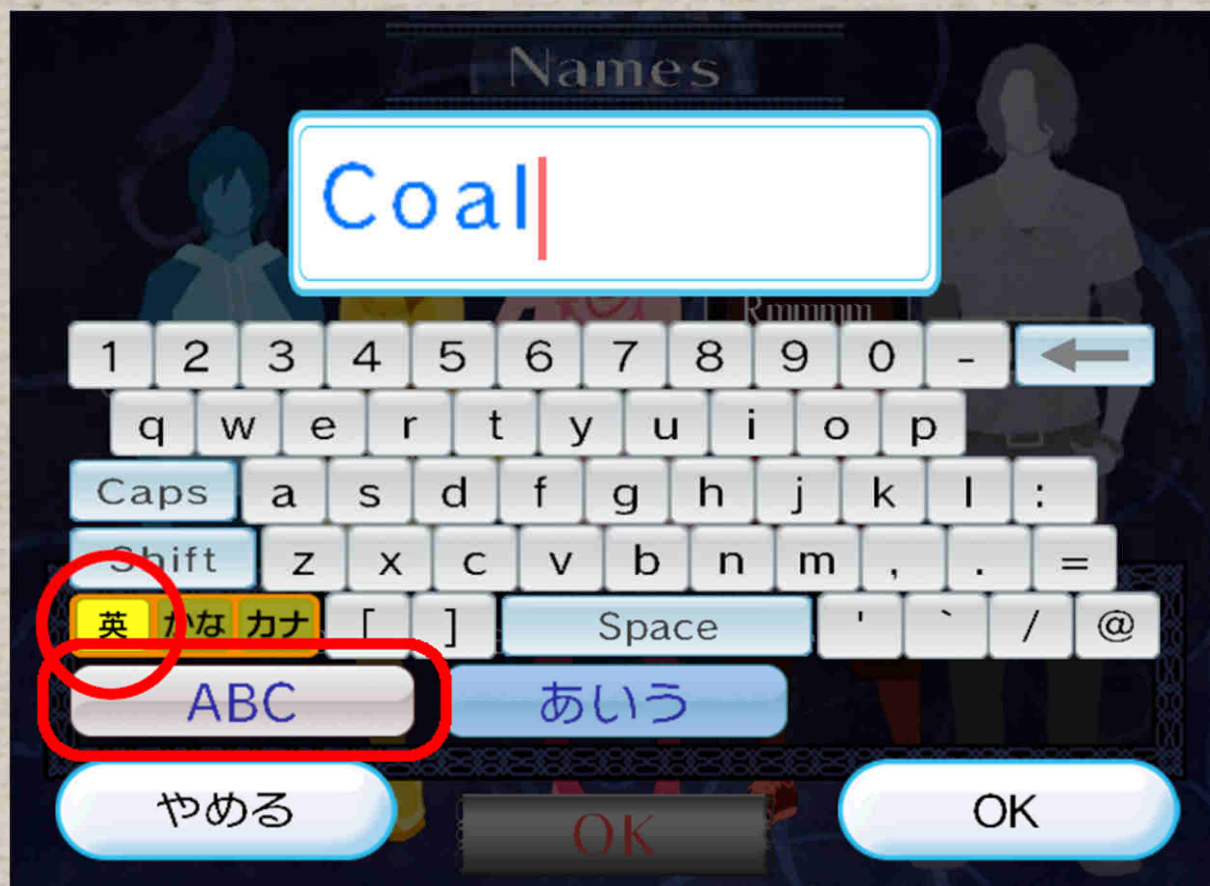
I found some Japanese left / I found some typo!

Same as before: please leave a screenshot of the game where I can find the text to modify.

I get Japanese names / Coal's "old name" (Dark) with my save file : how do I change characters' names?

If you don't want to use a fresh save file, you can rename the characters manually by playing the short "Intro" chapter again.

To use "Romaji" characters (Western alphabet), you must select the two highlighted options on the screen below:



You can actually give the characters any name you want, including yours, as evidenced by the screenshot : don't hesitate to put a little bit of humor in this nightmarish journey!



Are there any unlockable bonus with the game?

There are actually three:

- First is good ending, which can be obtained by playing the final chapter a second time,
- When you've achieved good ending, each chapter will get "cursed", which means you'll have to complete them again with special conditions (do not run, limited time, etc.)
- When every curse has been removed, you get a special "Eroge" chapter: nothing pornographic here, but some very weird behaviours, and insights of the characters' fate and deep thoughts.

VII. Patch versions and credits

- 03/31/2020 - V.01.00: First release of the patch.
- 04/01/2020 - V.01.01: "Main.dol" modified. Names remain in English in case of not using the save file on a Japanese console.
- 04/26/2020 - V.01.02: "Main.dol" modified. Game now shows English messages instead of gibberish if savefile is not in Wii memory and/or Nunchuk is plugged in.
- 08/24/2023 - V.01.03:
 - Replaced Japanese "Warning Screen" and Wii Home Menu by their English counterparts,
 - Changed "Dark" character's name to "Coal",
 - Modified line breaks, so that sentences won't get broken if players choose a longer name for their characters,
 - Corrected a few typos.



Special thanks to:

- Chelsea, for the work she did on the translation before me,
- Gab Smolders, for her "Let's Play" video, which prevented me from missing the "Eroge" chapter!
- Ninsei, for being (once again) my very personal beta tester,
- DJ Gross, for his "DJ Gross" font (<https://www.fontsquirrel.com/fonts/dj-gross>),
- P.D. Magnus, for his "Belligerent Madness" font (<https://www.fontsquirrel.com/fonts/belligerent-madness>),
- Alexander Slobzheninov, for his "FIVO SANS" font (<https://www.fontsquirrel.com/fonts/fivo-sans>),
- Michael Tension, for his "Sears Tower" font (<https://www.fontsquirrel.com/fonts/sears-tower>)

