

Ougon No Kizuna



V.01.00

INSTRUCTION BOOKLET



By Brand Newman

« Golden Bonds » (Ougon No Kizuna) is a Wii-exclusive game which production started off very strong, with a scenario written by Miwa Ikuta and Yoichi Kawaguchi (who previously worked on Square games), while character design was done by Satoshi Sakai.



The game was developed by Town Factory, which also developed a highly praised Wii game called "Little King's Story", and was distributed by Jaleco (which would stop working in the videogames industry shortly afterward).

Aside from this promising team, the game initially caught the attention of players because of the "pencil effect" applied to the graphics, which gave it a quite unique art direction.

But despite these good omens, the final product ended up being disappointing, with lots of unpolished aspects, shortened story, poor ratings and sales, and therefore stayed in Japan.

However, I've always been fascinated by the game, and decided after my previous projects that I wanted to translate it in English nevertheless.

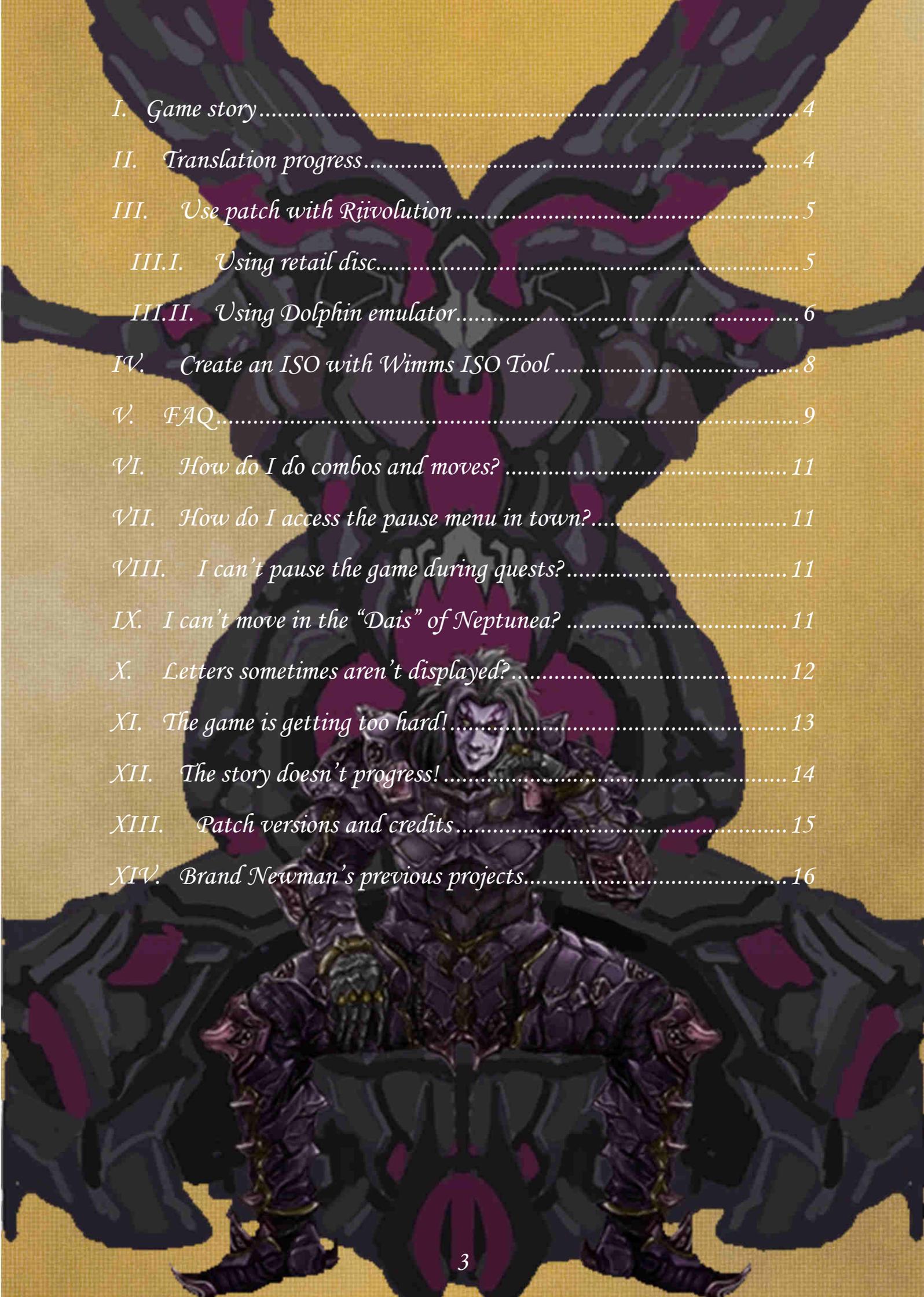
As you may know, I'm not a native English speaker, and I apologize in advance, should I have misspelled or wrongly used any word or sentence.

I did, however, try to stay true to the story as much as I could, and ask you to remember that, to some extent, « to translate is to betray ».

I hope you will appreciate my work anyway, and wish you a very pleasant experience with "Golden Bonds", a flawed, yet ambitious game, that truly could have been.

Yours sincerely.

Brand Newman



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I. Game story

It has been ten years since “Gerard the Great” fought the Demon King, which resulted in mutual destruction, and the entrapment of their two souls into the “Crystal Tree” of Navigatoria.

Consumed with a desire of revenge, Lian, son of Gerard, has joined the “mercenaries”, a group of bounty hunters with ethics, and is fighting Evil in the name of his father.

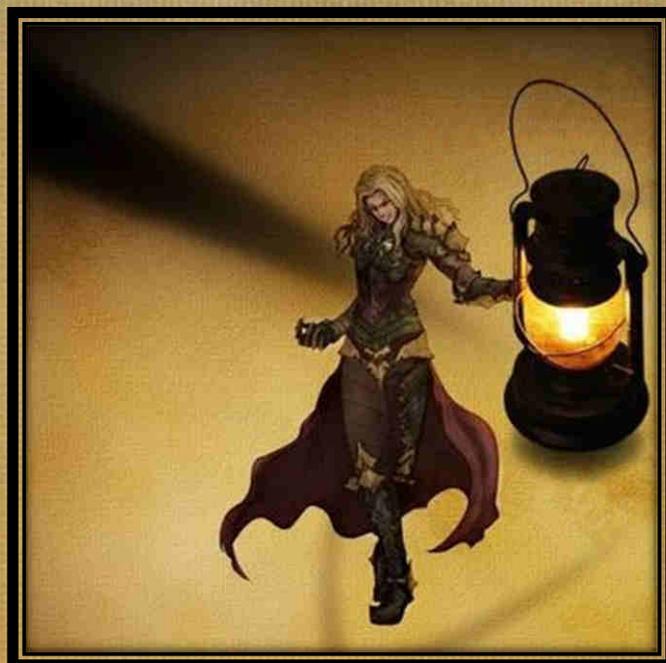
But when demons start to increase in number once again, Lian tries to join the slayers party sent by the King, only to discover a far much greater danger is lurking in the dark.

Could Evil be getting help from within?

II. Translation progress

The game has a lot of unused graphical resources that I left untouched, considering they are located in a folder named “Test”, and are nowhere to be seen ingame.

As for what IS getting used (508 files!), unless I forgot some Japanese somewhere, the game should be totally translated.



III. Use patch with Riivolution

III.I. 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 « 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,
- “KIZUNA_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!

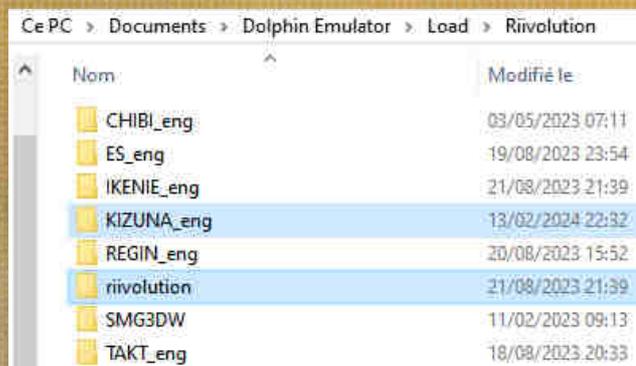


III.II. Using Dolphin emulator

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.

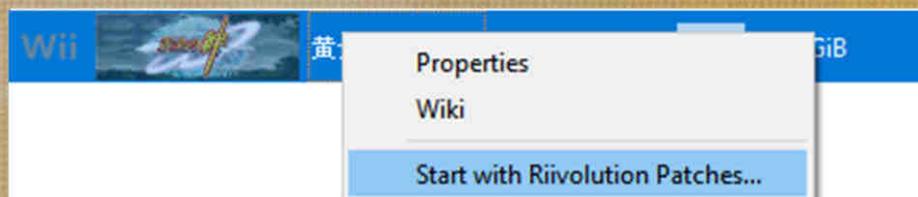
First open the following folder in your computer:

"Documents/Dolphin Emulator/Load/"



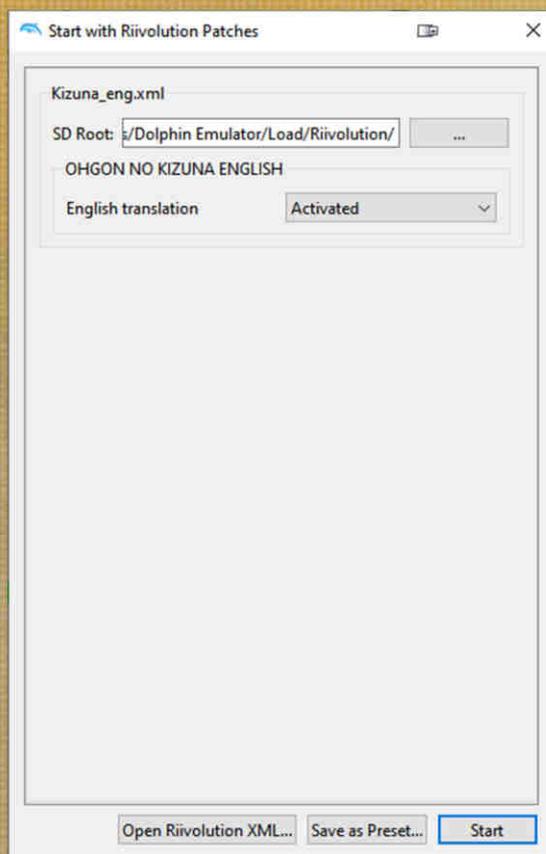
Find the "Riivolution" subfolder (or create one), and import the "Riivolution" and "KIZUNA_eng" folders from the zip file.

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!



IV. Create an ISO with Wimms ISO Tool



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

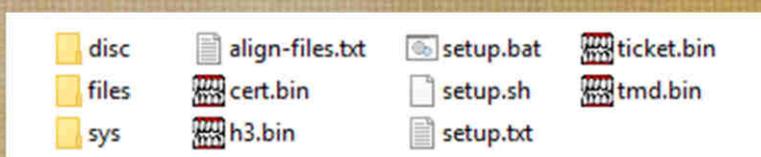
First go to the "BIN" folder of your decompressed Wimms ISO Tools: in File Explorer, click the address bar and type "CMD" to open the Command Prompt.

Type "wit EXTRACT KIZUNA.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 KIZUNA.ISO DUMP
Microsoft Windows [version 10.0.19045.4291]
(c) Microsoft Corporation. Tous droits réservés.

H:\Wii\wit-v3.02a-r7679-cygwin\bin>WIT extract KIZUNA.ISO DUMP
***** wit: Wimms ISO Tool v3.02a r7679 cygwin - Dirk Clemens - 2018-11-23 *****
WIT: EXTRACT 1/1 ISO:KIZUNA.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. (SD Card/KIZUNA_eng/main.dol)

Go into the "files" folder, and slide to replace all the folders with the ones from your "SD Card/KIZUNA_eng/" folder.

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

V. 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 shrinked ISO, or just a bad dump...

I didn't want users to get frustrated, and the files were already in the Riiolution patch anyway, so I thought it would eventually lead to less difficulty to use the aforementioned methods.

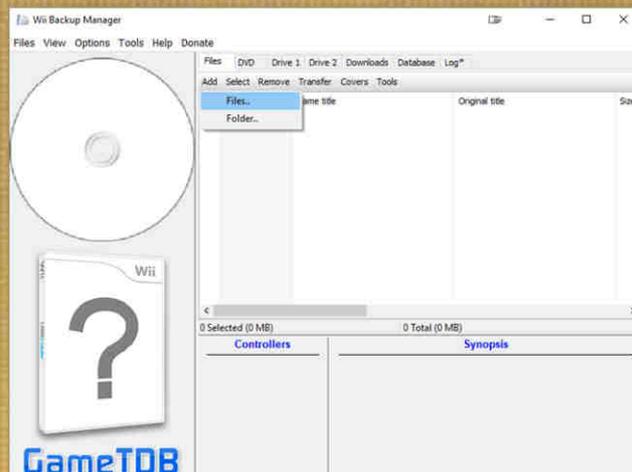
I don't have an ISO, only a WBFS, and I can't seem to use WIT?

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

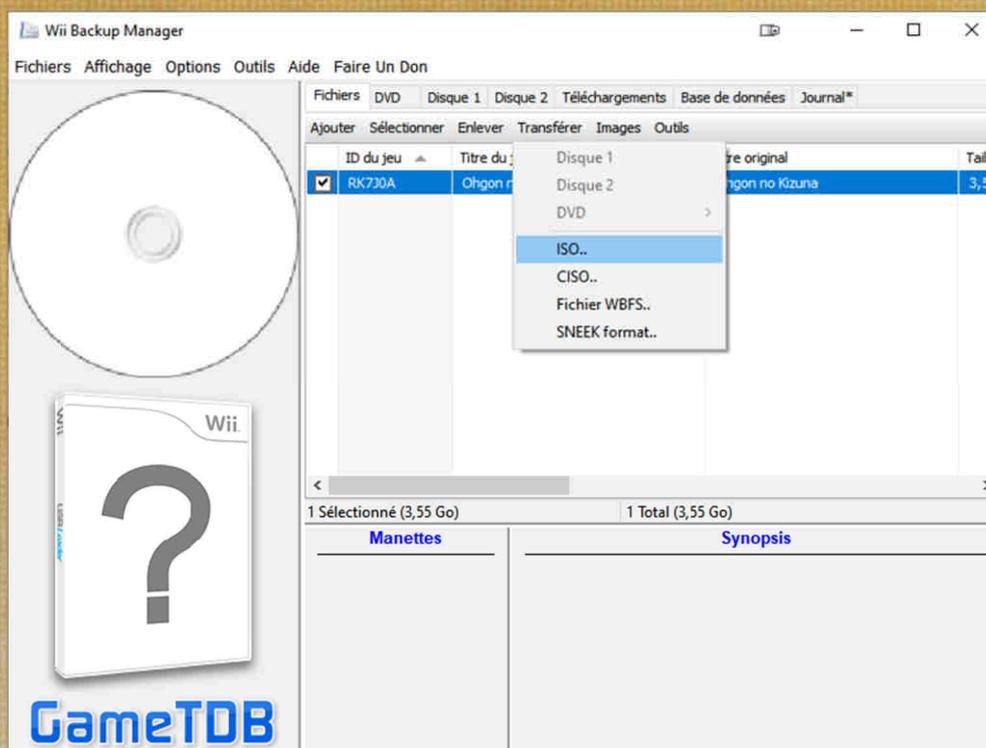
WBFS is actually a better format; since ISOs have a fixed size and will fill it with empty data when the game is smaller (did you know that New Super Mario Bros in WBFS format weighs only 368 MB?)

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 « RK7J0A.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 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.



VI. How do I do combos and moves?

The combos and techniques (or “moves”) are never quite explained ingame, and can be missed if you haven’t had access to the manual.

Combos can be triggered by pushing B after smashing A:

- *A+A+B: character will do a vertical attack,*
- *A+A+A+B: character will rush into enemies (quite convenient when you’re surrounded).*

Moves require MP (for “Magic Points”, “or “TP” in Japanese) to be used.

When your MP bar is filled enough, hold the A button, and then press B (you will be invincible while you’re doing the move, so don’t hesitate to rely on them when things get crowded).

VII. How do I access the pause menu in town?

Press the “UP” direction on the D-Pad: this will take you to the menu, from where you’ll be able to change equipment, see your status, quests, and so forth.

VIII. I can’t pause the game during quests?

Indeed, the game doesn’t grant you access to the menus during quests, meaning you’ll have to assign items to the D-Pad before you enter one!

IX. I can’t move in the “Dais” of Neptunea?

This bug is present on the retail disc, and is not caused by the translation patch, as evidenced by the Japanese “playthrough video” below (4:32:32):

https://youtu.be/tkRj51JKw_U?si=HOxmqfB9bzwiu4QP&t=16328

Obviously, the game didn't go under enough quality tests (funny enough, the exact same bug can occur with *Fatal Frame IV – Project Zero IV*, which also stayed in Japan).

It doesn't always happen, and never has during the main story for me, but I would advise you not to go back to the Dais before saving, after you've met Mana.

X. Letters sometimes aren't displayed?

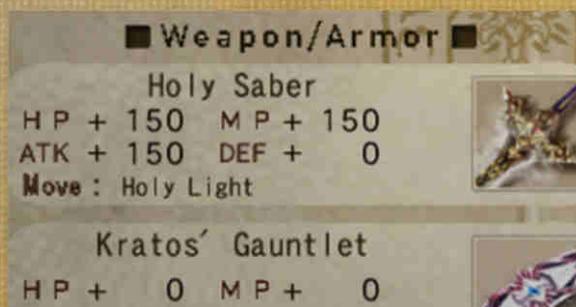
Actually, this is due to the Wii displaying a 480i image on screen: even forcing progressive, in conjunction with the “pixel fix” and “framebuffer video width” settings on USB Loader GX won't display the text correctly.

This particularly happen on the “Status” and “Ending Credits” screens: but as you can see in this comparison between an “OSSC 480x2” screenshot and a Dolphin one, the font is actually fine.

OSSC 960p screenshot



Dolphin screenshot



(Notice the “l” in “Holy” seems to be missing in the left picture).

I tried to change the font, but **the size of the text is the culprit**, and I couldn't get satisfactory results, no matter which font I was using: so I had no choice but to leave it as it was (it doesn't happen that often though).

XI. The game is getting too hard!

Admittedly, the game becomes very hard after a while, and the only way to get stronger is to earn money in tedious secondary quests, so you can buy better equipment or dragon's parts.

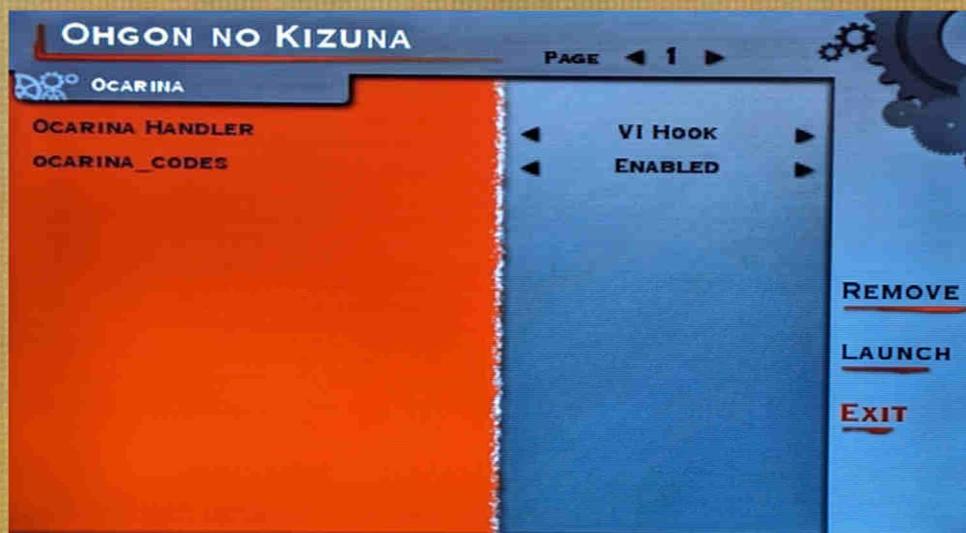
So I added the Gecko codes for the game in the zip file, as well as a Riivolution option.

When you activate the code in Riivolution, you will:

- *Earn maximum cash if you buy a single item,*
- *Have infinite items,*
- *Have infinite HP,*
- *Have maximum status,*
- *Get maximum and infinite MP (TP in Japanese version), if your MP increases.*



To use Ocarina codes with Riivolution, go to the 2nd 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, just replace the ".gct" file in the archive by your own.

You can generate a ".gct" file by going to the following website: <https://gamehacking.org/game/132857>, and check the options you want.

Not activated by default, but still present in the "RK7J0A.txt" file (which is used for ".gct" creation) is a special code I made, which will give you all weapons and items, should you need or have missed some.

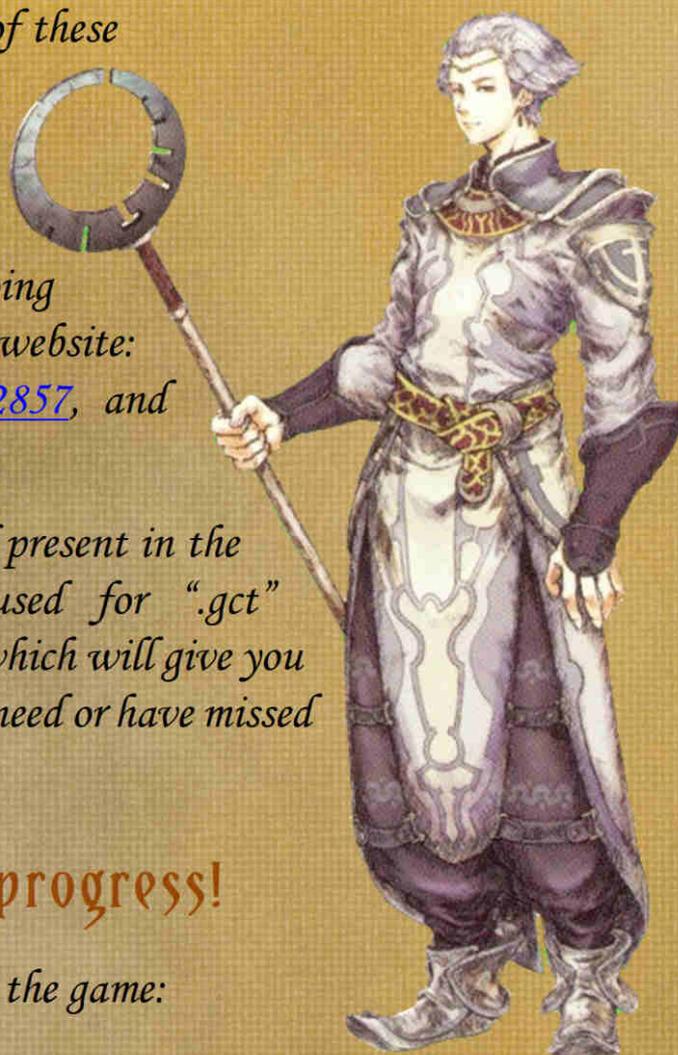
XII. The story doesn't progress!

There are three "types" of quests in the game:

- *The main story, which will gradually progress as you accept more quests at the Guild,*
- *The "bonding quests", which I identified with stars on the list (this isn't the case in the Japanese version),*
- *The secondary quests, which will help you gather money and unlock the main story.*

If you don't want to do each and every quest, doing the "bonding" ones first will help you unlock the main story faster.

You'll still have to do a side-quest sometimes, but this shouldn't be long, and if you have activated the cheat codes, you'll have enough money to upgrade, without playing through all of them.



XIII. Patch versions and credits

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Many thanks to:

- *Ninsei, for always being supportive of my projects,*
- *WiiAdventurer, for being amongst the fans of my projects for very long, and being so enthusiastic with this one,*
- *Jerry Landers (Mouser), for his Gourdie Handwriting font, which I've used intensively in the menus, and other "hand written" situations!*
- *Daniel Midgley, for his Yataghan font, which I'm using for the titles of this readme!*
- *Jon Cartwright, for taking the time to be the narrator of my trailer!*
<https://youtu.be/89InVCeb3K8>



XIV. Brand Newman's previous projects



Earth Seeker (Wii)

<https://www.romhacking.net/translations/5571/>



Odekake Earth Seeker (DS)

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



Ikenie No Yoru (Wii)

<https://www.romhacking.net/translations/5575/>



Takū of Magic (Wii)

<https://www.romhacking.net/translations/5756/>



Zangeki No Reginleiv (Wii)

<https://www.romhacking.net/translations/6025/>



Line Attack Heroes (Wii)

<https://www.romhacking.net/translations/6343/>



Chibi-Robo! (New Play Control) (Wii)

<https://www.romhacking.net/translations/6722/>