



V.01.00

# ODEKAKE EARTH SEEKER INSTRUCTION BOOKLET



By Brand Newman

Hello, and welcome to the « Odekake Earth Seeker English translation patch » guide.

This patch is meant to be used with the DSiware “ODEKAKE EARTH SEEKER!”, which was released simultaneously to the “Earth Seeker” Wii game in Japan on 06.23.2011.

Although being playable alone, the main feature of this DSiware is to be used in conjugation with the Wii, since the player can send materials, for the DSi user to use or “investigate” them.

You might be aware that “Earth Seeker” for the Wii was never released outside Japan (neither was “Odekake”), which is why I released a translation patch for the Wii game a few years ago.

You can download it at the following Romhacking.net link:

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

With “Odekake” translated as well, DSi and 3DS owners now have a convenient way of playing all the games from the “Earth Seeker” series, which can particularly come in handy when trying to find rare items (the “Drill” game in “Odekake” just floods the player with P.A.S. parts, which are very rare and hard to find on the Wii.).

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, and that there might be a few typos or “weird” phrasing, considering I’m a foreigner.

I tried to stay true to the story as much as I could, but if you find any mistake, misspelling, or if I simply got a part of the story wrong, kindly report it on the forum, so I can try to improve it.

I hope you will appreciate my work anyway, and I wish you a very pleasant journey in « Earth Seeker »’s universe.

Yours sincerely.

Brand Newman

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## 1 Game story

« Earth Seeker »'s story takes place in a distant future, where Humanity had to escape the Earth before a black hole would destroy it.

Trying to find a new home aboard gigantic spacecrafts, Mankind has taken a lot of testimonies of life on Earth (such as paintings, electric devices, animals DNA), which the game calls « Heritage ».

Sadly, after approaching a potential new Earth, all the ships went out of control and crashed on the star, killing everybody inside...

The game actually takes place centuries after these events, as the spacecraft's computer, called « Mother », has somehow managed to terraform the star, although only female humans have been born on it so far.

A young woman called « Ferre », who has shown a lot of interest into Heritage, has been summoned by the Elder « Rosa » to her hometown, « Pangea ».

In her quest for reviving Mankind, Ferre and her friends can count on the “guardians”, small creatures that are obsessed with food and drink, and can help them obtain rare items and materials by doing several activities on “Odekake”.



## 2 Translation progress

Unless I've forgotten anything, everything should be translated, including the instruction manual, with the noticeable exception of people's names in the credit.

I simply didn't have the room in the rom to translate them in a satisfactory manner, so I decided to let their names in Japanese.

## 3 Patch the game

You will need to find a rom of "Odekake" in "nds" format: I won't provide any link, but know that there's a certain "cube" on the Internet that is dedicated to Nintendo's legacy preservation.

Since the patch is xdelta based, it requires an identical version of the rom as the one I used, so please find below its properties:

### Source File:

- CRC-32: 908308DB
- Size: 3.378.176 bytes

### Patched File:

- CRC-32: 212BB621
- Size: 3.369.984 bytes

Use an xdelta patcher like the one downloadable at the following address:

<https://www.romhacking.net/utilities/598/>

This is it: your game should be patched and playable on either DSi or 3DS console (I personally used a New 3DS XL without any issue).

Please find below a before/after comparison under Twilight Menu+Nds-bootstrap; note that first boot might be a little bit long, due to the game creating save file.



## 4 Play the game

### Can it be emulated?

As far as I know, the game can only be played on real hardware so far.

I've tried emulating it following the tutorial below, but couldn't get past the title screen (the "touch" feature seemed to be broken for some reason):

<https://youtu.be/Lx9HoNUsLxo>

I'm opened to any suggestion, but for the time being you'll have to rely on Twilight Menu+Nds-bootstrap.

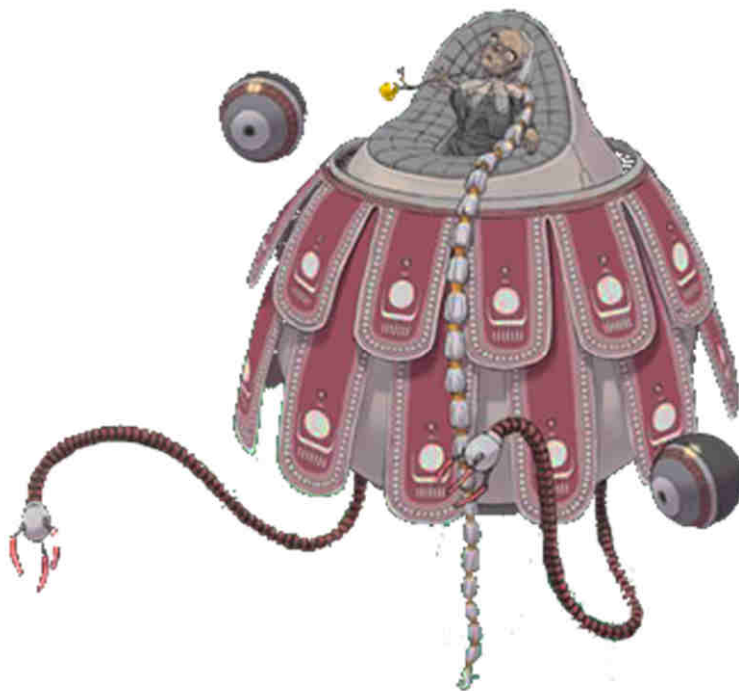
### How do I play it on real hardware?

I won't provide a tutorial here, since there are already a lot on the Internet, here's for example the one I used in my time (be sure to check if it's not outdated though):

<https://www.cfwaifu.com/twilight-menu-3ds/>

You can download the latest version of the needed softwares at the following address:

<https://github.com/DS-Homebrew/TWiLightMenu>



## 5 Connect “Odekake” with “Earth Seeker” on the Wii

That’s the most interesting part of the game: it can connect to “Earth Seeker”, and make it much easier for the player to find rare material, especially when looking for “P.A.S.” parts in the “Adam quest” (be sure to drill every rock the game gives you).

In the Wii game, go to Zubro Village, and talk to the guardians: choose to “play DSi”



The game will ask you if you want to connect to “Odekake”. Choose “Yes”, and select “DSi to Wii” on your handheld console.

The game will wait for connection: remember both your Wii and handheld consoles must be connected to the same Wifi.

You’ll then be presented with a menu to exchange items and parts, which will determine which games you’ll be able to play on DSi (“Trial” mode will remain totally unlocked, though).



Here's a little video showing these steps, but they're pretty self-explanatory:

[https://youtu.be/KzYW6\\_7ev14](https://youtu.be/KzYW6_7ev14)

## 6 FAQ

### **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 (might happen with Heritage, as I haven't unlocked everything yet).

### **I've connected my Wii and DSi, and now some games are greyed out!**

That's because the game actually needs materials from the Wii to be played.

But you can still play on "Trial", which is the only game mode you actually had access to, prior to connecting to the Wii.

Remember you'll need to use materials from the Wii to play in "normal mode", but you'll then be able to send items back to the main game.



## Who was Veronique CHANTEL, the woman you dedicated your translation of the Wii game to?

If you were a French kid in the nineties, Veronique CHANTEL was the very reason you could play RPG and adventure games on a Nintendo platform: she was the French translator of massive hits like Secret of Mana, The Legend of Zelda - Link's Awakening, Illusion of Time, and much more!

I remember reading an interview of her as a kid, in which she would explain the difficulty to translate a game with limited space on the cartridge, not to mention the need to adapt certain parts of the script, mostly the cultural and /or funny ones.

I went fascinated by her work, and how it would give us access to games you practically couldn't beat without knowing the language.

So when I started to translate Earth Seeker, and met the same limitations she did (I'm not the best with pointers), it felt natural for me to thank her somewhere in the credits.

But then I discovered she had passed away some years ago...

So, instead of thanking her, I decided to pay homage: that is why her name will be the very first thing you'll see by booting the translated game on Wii.



## 7 How do I obtain the P.A.S parts for Adam?

The easiest way is to connect to "Odekake" and drill through the rocks you'll be sending to the DSi : most of them will contain P.A.S. parts.

If you don't rely on "Odekake", you'll need to use "fire technique" on the ground when playing the Wii, so do not forget to have several "EMR" in your bag to hit the ground.

Here are the locations of the different PAS parts, although they don't all seem necessary to play Adam (I personally didn't have "middle" and "chest" when he woke up, and still could play with him):

- **"PAS-Low"** is on the ground of the corridor west of Mother Computer's chamber in quest NO.44,
- **"PAS-Middle"** is given to you after completing 20 categories of heritage,
- **"PAS-Chest"** is given to you after completing 25 categories of heritage,
- **"PAS-Helmet"** can be found while playing quest NO.13: when in Anglia Forest, go to the very 1<sup>st</sup> corridor you went through on your quest NO.01. The helmet will be on the floor next to the electromagnetic fence,
- **"PAS-Front"** is in the corridor south to the Coliseum when playing quest NO.22,
- **"PAS-Backpack"** is on the last floor of Asian Belt while playing quest NO.26: be careful of Acantilado when retrieving it.
- **"PAS-Legs"** is next to a gargoye statue in the Pantheon's chamber when playing quest NO.33,
- **"PAS-Right Arm"** is located in the far-west corridor of Asian Belt in quest NO.37,
- **"PAS-Left Arm"** is down the stairs leading to the Casino in quest NO.39, left to the electromagnetic fence.



## 8 Patch versions and credits

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Many thanks to:

- Fangirl, for the review she did of the Wii game in which she told pieces of the story that helped me starting (<https://www.fangirl.eu/2011/07/11/critique-earth-seeker-wii/>)
- Pk11, for helping me find out how to translate “Odekake” without breaking the DSi features,
- Vic FIEGER, for his « ARMALITE RIFLE » font (available on <https://www.fontsquirrel.com/fonts/armalite-rifle>)