

Devil Hackers present

ECHO NIGHT

THE LORD OF NIGHTMARES

English Translation v1.0a

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1. Introduction

It was 2008 when Tom and I decided to give this game a shot, quickly made progress in a few months, then everything died. *Seven* years later here we are again with this project resumed and completed in a time window of about three weeks of hacking, and ten or so days of revision and testing.

What Echo Night 2 is about

THE NORTH-EASTERN REGION OF AMERICA, 1949

A lady named Christina Collins had vanished without a trace. She had left without telling a single soul where she was going. The police were called in to investigate the matter, and three months had passed.

A young man named Richard Osmond could no longer hide his frustration. He hadn't heard a word from his girlfriend Christina, and the police investigation seemed to be at a complete standstill. He took it upon himself to follow the only clue he had. She had last been seen entering the reserve room at the local campus library. He had no choice but to find out what happened to Christina on his own.

Richard had no idea what was really waiting for him... No idea of the tragic tale that was about to unfold.

The Mansion

It's situated in on the north-eastern region of America, in the middle of a forest near the border with Canada. The mansion itself was built in the middle of the nineteenth century, and retains the good, old-fashioned sense of upper class charm from that era.

The Clancy Family

This family's prestige once spread through all of Europe, and they amassed a great deal of wealth in America as well. After the economic collapse when the stock market crashed in 1929, their legacy was on the verge of coming to an end, but they were able avoid a complete collapse by marrying into and merging with the Rockwell industrial group. The merger preserved their position, along with their prestige, however the effects of the ongoing depression stripped them of their inheritance, leaving only their massive estate. At the moment, they rarely speak out in public. About thirty years ago, ruins were discovered on the grounds of their estate, drawing the attention of a team of scholars, but their only profits are coming from its small-scale excavation.

2. How to apply the patch

This translation comes with a front end to xdelta, just to make the whole process as painless as possible. All you need is an ISO of the game.

In order to dump the ISO use software such as ImgBurn, Clone CD, or anything of your choice that can produce BIN, IMG, or similar stripped binary dumps (just stay away from Nero Burning Rom).

When you have your dump extracted, open up Delta Patcher, select your ISO and the xdelta file, click on the apply button, and you're ready to go. From there you can either burn the game, load it up as-is in emulators or convert the ISO for usage on PSP, PSVita, and such.

Important

If Delta Patcher mentions that your ISO integrity is faulty and can't be patched, just disable that check from the options and it should still work fine. That message is usually caused by software dumping games a bit differently.

If ignoring the checksum doesn't turn out with the expected result, then it's likely that you have some obscure version of the game that we aren't aware of, and unfortunately can't be patched. This case is, however, extremely unlikely.

3. Various notes & "Endings"

A few words about the translation & hacking process, and much further on some information about how to obtain all endings in game and what the game hides away from the player.

The Translation

I have dreamt of playing Echo Night 2 in English for sixteen years, but back when I first loaded that CD into my PlayStation, I never dreamed that I would be a part of the process to bring it out in English. Playing it in Japanese always just seemed... odd. It was set in America. It deserved to be in English. I dreamed of a full translation with English voice actors and actresses. I wanted to see that CD case sitting on my shelf with the rest of my games. It wasn't until PlayStation hacking became a reality that my dream had a chance of coming true.

I first tried working with three different hackers to make an English version of Echo Night 2, but the hacking always stopped short. Some of them could extract some of the menu text. One of them blew me away when he extracted the room item text, and hacked it in... He took a screenshot that I treasured for years, long after that hacker had given up... But nobody could find the script, until Gemini, the fourth guy I worked with, began to hack away at it.

When I got the script, I translated it furiously... But my heart was nearly broken when I found out that the game itself had problems running the translation. Had all that hard work been for nothing? Gemini said that he wouldn't give up, but he began to work on other projects, and we lost contact for... Wow, at least a couple of years! Finally, I contacted him again and we made a decision. We decided to do one last big release together: Echo Night: The Lord of Nightmares.

Wait, that's not a direct translation of Nemuri no Shihaiasha, is it? You might be thinking, isn't it supposed to be something like Master of Slumber? What's with the name change? Well, the phrase "Lord of Nightmare" was actually written on one of the game's items. It sounded a little English-y, so we added an "s" to the end and accepted it as the intended rendition of the subtitle. So, some of you may still be wondering... Why doesn't "2" appear on Echo Night 2's title screen? The number 2 originally appeared in the space reserved for the game's subtitle... So the Japanese title screen actually says "Echo Night / Echo Night #2 Nemuri no Shihaiasha." Echo Night appears twice... Once on the top in English, with Echo Night 2 underneath, in the subtitle area. It would be redundant to say the same thing twice, so it was removed.

However, it's a fortunate coincidence that the third game in the series does not use numbering either, being called Nebula Echo Night in Japan, and Echo Night Beyond in America. The numbering doesn't really matter. Incidentally, there is also one more game in the series in From Software's Adventure Player for the PSP called Echo Night #1, a reboot of the first game in the series. That means that there are four Echo Night games as of now, and the numbering is a complete mess in any case. So, you can call it Echo Night 2, or Echo Night: Lord of Nightmares, or whatever you want, really. The most important thing is that you enjoy playing it.

The progress that Gemini had made (due to all of the things he had learned during his work on his other projects) had an astounding impact on Echo Night 2's revival. He went back and pretty much rehacked the entire game from the ground up in a matter of weeks. The little glitches and snags that prevented a release were squashed, one after another... The progress was mind-blowing. Before I knew it, I could finally play through the game and start revising the text in context.

I wanted the game to shine. I wanted to give it a translation worthy of Gemini's incredible hacking. Though the game's graphics may be dated by today's standards, looking at how cleanly everything has been reworked in English, I think you'll agree that it does not seem like a PS1 era game. It was treated with the utmost care and respect. My one regret is that we could not fully dub the game into English. With a cast of over thirty characters of various ages, it just wasn't feasible for a group of two guys like us. There is an in-game option to turn off the voices, if you find the Japanese to not fit the setting of the game. Personally, I have grown fond of the voices after hearing them so much. Choose whatever option you'd like.

Also, please show your support and thanks for this translation by buying Echo Night 2 from the Japanese PSN, if you can. It's 617 yen. I hope that From Software continues to make Echo Night games in the future, and supporting the digital release is the best way to make that happen... Who knows? One day, we might be playing a VR version of Echo Night! For now I can only dream! But if there's one thing I've learned while working on this project, it's that dreams do come true... Even if it seems like a nightmare at first!

The Hacking

When Tom and I agreed to hack this game, at first I thought it couldn't be worse than my previous translation works, which is in part true. At first it looked not too hard than most games out there, but the real nightmare comes when we started adapting the game to western text.

First thing I did was implementing a proportional font hack, which wasn't terribly hard to do. As expected the game would have ended up with alignment issues due to monospace-based programming (horrible development procedure), but I was just warming up for the real challenge. The tricky part came when I figured out how the game stores messages for dialog boxes: each string is embedded right into the event scripts, and that usually means that you need to figure out the format and rework parts. Needless to say, the event format turned out to be some of the worst virtual machine language ever known to mankind. So, instead of reworking the damn thing altogether, I decided to add some compression, add extra commands to fit what didn't fit, and create an allocation system to move some strings around.

Another obstacle we had was the graphics format that makes full usage of PSX VRAM non-association between palettes and textures (i.e. it's just a huge dump with hardcoded references elsewhere). Extracting single files was simple enough and with some association scripts I was able to extract most of the necessary textures, but unfortunately room files still had another problem: the way they access the textures themselves. Even a deep analysis the code didn't turn out to help much, so I had to come up a pattern locator, squirm through ton false positives and build tables to regenerate room graphics.

The last obstacle was finding a ton of hardcoded pointers to messages, mostly related to the status menu and a few more screens. This one wasn't too hard, only time consuming like hell in order to locate all text handles scattered throughout data and code. I also had to reformat a few things that simply wouldn't fit otherwise, like room IDs and names. Sometimes this caused weird bugs to appear at random times, but fortunately most of them weren't too hard to reproduce and locate.

This is a more or less complete recap list of what I ended up adding or modifying during the hacking:

- Several hacks use C hooks for speeding up the job;
- Proportional fonts (aka VWF) with alpha blending tricks to simulate antialiasing;

- Automatic line wraps for dialog and a couple more screens to keep them consistent across different font selections;
- Code for handling grammar with item pickups;
- Internal clock changed to 12-hour clock [it was 24-hour before];
- Internal date follows the American convention;
- Several compression methods to fit more text in tight spots;
- Text encoding completely changed to make sense with English;
- Various alignment and formatting hacks to the menu and text dense screens;
- Memory Card header format slightly altered to crunch in preview data;
- A ton graphics touched up to remove the massive amount of Engrish or plain mistakes with some original English messages;
- A few errors in text from the original, like the Golden Circlet having in game the description of the Shoes of the Ancients, or some furniture displaying a wrong name (i.e. "Shelf" instead of "Cabinet");
- Surtile implementation for a couple captions that didn't have text boxes. They don't appear if you disable voice acting, just like the original was intended to act;
- A new game loader that greatly speeds up boot, also serving as a disclaimer;
- Added an exception handler just in case the game has any unexpected hard crashes.

On top of all the hacking work, I also had to refurbish many original textures that had either Japanese (just a few captions and title screens) or Engrish. Boy, there is so much Engrish in this game that it literally kept appearing out of nowhere. You fix ten obvious textures? Game has even more to edit, some extremely easy to miss. Fortunately Tom caught all those that went unnoticed in the great search for the Engrish Grail.

Them easter eggs and dummied stuff

Echo Night 2 changed a lot during its development, judging by all the images that were left in the game. It was originally planned to take place in November, 1965. There is even a picture of a preliminary 3D model of Christina, and an alternate intro in the game. In the preliminary version, she had just graduated college, and went missing on the day of her graduation.

Now, let's talk about the easter eggs! The one that's easiest to spot appears on the pages of the old book in the intro (with no English errors, surprisingly). It's a reference to Echo Night 1!

A house was set ablaze on the 15th in peaceful Anchor City. Half the house was gutted before firefighters intervened. No casualties were reported, but the owner Henry Osmond is listed as missing. He disappeared abruptly sometime before or after the fire. Police are treating his disappearance as a possible crime.

But in the game's data, there is another page, with another bit of text...

Lph Rof Harruh, Eid Yam Ttaed Neve Snoe Egnarts Htiw Dna Eil Lanrete Nae Hcihw Daed Ton Si Taht. (as well as something in Arabic, which we unfortunately cannot read)

This bit of text is actually backwards. Let me reverse it for you: "That is not dead which can eternal lie, and with strange eons, even death may die. Hurrah for hpl." This is a quote from the Necronomicon by H.P. Lovecraft! The developers must have been fans, at least one of them! In fact, there is a newspaper in the game. The name of the newspaper is "Sarnath Voice," and H.P. Lovecraft wrote a story called "The Doom that Came to Sarnath."

There are several dummied items in the game, including a ring, an eight-pointed star pendant, a pair of glasses, and the Soul Stone.

Last, there was a crazy scene that got dummied. It involved a mad botanist trying to feed his flower (that he named Benjamin) blood from dogs and cats, and then coming to the conclusion that he needed to feed it human blood. There is also a manual that describes the proper temperature for storing a "potent herbicide" called Thallous Malonate.

There are bits of unused lines and images scattered through the game as well!

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Endings: The bad, the normal, the ominous, and the good
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We decided to add this small section to the readme in order to explain some of the most obscure parts of the game, those that guides tend to ignore entirely.

So here goes a complete list of the endings and how you obtain them. It won't contain too many details as we rather have you to enjoy the game fully and find them by yourself.

The bad

This is one of the "undiscovered" endings. In order to get it, do not let a single peaceful ghost pass away. Violent ghosts can still be helped as usual.

The normal

Play the game regularly and obtain at least one Astral Piece.

The ominous

This is a branch of the normal ending, and again an obscure one like the bad ending. In the final area waste some time by intentionally exploring wrong paths.

The good

Help out all the ghosts and go meet the Medium.

4. Known bugs

As far as we know, there are no known bugs to be reported with the translation. If you have any, feel free to contact us. As for the other bugs not caused by us...

Ghost items in the caves

In the caves under the excavation site, while you are in the world of the past, 3D items sometimes don't show up if you access the description screen.

Memory card screen infinite loop

This is a rare one accidentally found when the game has issues on some emulators with picky memory card files. This bug would cause the game to lock up during save if you were to create a new save file (overwrite always works fine). If anything like this happens to you, simply create a new memory card and save there.

Broken BIOS fest

Another weird bug happens in the original on console model SCPH-1000, which causes the game to randomly hard crash when it calls for certain buggy system functions. Apparently it's related to the first BIOS versions containing faulty code, but most units are immune to this.

The Clock Tower infinite loop

This bug causes the game to enter an everlasting walk cycle. It happens in a section of the Clock Tower where you can step outside of a catwalk and still be in reach of a ladder. As a result, Richard tries to move in front of the ladder, but a wall prevents him from reaching the target and the game gets stuck.

The forgetful secretary

The secretary inside the research facility asks you for her magnifying glass at some point, then you are supposed to talk to her again in order to make progress. If you leave the room and talk to her, she will ask you once more for the item, but you won't have it anymore.

5. FAQ

Obscure questions? Find here clear answers or random thoughts.

Is the translation compatible with any particular version of the game?

As far as we know, the game should be identical in every version out there. If you want to make sure, just in case xdelta finds an incorrect ISO checksum, this is the SHA-256 hash for the original ENDLESS.EXE inside the disk:

```
5957824F175BA40A788D94211B9CB1D8D78BC3C3901F3227B1E2958CEFE89C74
```

If this matches, you can simply tell the patcher to ignore integrity checks and apply the translation.

I'm a <put os name here> user. Is there any alternative patcher?

Search for the latest version of xdelta and use that instead, but beware as it has no user interface.

Can I release a pre-patched ISO of the game?

Legal issues for us, so please don't ; unless you're really trying to spare 20 seconds of patching to some lazy users who can't even pirate properly, which is even worse if we release a small update and you end up releasing a ton ISOs just for a few changes per revision.

Can I sell a pre-patched version of the game?

Are you serious? Also, if some greedy ass sold this to you, you've been scammed; congrats.

Can I use Japanese save data with this translated version?

Yes, both versions are completely compatible with each other. Simply ignore the garbage text showing up in the English preview or the corruption messages in the original; neither truly indicates that the data is incompatible or damaged.

Is the game compatible with hardware, PSP, or various emulators?

We performed intensive tests on PSP, pSX, and ePSXe. It should also be fully compatible with PSP, PSVita, PSTV, PS3, PC, and most other emulators you can throw it against, including more accurate ones such as Xebra and no\$psx. We haven't tested it on hardware, but it should work fine as no reports were made about it glitching or crashing.

Any chances of derived translations for other languages?

Not really. This is the last translation of Devil Hackers, which means that there will be no follow-up unless it's for releasing later updates or bug fixes. If you'd like to translate the game into your

language, you better start off from scratch on your own, as the hacking in this one was heavily optimized for English alone, not to mention ton compressions to save as much room as possible.

6. Change log

Here you can find a change log of all the translation builds with relative changes.

Version 1.0a (12 July 2015)

- Added an exception handler, just in case of unexpected crashes;
- Fixed a serious crash on hardware and PS3 when you tried using an item from the item screen;
- Fixed a location name that incorrectly showed up "1F" even on second floor;
- Fixed a few messages with unclear context;
- Fixed the spacing for 't' on font type C.

Version 1.0 (10 July 2015)

First public version of the translation. Everything is translated and in place.

7. Credits & Special thanks

- Gemini: programmer, hacker, graphics editing;
- Tom: translator and reviser.
- Kingcom for his latest revision of armips and for his custom Huffman implementation;
- Oddeye for testing the game inside-out;
- Phoenix for assisting with PS3 debugging;
- FROM SOFTWARE for this blast from the past.

If you'd like to contact us, head over to romhacking.net and send a PM.