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Yu-Gi-Oh! ARC-V TAG FORCE SPECIAL - THE FINAL INSTALLMENT OF A BELOVED SERIES ===== Yu-Gi-Oh! ARC-V Tag Force Special is believed to be the final installment in the Tag Force series, released by Konami in early 2015 for the PlayStation Portable. The game was only available in Japan, but a team of enthusiasts took on the task of translating it into English. TRANSLATION PROJECTS Several elements remained untranslated during the initial translation process. These were subsequently translated by Clickclaxer01, who completed his work in June 2016. Another project, led by XenoTranslation, also aimed to translate the game, although some elements remained unchanged. A partial Ad-Hoc Fix patch was released by Dadadada pza, which addressed single duels in Network Mode. GAME INFORMATION The game's ROM information includes a format of ISO and is distributed in xdelta format. The patch can be applied using various tools, including xdelta UI, Delta Patcher, or MultiPatch. PATCHES AND FIXES A series of patches and fixes were released by FLS Gaming Projects to enhance the gameplay experience. These included changes to character names, deck names, and subtitles. The character names follow a default layout from Clickclaxer01's ISO, with some exceptions for specific universes. ULTIMATE ISO The Ultimate ISO patch brings several improvements to the game, including fixes for character names and deck names. It also enhances the gameplay experience by adding voice text box improvements and fixing various game terms. AD-HOC PARTIAL FIX Dadadada pza's Ad-Hoc Partial Fix addressed single duels in Network Mode, which was remade by FLS Gaming Projects for the XenoTranslation v0.3 Patch. TAG TEAM NAMES TRANSLATION Clickclaxer01's patch uses the Tag Team Names Translation from Story Mode, with some exceptions, the readme-file should be checked in the download. This release is based on the Ultimate ISO V2.1 by FLS Gaming Projects. The story translation is notably incomplete and is being released as-is, because a better translation patch is already in the works by GLance99. You can use this patch if you really want to play the game right now, otherwise just wait for their translation. Story Translation Progress: DM - All Events and Pre-/Post-Duel messages translated GX - All Events and Pre-/Post-Duel messages translated 5D's - All Events and Pre-/Post-Duel messages translated ZEXAL - Events translated for Yuma, Shark & Kaito. Kotori & Rio untranslated. Pre-/Post-Duel messages translated for most of the important (non-filler) characters ARC-V - Only Pre-/Post-Duel messages for main characters translated. Events untranslated Other - Pre-/Post-Duel messages untranslated for Game-Original-NPCs. Tournament messages untranslated Also the In-Duel Subtitles for ~50 characters have been redone, including all of the DM characters. Tried to fix the worst offenders, but if you want to play it safe, you can always turn Duel Effects OFF (in Options Duel Settings) until a complete retranslation is released. Most characters aren't voiced (yet) anyway... No database match. File/ROM SHA-1: D332A0D047DBEC50C4F126CB756857550B41358A File/ROM CRC32: 66EAC52D Ask the publishers to restore access to 500,000+ books. You're browsing the GameFAQs Message Boards as a guest. Sign Up for free (or Log In if you already have an account) to be able to post messages, change how messages are displayed, and view media in posts. Finally, omarrrio manage to translate and release the Arc-v tag force special english iso-patch for the public!!(Go and register here in order to download the english patch: Unfortunately, omarrrio probably this time not plan to translate the story mode but on the same forum he already released a program in order to help you to translate the story for yourself without need any hex or other programs knowledge except of course to know the Japanese language!! For any question guys please post it on I simply post these news in order to help some users who still look for an english iso-patch!! (I T yes finally! PSN: Lonewolf2599 NNID: Uberredman Currently Playing. Check My Profile to see what I'm Playing You could have posted the direct link and you dont have to register. This time they did a pretty good job with the card translation, it looks really like Konami did it (unlike the TF6 translation). And it is also nice that 25 characters got translated as well. The story is being translated btw. It might take a while but it shouldnt be much of a problem, unlike TF6 which has over 30,000? dialogue. Don't ask question, just consume product and then get excited for next product. Right now there isn't someone in the team translating story mode. We opted to finish the most important things like cards and in-game text. The story was irrelevant at the time. But there is a thread on the site that is translating the story. They actually put up a download link with the things they have done so far. Just a min ago I started Yugi's story again and his prologue is translated. They took some liberties and reference LK a bit but I am cool with that .). Don't ask question, just consume product and then get excited for next product. Actually if you look closely, we just unsticked that thread cuz that "translation" isn't even ours. It has LK references thus is just a joke that only translates like 1 event of some characters. Yeah, omarrrio probably did the right thing since it did feel out of place. So I am guessing no one is translating the story now? I am sorry if this is annoying, but is the TF6 project even still alive, since no important posts were made during some time on the gba-something thread. Don't ask question, just consume product and then get excited for next product. i just tried the patch and it is awesome. very well done. thanks a lot Welcome to Gamefaqs. Where there are no Mods, only children with power. Where trolling is encouraged, and there is no time for logic or sense. Please forgive my ignorance, but does this patch work on PS Vita's or is it just for PSP? Thank you, Dynames Does the PSThe PSP ROM question has sparked a lively discussion among gamers, particularly regarding the Super Smash Brothers Ultimate game. Oneilght brought up the topic, inquiring whether running the PSP ROM would pose a problem. Various users have shared their experiences with playing Yu-Gi-Oh! Arc-V: Tag Force Special on different platforms. Some have reported success with connecting to the same WiFi network at home, while others have encountered difficulties. OriginKaiser asked if there should be any delay notifications, and cermtopep replied that the game is not compatible with Android devices. The conversation also delved into troubleshooting issues with multiplayer gameplay using PPSPP on different platforms. hamsterpellet sought advice on how to play Yu-Gi-Oh! Arc-V: Tag Force Special in a LAN setup, but encountered problems with the built-in ad-hoc server and PRO AdhocServer.exe. Interestingly, hamsterpellet discovered that the game works seamlessly with Yu-Gi-Oh! GX Tag Force 3, leading them to wonder why the Arc-V version is not working for them. The community has been discussing possible reasons behind this discrepancy, but no definitive solution has been found yet.Trying to connect with MHFU in networking mode but unable to see other players' rooms. Despite setting up the network, we experience issues establishing a connection and viewing each other's creations. We've attempted various configurations, including private tunnle networks and using MHFU, yet the problem persists. We've tried different game versions, such as Arc-V JP and Tag Force 5 EUR, but none of them work consistently. The connections seem to be established correctly in the command prompt, but we can't see the rooms created by other emulators. We've also tested both games on the same computer and a laptop connected to the same network, with the issue remaining unchanged. It's unclear whether this is an unsupported game or if there's something we're missing. Some players have reported issues with multiplayer functionality using Android devices, but others have had success with NVIDIA Shield emulators. We've also tried alternative adhocserver.exe configurations, as suggested by some users. The problem may lie in the specific emulator builds or settings used, and older ppsspp versions seem to work better for some users. However, we can't shake off the feeling that this game is not optimized for multiplayer mode.The connections between Yu-Gi-Oh! Arc-V: Tag Force Special emulators appear to be established, but the issue of not being able to see other players' rooms persists. The problem has been tested on different systems, including both ARC-V JP version and Tag Force 5 EUR version, with no difference in results. Even when using older PPSPPP builds or Tunngle, the connection remains unstable and unable to display the rooms created by other emulators. Attempts to fix this have included patching the ISO manually using UMDGEN, but the Tunngle still fails to work for Tag Force 5 while ARC-V remains unaffected.