

So You Hacked Your Wii U. Now What?

A Guide by PaperPal, Emulation Librarian

- Special thanks to FlimFlam69 for the original version of the [definitive Wii U hacking guide](#), the helpers on the Nintendo Homebrew server for the current maintained version of the guide, Nintendo for announcing the closure of the eshop on March 2023 which made me start on this, and one of my favorite game developers and friends Lumi for innocently asking me to show them how to hack their Wii U.
- I have comments enabled. If you think something is wrong, or think I don't explain something well, or just generally have something to say, please feel free to comment and let me know!
- My other guide to 3DS hacking can be [found here](#)!
- Shoutouts to all y'all with ADHD struggling to do this! I have it and this is my second (released) guide!

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i: An Introduction

Ah, the Wii U. A console with a handful of the best games ever made, and one of the worst operating systems ever on a console. Still, it's one of my very favorites. I love this console for split screen and co-op games above any other, since my partner can just play on the gamepad due to her bad eyes and I can play on the TV with my powerful gamer eyes. But, it can be very difficult getting a hold of games on this rare console. Fortunately, the heroes of hacking have busted this console wide open too! Anything the 3DS can emulate, the Wii U can as well! The U also has proper N64 and DS emulation, in addition to natively running Gamecube and Wii games.

Thanks to the new custom firmware, Tiramisu, it's extremely easy and safer than ever to have some fun on your Wii U and sink your teeth into some classic games. [If you carefully follow the instructions here](#), you can absolutely hack your Wii U with virtually no chance to brick it.

Preparation needs and wants TL;DR

You'll **need** an SD card of at least 32 GB, and you'll want an external hard drive. Wii U doesn't support USB 3.0, so don't get a solid state drive. It'll cost way more for no benefits.

In my 3DS guide, I suggested you hack your console before you continue. This time, due to wanting or needing more hardware, I **highly recommend** you go to Section 0 for more info on what you really, really need to know before you hack your console.

And one more reminder: [hack your Wii U via this guide](#) once you've gone over Section 0.

TL;DR, context is for babies just link me the good stuff

[Wii U hacking guide](#) by FlimFlam69 and the heroes of the Nintendo Homebrew server- Your first stop. Read carefully.

[NUSspli](#)- by V10lator, Xpl0itU- Download games directly from Nintendo's servers directly to your Wii U. Note this is only for games that were released digitally, and as such a handful of disc only games are absent from this.

[Wii U USB Helper](#) by FailedShack - PC app that connects to the Wii U eshop to download games, updates, and DLC directly off of Nintendo's servers. Like the above, disc games are absent, but some custom homebrew is available here as well.

[/r/roms megathread](#): ROMs from everything up to PS3 I think, in multiple formats. If this ever goes down, go to reddit's /r/roms group for the new link. I'll try to keep it updated here. The DLC and update files for disc only games not available in USB Helper can also be found here.

[Teconmoon's Injector](#)- wrapper for Wii/GC games to boot from the Wii U home menu

[USB Helper GO](#): an old, slightly busted build of the USB Helper for Android phones.

[Gamebanana](#): Home to most Wii/Wii U hacks and mods.

[Romhacking.net](#): incredible collection of ROMhacks. Not likely to have much for consoles past the Gamecube.

[GBAtemp Wii U homebrew](#) list - homebrew list for Wii U

[CEMUpiracy](#) reddit - safe place to discuss what we are actually doing here. Can't link ROMs though. CEMU is a Wii U emulator for PC, and after r/WiiUPiracy was banned they accepted those people.

[Gbatemp Wii U save bank](#)- Upload or download game saves

[Gbatemp cheat database](#)

[BCML Breath of the Wild Cross-platform Mod Loader](#): wanna play as Linkle, a girl version of Link, on your console? How about playing as Zelda with a whole new story? Infinite swimming? Faster movement? Link as the Untitled Goose? Have fun.

[WiiU game keys](#)

0: Pre-Hack Edging: How the Wii U (barely) Works

So, unlike the 3DS, the Wii U is a lumpy, weird, misshapen beast of a console. Everything is held together by duct tape and hope. I'll try to hammer out the most important things you should know before you go nuts with piracy, which is, of course, cool, sexy, and morally correct.

The Wii U has either 8 or 32 GB storage depending on the model, but the OS takes up about 6 GB. For the 8 GB drive, that leaves you with very little internal storage. Maybe enough for save files and small retro games. For the larger drive, this is basically two medium size games, or one large game. You can't fit all of Xenoblade Chronicles X and its DLC on a 32GB Wii U, but you *can* just barely fit Breath of the Wild and its DLC. So, you'll need more storage if you want to pirate games. Even the storage of this console is not easy to understand, though! You have external storage through the Wii U, vWii, and SD card slot.

Storage

External storage

The Wii U can take USB external storage up to 2 TB. The Wii U will prompt you to format the drive when you put it in. To manually format it, go to the settings app, data management, and the usb storage and choose to format it. That hard drive will from that point on be **only** usable with the Wii U unless you reformat it. You can have up to 2 external drives attached to the Wii U at a time. The drive must have external power or a Y cable to consistently draw enough power

from the console to function. The Wii U has USB 2.1 ports, so Solid State drives offer no benefit whatsoever in terms of speed.

Note that you can have a non-formatted hard drive attached as well to use for the Virtual Wii side of the Wii U. The console may prompt you to format it for the Wii U, so be wary and make sure you do not. You can prevent this nagging with homebrew called USBHide. This second drive is NOT locked to the vWii, and you can store whatever other files you'd like there and safely move it between the PC and the console.

If you spend over \$50 on a 2TB disk drive, you're paying too much. If you spend over \$6 on a Y cable, you're paying too much.

USB thumb drive

You can also get a USB thumb drive for the console, which functions like an external drive.

Some people use these for wii game storage on the virtual wii instead of a second external drive. Trawling the Cemu and WiiUHacks reddit's, USB thumb drives are fine, until suddenly they are not. If you're having weird issues while using a thumb drive, your first move should be to swap to an external drive instead.

SD card

You need an SD card of at least 32 GB to back up your console's NAND. You'll need it if you ever brick the console, since the NAND is specific to the console. Think of it like your Wii U's soul. Do not hack your console without the NAND backup. There are a limited number of Wii Us in the world, and it will always be decreasing due to hardware failure, physical damage, and failed hacking attempts.

If you are using USB Helper to download games, any Wii U games or injections you install to the Wii U home menu need to first be placed on the SD card, then plugged into the Wii

U, and then installed to the Wii U's internal or external drive. You cannot easily or reliably boot software from the SD card for the Wii U. You can, however, boot software for the Virtual Wii off the SD card, including gamecube ROMs, Wiiware, and more. If you spend more than \$20 on a 128 GB card, you're paying too much.

Pal's recommendation

For this reason, **I recommend getting a 250+ GB drive for the console and a 32+ GB card, since you need at least that much space to dump and backup your NAND.** I have a 2 TB drive for the Wii U, 1 TB for the Wii, and a 128 GB SD card because I like to over prepare. I've currently used over 1 TB on my Wii U and am using about 70 GB on my SD card.

Wii Injection

To play Wii games, you can inject them to the Wii U home menu, boot them via an SD card, or boot via a secondary external drive through the Wiiflow app.

Injecting to the Wii U home menu does a few significant things:

- 1, it installs these large files to the Wii U's drive, which clears up space on your SD card.
- 2, it allows certain Wii games to be played with faster load times, such as the Metroid Prime Trilogy.
- 3, certain Wii games can be patched on PC to be controllable using the Wii U gamepad only, which can only be done if you boot the game via an inject on the Wii U menu.

Using Wiiflow allows you to play the Wii games with Wiimotes only.

Like the 3DS, you can currently only have 300 apps installed until you fill up the home menu.

Unlike the 3DS, firmware is being developed to break that. As of early 2022, Aroma/Tirimasu developer Maschell was able to load every unique Wii U game in the entire eshop onto a 2 TB drive and have it all selectable. Give it some time and it will change everything.

So, in summary:

Internal/external drive: Wii U games, injected Wii and WiiVC games with or without gamepad controls, Wii U apps and homebrew

SD card: Gamecube, Wii U games to be installed, Wii U homebrew apps, WiiWare, Wii games (load slow)

Second External drive: Wii games, Wii emulators, Wii Virtual Console, Wii Homebrew, any files you'd like since this storage is still open.

Base your memory needs on this information and how much of each you want to use.

And one final reminder: [hack your Wii U via this guide](#) before you continue to the rest of the guide.

I: Post Hack Clarity: The Second Coming

Congrats on hacking your Wii U! It probably doesn't look any different at all. I'll explain what is different now.

A few vanilla Wii U apps are functionally different now, despite an identical appearance.

Health and Safety App ==> Tiramisu

Tiramisu replaces it, guaranteeing that you can't accidentally delete Tiramisu and brick your console. Note that when you boot the Wii U, there will be some slight screen tearing on the gamepad if you have Tiramisu autobooting. This is normal, as Tiramisu steals a bit of RAM when it boots. Consider this a way to know Tiramisu is working! If you have Tiramisu autobooting, you won't ever need to boot the Health and Safety app.

Mii Maker ==> Homebrew Launcher

When selecting Mii Maker, it will boot to the Homebrew Launcher. This is useful, since the Wii U can currently only have 300 apps. The Launcher holds all of the custom software that you get during this process, such as Disc2App, USBLoader GX, Bloopair, and WUP installer. To access the actual Mii Maker, press the home button while booted in the homebrew launcher. To sort the files, rename them with the number you'd like them to appear at (ex 01 is the first, 02 is second, and so on).

Homebrew Appstore

Accessed through the Homebrew Launcher, it has downloadable versions of many of the apps on this list. It will also alert you if an app you've downloaded has an update when you boot it up. I'll mark anything that is able to be grabbed from there with (HA).

(HA) WUP Installer GX2

This app is how you install things to the Wii U home menu directly. It's **vital** if you use USB Helper or want to install custom launchers to the Home Menu. To use it, place installable WUP files into the install folder on the root of your SD card. Then, boot WUP Installer GX2 and install all of the WUP folders you have available. You should now see the installed games and apps on the home menu.

(HA) Bloopair

Autoboos with Tiramisu if you install Tiramisu with that option, otherwise you can download it from the Homebrew Appstore. Used to sync almost any Bluetooth controller to the Wii U for use in Wii U games. Unfortunately, the Virtual Wii doesn't support Bloopair. 8bitdo and PS3/4 controllers work beautifully in my experience.

To sync, press the sync button on the Wii U (red button near the SD card slot) and it will bring up the syncing menu. Pair the controller by holding the sync button on your controller, and voila!

(HA) HID to vPad

Connect any wired USB controller to the Wii U. Connect the desired controller and run the app from the Homebrew Launcher to set up controls.

Boot and Quick Launch options

You can choose a few options for what happens when you power on the console.

The Wii U itself has two boot options. The first has the console boot to the Wii U home menu. The other option is the Quick Launch menu, which you turn on from the Settings in the Wii U itself. To access the menu, turn on the setting, then boot the gamepad with the console turned off. Here, it shows your 10 most recently opened games or applications, so you can boot

directly into them, skipping the home menu entirely. This is great, as the Wii U has a glacially slow home menu.

Tiramisu adds 3 more options to the default. To change them, hold + as the console boots, then select the boot option you want and press Y to set it as the default. You can also simply press A to boot to the selection.

- 1: Wii U Home Menu: The normal Wii U home menu
- 2: Wii U Homebrew Menu: The Wii U Homebrew Launcher boots.
- 3: WiiVC Home Menu: Boots to the Virtual Wii home menu.
- 4: WiiVC Homebrew Menu: Boots to the Virtual Wii's Homebrew Launcher

II: Making your Wii U a good console

There are a few small quality of life improvements that I recommend here to make the Wii U just a generally better console. We are still not really into hacking or 'theft' or anything, just... making what you have, better.

One quick note: For games like Breath of the Wild that have a single save slot, you can create other accounts on the Wii U that have separate save slots. You can also use Savemii to back up your saves at your leisure.

Dumping Physical Games

(HA) Disk2app- It's extremely simple to do this via disk2app. With no game inserted, boot disk2app. It will ask you where you want to install the game to, SD or USB. USB does NOT mean your external hard drive, but rather a thumb drive or non wii u formatted hard drive. For this reason I typically choose SD and let the app work. When it finishes, the app auto closes. Boot WUP installer gx2 and install the WUD files, and you should be golden! You'll need to manually delete the installation files, though.

(HA) WiiU-Shell -Manage and delete files on the Wii U. Good for cleaning up after using WUP Installer, renaming files to organize the homebrew launcher, and

(HA) WUPS

-Allows the console to run software while playing games, somewhat like Rosalina on 3DS. What this really means is that the console can have functions adjusted on the fly. This is still pretty new, so there isn't too much to do with WUPS until Aroma launches. Aroma will be able to boot the wii u with wups enabled, dramatically increasing what the console is capable of.

You boot it from the homebrew launcher.

You can download wups plugins from the homebrew appstore for the most part. I'll add links to ones not in the HA. Some neat plugins for WUPS are:

(HA) Padcon- allows you to turn the gamepad screen off by clicking in the right stick.

Another version of the app activates this by holding the four shoulder buttons

(HA) Dark Mode- turn the bright Wii U home menu to a nice dark one

(HA) Screenshot- Press all four shoulder buttons to take a screenshot. You can change the button combo on launch

SwipSwapMii- At the press of a button (by default the TV button), swap the TV and gamepad video outputs.

Fixing the Wii U's atrocious upscaling

So, when playing anything from the vWii, the Wii U will embarrass us all by doing some extremely poor upscaling. To make the upscaling better, you need to let your TV handle it instead. [This video tutorial](#) enables you to boot the vWii automatically at 480p. Assuming your TV has even a mediocre upscaler, you'll see an instant improvement.

The one part of this I'm trying to figure out is how to make this work on wii injects, but I'm sure you can do that as well.

Install Cheats

[TCPGecko](#)-

Install Homebrew Utilities

[Saviine](#)- dump or inject save games

[LameIRC](#) - IRC client

[Remote pad](#) - control computer from Wii U

(HA) WiiU-Shell -Manage and delete files on the Wii U. Good for cleaning up after using WUP
Installer.

III: CRIME.

So, these ones are distinctly less morally grey. It's just pirating, which rules and is always morally correct.

Wii U Piracy: [NUSspli/Wii U USB Helper](#)

Funny thing: you can just ping Nintendo's servers and download their games pretty easily. NUSspli allows you to access those servers directly from the Wii U and install to the console. Wii U USB Helper is a front-end for the PC. You can download applications from the USA, EUR, or JPN eshop. You'll need the title key to use it, but that's easy to find by just googling 'that Wii U site'. Literally Google those words. I'd add a link here, but the site changes pretty often and it's a hassle to keep it updated.

GameCube Piracy: GameCube 'emulator', [Nintendont](#)

Inside of the Wii U is all of the guts of a Wii, and inside a Wii is all the guts of a Gamecube, and inside of a Gamecube is games. Nintendont allows you to access those guts and boot Gamecube games and ROM hacks with helpful quality of life features, such as widescreen and forced progressive scan.

There are 3 ways to access Nintendont:

First is booting to the Virtual Wii, then booting to the homebrew menu, then booting Nintendont. You need to play with Wii controllers or the Gamecube controller adapter with this method.

Second is using [Teconmoon's Injector](#), which I elaborate on below. This has the MASSIVE bonus of letting you play gamecube games with the Wii U gamepad. But, you need to install each one individually, which puts you ever closer to the hard 300 apps limit.

Third, is to install the [Nintendont Launcher](#). Installing and using this will let you access every Gamecube game or hack you have on your SD card from a single app on the Wii U, while also having Wii U Gamepad control. My preferred method.

You can use USB to Gamecube adaptors to play with original Gamecube controllers.

One last thing, not every ROMhack is playable on original hardware. Some can only be played on PC via Dolphin, and the hackers will usually label them to let you know.

Wii Piracy: [Teconmoon's Injector](#)/[Wiiflow Lite](#)

Here's where stuff gets spicy. Because of the Virtual Wii, you can inject nearly every single game from the Gamecube and Wii and have perfect emulation (because it isn't emulation. It's just running the game natively). But to do that, you'd need to dig up and install every Wii game or WiiWare, which can be an issue when you are dealing with the Wii U having a hard coded limit of 300 games or apps installed at a time.

In addition! You can inject some WiiVC games and play them without the Wii remote! Don't get too excited about Super Mario Galaxy, though. It's mostly just games that already had Classic Controller or Horizontal Wii Remote support, like Super Smash Bros. Brawl. Some need a patch, but the vast majority of them just need you to change a setting in the injector.

Wiiflow Lite takes a different approach, allowing you to boot wii games from the SD card or a non-wii u external hard drive. This is really excellent, but on the SD card this comes at the cost

of greatly increased load times. Those load times don't extend to virtual console releases, if I understand it all correctly, so they only load once to boot and then function as normal after that.

WiiWare Piracy:

WiiWare can be injected into the Wii U menu, like any other Wii file via Teconmoon's Injector, or you can boot up the Virtual Wii and load it from the SD card there without even needing wiiflow.

Non-Virtual Console Piracy: Other injectors

[Phacox's Injector](#) - Inject to Nintendo VC emulators. Allows you to use Nintendo's official emulators with games that you provide. Can work very well for emulation.

Installing emulators

On the Wii U, there are a handful of console specific emulators and of course, Retroarch.

I do want to note that the head of Retroarch is a horrible person who bullies people, including allegedly bullying Near to death and harassing countless other developers out of emulation development entirely. For this reason, I do not recommend sending money or vocally supporting them, despite certain emulators being only available through retroarch on the system. I'm hoping they oust their head and clean house, but until then I recommend using caution and your own best judgment.

Overclocked PS1 emulator

Overclocked N64 emulator

IV: Homebrew Games and Ports

These games are not technically being emulated, as they are not trying to emulate the hardware of other systems. Instead, the games are directly ported to work on the Wii U, or created from the ground up to work on the console.

(HA) Minesweeper

[Ocarina of Time 60 FPS PC port](#) with modern quality of life changes

[Mario 64 PC port](#)

(HA) C@ve- roguelike game

V: Wii U Patches

On the Wii U, you can't really patch games in real time, like on the 3DS. You also can't patch games *before* you install them. So, to patch them, you must first install the game and then patch it on console. To do that, you have 3 options with different upsides and downsides.

1: [Sdcafiine](#)- Injects mods into the console's RAM. Mods run here are temporary until the RAM is overwritten, which depends on the game.

2: [Loadiine](#)- Install and boot Wii U games from the SD card. Load times are atrocious. Some people use it just for virtual console, since the old games only load once.

3: FTPUEverywhere (HA)- Turn the console into a server, allowing you to wirelessly connect to it and manually replace game files with hacked ones. Unlike the other two, these changes are permanent.

Patch Loadouts

You may think to yourself, 'I'd love to be able to actually play vanilla Breath of the Wild, but also have the Linkle mod with different movement speeds and bonuses. What can I do?'

The answer is actually brilliant and simple: in NusSpli or the USB Helper, download the versions of the game from other regions. There are up to 4 versions of each game: The physical release, which can't be patched, the North American digital release, the European digital release, and the Japanese digital release. Note that the Japanese release is in Japanese, shockingly.

There may be a way to edit the title ID and install it under another name, but if there is I don't know it.

Patches of Note

The Legend of Zelda: Breath of the Wild

Has its own section as a bonus, click here or scroll to the bottom!

Pikmin 3

Hyrule Warriors

[Weapon swap](#)

[Music swap](#)

Mario Kart

[CTGP-U](#)

Sm4sh

(HA) Super Mario 64 DS Analog

A patch to add proper analog controls to the DS remake of Super Mario 64. Install the game via Nuspli or the Wii U USB Helper, then download and run the patch from the Homebrew Appstore.

Assorted english patches:

<https://archive.org/download/retroplay-en/RetroPlay-En/>

VI: Misc Apps and nonsense

FTP clients - (HA) FTPU, (HA) FTPUEverywhere: FTPU allows you to send files to and from the SD card via wifi. This is safe, since the worst you can do here is disable your Homebrew.

FTPUEverywhere allows you to do the same thing, but with every file on the Wii U as well. This can be dangerous, as editing or deleting the wrong files can brick your Wii U. Be careful, and triple check everything you do. You're pretty safe in game files, but going into system files is where the risk lies.

Chat Clients/Social Media

[Pretendo](#) - Miiverse resurrection project. Still in closed beta. Works between 3DS and Wii U.

VII: Emulation on the Wii U

Emulation on this console is FASCINATING. Gamecube, Wii, and Wii U run natively, other systems use Nintendo made emulators, there are overclocked versions of emulators made for Wii, and emulators made for use on the Wii U itself. To be clear, since 12 people own this console, there are not many emulators, and most of your emulation is better on the far weaker vWii.

All injectable systems that I know of: 32x, Arcade, Atari 2600, Atari 7800, Atari Lynx, Famicom Disk System, Game & Watch, Game Boy, Game Boy Color, Game Boy Advance, MSX Ports (SMS-SG), Neo Geo Pocket Color, Nintendo Entertainment System, Nintendo VS. System, Odyssey^2, Othello Multivision, SEGA Game Gear, SEGA Genesis, SEGA Master System, SEGA MegaDrive, SG-1000, Super Nintendo Entertainment System, SNES Satellaview, TurboGrafx-16, WonderSwan, WonderSwan Color, Arcade, CPS-1, CPS-2, Neo Geo, Sega CD, Sony Playstation, SuperGrafx, TurboGrafx CD

VIII- Upcoming/In-Development Projects

[Aroma](#)- A replacement for Tiramisu that will enable even more incredible stuff on the console, including coldbooting WUPS.

[Amiibo emulator](#)- Like wumiibo on the 3DS, work has been done to emulate amiibo in game, allowing you to use any with ease. On hold until Aroma release.

[Cheat manager](#)- A manager like checkpoint on the 3DS to turn on and off cheats while in game. On hold until Aroma release.

[WUPS](#)- Very new and very cool, this is homebrew that runs as you play games on the Wii U. Currently mostly simple things, such as swapping the TV and handheld screens, disabling the handheld screen with a button combo, taking screenshots, and other small but useful features.

[Pretendo](#)- Full Miiverse resurrection. In closed Beta.

[300 App limit removal](#)- On hold until Aroma release.

Further Reading

For further reading, [GBATemp's Wii U](#) forums are the most active general modding community.

Peek around there, because there are miracles buried on that site. The weird thing is that the site prides itself on having a terrible search system. But, uh, navigating hundreds of pages of a forum manually to find a translation patch that has never been posted anywhere else is a daunting task.

However, the most useful general use site is [ROMhacking.net/](#). Absolutely vital resource for thousands of ROMhacks. Patching your own ROMs can be a little bit of a headache, but I highly recommend giving it a shot.

The [reddit for Wii U hacks](#) is interesting. People tend to post new releases and major breakthroughs there, and it's not so busy that it is unreadable. However, they are very explicitly against piracy and any mention of using your Wii U for piracy will be an instant ban.

The [reddit for CEMU piracy](#), however, lets you talk about pretty much anything, so long as you don't post links.

I'll try to keep my guide updated as well, but there's a lot here that I haven't even looked at yet, and I can't be sure it even works or is compatible with the new custom firmware. This guide will only get better, though. That much I'm sure of. Until next time, I'm sure I've given you plenty to do. If you want another one of these, I'll probably start on a Wii guide next. After all, everything a Wii can be hacked to do, a Wii U can do as well. Until then, have fun!

-Your PaperPal

X: Bonus: BCML, the Breath of the Wild Custom Mod Loader

Allows you to use mods on the Wii U and CEMU versions of BotW.

You can download it [here](#).

Setup

You'll need a decrypted install of BotW, which you get in Wii U USB Helper.

First, download the Game, DLC, and Update files for The Legend of Zelda: Breath of the Wild for the region you desire.

After it downloads, right click and unpack the files into a folder of your choice.

Installing

To install it, you need to do some bullshit in python. Follow the instructions on the [download page](#) carefully. If you have questions after trying that, message me here and I'll work out what info is unclear and put it here.

Once you've installed it, boot it up.

It will prompt you to provide the location of the decrypted BotW files from earlier.

Navigating BCML

You have 2 tabs: Your downloaded mods, and the Gamebanana browser.

Downloaded Mods Page

Here, you can enable and disable mods, as well as reorder them.

Enabling mods allows you to have conflicting mods downloaded at the same time. Just disable the one you don't currently want active.

Wildly importantly, you need to stack the mods from simplest to most complex. It loads the complex ones first, then loads the simpler ones. This optimistically prevents catastrophic conflicts that make the game not boot, or mods not function properly. If you press the ? at the top right of BCML, it will give you more tips on organizing your mods

Gamebanana

You can navigate the proper Gamebanana site and it will add the mods you download to your queue to be installed.

Preparing Mod Packs

Now that you've downloaded the mods you want to install, you'll need to organize them. Your biggest, beefiest mods go on the very bottom. These are mods that alter gameplay specifically. If the game fundamentally plays differently as a result, it needs to be lower.

The smaller the mod and the less it alters, the higher it goes. Is it a mod that simply changes how something looks visually? Put that near the top.

To compile the Mod Pack, you organize the mods you want to try, disable the mods you don't want, and Save Changes. Now, you export it as a modpack. Give it a name you'll remember. These are all of the files you will be modifying or replacing in BotW. But, the files aren't in the right order!

Fortunately, on gamebanana, [MasonJ managed to make an automatic sorter that attempts to put the files into the right folders.](#)

Once the files are all sorted, it is time to actually install it.

Now, there are three ways to install mods once you have your modpack, with varying benefits.

1: Sdcafiine- Injects mods into the console's RAM. Mods run here are temporary until the RAM is overwritten. In BotW, this happens at every blood moon.

2: Loadiine- Load Wii U games via SD card. Atrocious load times, sadly.

3: FTPUEverywhere- Turn the console into a server, allowing you to wirelessly connect to it and manually replace game files with hacked ones. Unlike the other two, this is permanent. Please, please, please read [MasonJ and LinkHM's guide to installing](#) if you use this method. I prefer it, personally.

Recommended mods that I know work

Big Mods

[Linkle Mod](#)

[Zelda's Ballad](#)

Hyrule Rebalance

Hyrule Souls: Prepare to Breathe Edition

Survival of the Wild

Second Wind

Randomizer

Mechanical Changes

Unauthorized Horse
Disable Master Mode health regen
Weapon crafting
Set Bonus Repurpose

Custom champion abilities

QoL mods

No shield damage from surfing

Pet the dogs

Set Bonus Repurpose

Performance patch

Double ore from mining rocks

Large Bugs

Equipment rebalance

Finley quest not... unfortunate

Make cooking pot without wood

Slightly Better Swimming

Faster run speed

Unobtainable Chest Fix

Hylia Homeowner QoL

Durability UI

Faster cooking

2nd Playthrough mods

Plateau skip

Cheaper Korok seed upgrades

Master Cycle Zero on Eventide

No rain slipping

Alternate Story Mods/Modified Content/Holiday

The Sword that Sealed the Darkness

Sleepover with Paya gay edition

Marin over Kass

Christmas mods

The Easter Egg Hunt

Visual mods (known as skins)

LttP Pink hair Link

Pride shirt

Audio Mods

Nostalgic maze bgm

Nonsense mods

Bigger Big Horse

[Goose](#)

[Honk whistle](#) replacement

Linkle and Zelda outfits

Mod types that I don't think work

Any added weapons

Any added outfits