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Patch data

Name:	Step Dance
Version:	1.0
Author:	HatZen08

ROM data

Console:	Super Nintendo Entertainment System (SNES)
Official name:	Final Fantasy 3 (USA) / Final Fantasy 6 (JPN)
Language/Version:	English, version 1.0
Header:	Yes

Introduction

When the user is under the effect of the *Dance* command, his actions are randomly chosen based on the selected dance. The dance effect can't be canceled and the actions in battle are automatically chosen.

This patch cancels the automatic behavior of the *Dance* command. After it is selected, a single random action based on the dance is executed. In the next turn, the user is free to select any command. He can select a new dance for one single turn or another command if the dances don't show to be useful.

FAQ

Why can't I learn new dances?

In the original code, you must end the battle without the use of the *Dance* command. If Mog is present, he will learn a new dance based on the battle background. This code wasn't altered. If you can't learn new dances, please make sure you don't use the *Dance* command for the entire battle.

Bug Tracker

If you have found a bug, you can post it in the forum:

<http://www.romhacking.net/forum/index.php/topic,15577.0.html>