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Patch data

Name: Antimagic Field
Version: 1.0
Author: HatZen08

File 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

In Magic Tower, the game forces the use of the *Magic* command. With few exceptions, the majority of the commands is disabled.

This patch bypass the commands changes in this area. You can now fight with all available commands in Magic Tower.

This patch is compatible with the “Guest Adder” patch and fixes a bug. The code which changes the commands isn't compatible with the guest characters. Because this patch bypass the code, guest characters can fight in the Magic Tower with all available commands.

When wearing Magitek armor, the character also have commands changes. The original code was reimplemented to avoid a bug where a character can have four empty commands. Without available commands, the game freezes in the character's first turn.

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>