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Patch data

Name: Imitation Art
Version: 1.0
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File data

SHA1:   ea1dc87ecb3ba90bbfb8c122f8ee23ca426f5991
Console: Super Nintendo Entertainment System (SNES)
Official name: Final Fantasy 3 (USA) / Final Fantasy 6 (JPN)
Language: English
Version: 1.0
Header: Yes

Introduction

This patch randomly changes Gogo's sprite in battle. In the start of any battle, Gogo's sprite is randomly replaced by one of all available sprites in the game. It includes Banon, Leo and Kefka.

With Gogo's ability to mimic the majority of the available commands in the game, you can see animations you couldn't normally see in the original game.

Because of technical issues, Gogo's sprite isn't changed in the Colosseum. Also, the *Moogle Suit* effect was removed.

Know issues

In the start of the battle, the random number generator isn't available. Any calls to the random number generator will result in the same number. I suppose it is because the random number generator is initialized in the start of the battle, like many others variables.

Without the support of the random number generator, I used the low byte of the number of steps as the random number for the selection of Gogo's sprite. It isn't a ideal replacement for a random number generator, but it is the best option I have by now and it works adequately.

If two or more consecutive battles can be triggered without one single step between them, Gogo's sprite will be the same for all battles because the number of steps wasn't changed. However, it should be a rare occasion, except for the Colosseum.

I added a check to verify if Gogo is in the Colosseum. In this specific case, Gogo's sprite won't be changed.

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