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Patch data

Name: Extra Mimic Slot
Version: 1.0
Author: HatZen08

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

In the status screen, Gogo can set three commands from a list. Unfortunately, the *mimic* command can't be replaced by a new command.

The patch makes the *mimic* command available to be replaced. It effectively allows four commands instead of three.

The new algorithm uses a fixed list of commands. Hackers can change the list and make a custom set of commands for Gogo.

Notes

There is a graphical bug in the mimic list. Apparently, Gogo's portrait isn't correctly hidden and a small piece of the portrait shows in the 7th command of the list. If the list consists of six or less commands, a graphic generally hidden by the list in the background becomes apparent. This bug is present in the original game and is unrelated to this patch.

There is a bug in the Magic Tower and Magitek events. The code expects the *mimic* command to be present in Gogo's commands. Without it, Gogo can have four empty slots and the game will freeze in Gogo's turn. To avoid it, set the *mimic* or *fight* command for the events. The *Antimagic Filed* patch indirectly fixes this bug.

Hackers can edit Gogo's list of commands from C3/5E59 to C3/5E67. The list consists of a sequence of commands ID and can be set from 1 to 15 items. Use the special value # $\$FF$ to skip a item from being added to list. The original values are set in the source file. There are few commands which don't work correctly with Gogo.

Commands ID

| ID | Command |
|----|----------|
| 00 | Fight |
| 01 | Item |
| 02 | Magic |
| 03 | Morph |
| 04 | Revert |
| 05 | Steal |
| 06 | Capture |
| 07 | SwrdTech |
| 08 | Throw |
| 09 | Tools |
| 0A | Blitz |
| 0B | Runic |
| 0C | Lore |
| 0D | Sketch |
| 0E | Control |
| 0F | Slot |
| 10 | Rage |
| 11 | Leap |
| 12 | Mimic |
| 13 | Dance |
| 14 | Row |
| 15 | Def |
| 16 | Jump |
| 17 | X-Magic |
| 18 | GP-Rain |
| 19 | Summon |
| 1A | Health |
| 1B | Shock |
| 1C | Possess |
| 1D | Magitek |

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>