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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 7<sup>th</sup> 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>