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Patch data

Name: Rage and sketch expansion
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

Enemies have two moves associated with the *Rage* command and two moves associated with the *Sketch* command. Unfortunately, two moves by enemy is insufficient to represent the enemy behavior.

The patch redirects the *Rage* and *Sketch* command to use the *Control* list instead of their own lists. It generates new combinations for the *Rage* and *Sketch* commands. The *Control* list has four maximum moves by enemy and the algorithm always add the *Fight* command and the enemy *Special* command.

The *Sketch* command has a dangerous bug where a failed sketch can corrupt the game. An alternative version of the bug fix used in the version 1.1 of the game was implemented and added to the patch.

Notes

- In one of Ultro's battles, it is expected to sketch him with Relm. The sketch will use the *Tentacle* move and the enemy script will end the battle. However, Ultros's control list doesn't have the *Tentacle* move and the battle must be ended in the traditional way.

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