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Patch data

Name: Eternal Veldt
Version: 1.0
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ROM data

SHA1: ea1dc87ecb3ba90bbfb8c122f8ee23ca426f5991
MD5: fafe61c1ec8bfbd7fbff5c58fa986ca1
Console: Super Nintendo Entertainment System (SNES)
Name/Country: Final Fantasy 3 (USA)
Version/Lang.: 1.0, English
Header: Yes

Introduction

The main concept of the patch is to use random battles instead of fixed battles in the world maps. The random battles are based on the Veldt formations, without the Veldt characteristics.

The patch only alters the encounters in the World of balance and the World of Ruin. All other maps, like dungeons, aren't altered.

Notes

Original Veldt

Because of hard coded issues, the Veldt area was left unaltered in the world maps. Without it, Gau becomes inaccessible. This specific area has the following characteristics:

- Gau can leap: he leaves the party.
- Gau can return: he joins the party.
- Battles don't give exp points.
- Battles have the Veldt music instead of normal battles music.

Triangle Island

Because of hard coded issues, the Triangle Island area now triggers a fixed formation instead of random battles. The area will always trigger the formation with the *Zone Eater* monster. Without the monster, Gogo becomes inaccessible.

Inaccessible Monsters

Because of the random battles based on Veldt formations, many monsters available only at the world maps become inaccessible. They can be recycled for new monsters and used in new formations.

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