

FF: CRASH

Celdia's Restored-Augmented Stochastic Hack - C.R.A.S.H.

Release v1.01

Table of Contents

Introduction	I
So What Is It?	II
Why Use FF:Restored As a Starting Point?	III
What Should I Look Out For?	IV
Classes	V
Weapons	VI
Armor	VII
Consumables	VIII
Special Items	IX
Magic and Skills	X
Credits, Etc	XI

I. Introduction

Where to begin... I'm Celdia. I've been an avid gamer for as far back as I can remember and Final Fantasy - the very first one - captured my imagination long, long ago. I've always wanted to make my own version of it but never really had the motivation or energy to finish more than scribbling down some ideas only to forget them. I've done a couple of large-scale hacks of Final Fantasy Tactics in the past so doing a hack like this was a little bit of familiar territory and a little bit of oh-god-what-am-I-getting-myself-into all rolled together.

What originally started as a simple character sprite hack to add a little personal flavor to my favorite RPG spiraled wildly out of control as I got ideas in my head and tools in my hands. Before I knew it, I had pages upon pages of notes and all the resources I needed at hand to do something much more transformative than just put cat ears on my White Mage. After only a few short months - which was really more like a few weeks of work amidst a couple months of idling and waffling over actually trying to finish the project - I had a completed product ready to play.

II. So What Is It?

A simple question with a complicated answer. Firstly, it is a Final Fantasy hack that was created using the "FF: Restored" hack as a base. Also, I can list a few things it *isn't*. Its not a punishing difficulty hack. Its not a complete rebalance of everything. Its not a huge change-every-map-and-the-whole-overworld project. But there is a little of each of those in this. I can't say I had a grand vision in mind when I started this and now that I'm standing at the finish line looking back at it, I still can't quite see what I was trying to do. Mostly this is just a slightly different take on the original with a lot of broken things being fixed and hopefully not too much new stuff being broken. Here's a short list of changes to expect.

- Reworked Classes
- New weapons and armor
- New and modified monsters
- Some overworld and dungeon map modifications
- NPC dialogue changes
- Game flow changes
- Occasional inside jokes

So what does that mean for the final product? It should feel familiar but have the occasional surprise for you. I want new players to the game to be comfortable trying this out but also for veterans to have some exploring to do and to be taken off-guard from time to time.

III. Why Use FF: Restored As a Starting Point?

This was done primarily to fix everything that was broken in the original Final Fantasy. Could I have just applied a few different patches and gotten the same effect? Probably. Did using a very complex hack as the base for a new hack complicate things? Oh most DEFINITELY, yes. Would I do it the same way if I were to start over? Very likely. The things that were fixed in FF: Restored and also the updated dialogue through the game are all really great to see in action on the old hardware and I can't give enough accolades to the team that made it a reality long before I came along and messed up all their hard work with this project. I only hope they can find it in their hearts to forgive me. I have listed credits to the FF:Restored team the same as they are listed on that original hack with this project, both in the game itself and in this manual.

IV. What Should I Look Out For?

The flow of the game is changed in a pretty big way but you're still guided to the four elemental dungeons in the original order: Earth, Fire, Water, and Air. That's not to say you can't complete them in a different order, but it might take a little more work to do that now. The Earth Cave is still the gatekeeper to the majority of the game, though. You also won't be getting access to areas at quite the same time as usual - some come sooner, others a fair bit later - but its pretty much all still in there somewhere.

Many doors that were locked are open now, and vice-versa with some that were easily accessible being locked now. Make sure to check around as you may find what you were expecting has changed. Also, the form of various maps have changed as well. Be sure to explore everywhere to be certain you've discovered all of the important treasures you need to survive.

Talk to everyone! The NPCs have all the information you need to succeed in your adventure. Gossip runs rampant through the towns with new and different legends and lore to be discovered. The people will have important things to say and details about the locations of treasures you will need to complete your quest.

Monsters with special status afflictions with their basic attacks can not be resisted with special effects from armor! The mindlayers of the Ice Cave were always dangerous but now many of their brethren are nearly as terrifying to face in battle. Be wary of deathtouch, voice-theft, poison stings, and petrifying bites even well into the late game. Also, bosses have been given a bit of an HP boost so the boss battles aren't shorter than random encounters.

Prioritizing class change as early as possible will have an added benefit of better stat gains for your promoted party members in the form of either more Hit% gained per level or more Magic Evade gained per level. The class summaries below will detail who gets what. Required experience for each level has been reduced so those levels will come faster now. Getting a party to max level isn't a completely unreasonable grind but also shouldn't happen during a casual playthrough.

A couple small maps were removed from the normal flow of the game (Titan's Tunnel, Northwest Castle) and a new, secret maze-dungeon with a special boss is hidden somewhere in the game. Listen carefully to NPCs and make sure you return to talk to them after reaching major plot milestones to find the clues to discover this added bonus (assuming you don't just stumble over it by accident!)

That enough rambling for now. Let's get into the details of the hack changes.

V. Classes

While we have some new classes in the mix replacing the old standards, we also have some reworked originals that pretty much serve the same purpose as they ever did.

- Knight -

The bread-and-butter of a party's front line. Strong equipment makes for effective combat with a focus on defense. She is a living wall of steel and strength between her allies and her opponents.

Equipment Options: Light Swords, Axes, Hammers, Light Armor, Heavy Armor, Bracelets, Shields, Gauntlets, Helmets, Rings.

- Stat Rundown -

Hit Points: High - Strength: High - Agility: Low - Vitality: High - Intelligence: Low - Luck: Low - Magic Evasion: Medium

Class Change: Paladin - When the Knight promotes to a Paladin, she gains access to low and mid-level White Magic as well as some spells unique to her class. Paladins gain greater Magic Evade bonuses on level up than Knights.

- Mercenary -

A sellsword with an uncanny knack for getting out of tight places alive. Lucky in life and agile in combat, the Mercenary brings together heavy weapons and light armor for a lethal combination.

Equipment Options: Heavy Swords, Light Swords, Axes, Light Armor, Bracelets, Gauntlets, Hats, Rings.

- Stat Rundown -

Hit Points: Medium - Strength: Medium - Agility: High - Vitality: Low - Intelligence: Low - Luck: High - Magic Evasion: High

Class Change: Assassin - After promotion, the Assassin gains the ability to cast low level Black Magic and also picks up a few skills unique to his trade. Assassins gain greater Hit% bonuses on level up than Mercenaries.

- Monk -

Initially weak, this student of unarmed combat eventually develops great power and a deep well of health to draw upon, but with limited defense options and only a minimum of special skills. The Monk can bring a frightening amount of damage to bear on individual targets as she grows in power.

Equipment Options: Staves, some Robes, Hats, Bracelets, Rings.

- Stat Rundown -

Hit Points: High - Strength: High - Agility: Medium - Vitality: High - Intelligence: Low - Luck: Low - Magic Evade: Low

Class Change: Master - The promoted Monk is a Master martial artist and becomes a flurry of fists and feet. She can learn the ultimate maneuvers of her art that will increase her damage output manyfold. The Master gains greater Magic Evasion bonuses on level up than Monks.

- Red Mage -

The Jack-of-All-Trades and undoubtedly the master of none, the Red Mage mixes swords and sorcery - of Black and White magics - into a deadly combination of utility, offense, and defense.

Equipment Options: Light Swords, Hammers, Knives, Light Armor, Robes, Bracelets, Shields, Gauntlets, Helmets, Hats, Rings, some White Magic up to 4th level, some Black Magic up to 4th level.

- Stat Rundown -

All Stats: Medium

Class Change: Spellblade - When the Red Mage promotes into a Spellblade, he gains access to two more tiers of magic in both forms as well as access to Heavy Swords. The Spellblade gains greater Hit% bonuses on level up than Red Mages.

- White Mage -

Angel of the battlefield, bringing both restoratives and magical defenses in spades, the White Mage is the pinnacle of ally support. She also commands potent holy magic to send undead packing.

Equipment Options: Staves, Hammers, Robes, Bracelets, Hats, Rings, All White Magic up to 5th level.

- Stat Rundown -

H.P.: Medium - Strength: Low - Agility: Low - Vitality: Medium – Intel.: Medium - Luck: Medium - Magic Evasion: High

Class Change: Saint - The Saint is a living conduit to the gods and channels that holy energy without peer. She gains access to All levels of White Magic. The Saint gains greater Magic Evasion bonuses on level up than White Mages.

- Black Mage -

Student of the arcane arts, the Black Mage is unparalleled in carving a swath of destruction through the enemy ranks. His arsenal also contains numerous spells for weakening the enemy.

Equipment Options: Staves, Knives, Robes, Bracelets, Hats, Rings, All Black Magic up to 5th level.

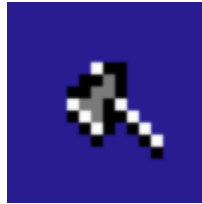
- Stat Rundown -

H.P.: Low - Strength: Low - Agility: Medium - Vitality: Low - Intelligence: High - Luck: Medium - Magic Evasion: Medium

Class Change: Magus - A Magus wields arcane power unfettered by mortal limitations. He gains access to All levels of Black Magic. The Magus gains greater Magic Evasion bonuses on level up than Black Mages.

VI. Weapons

Weapons are represented by a variety of symbols but generally fall into a handful of categories. Various weapons are empowered against specific monster types and get a large bonus to damage against those monsters. Even a weapon that seems weaker might be more powerful in the right situation!



- **Axe** -



Hand Axe – A simple wood-cutting tool used as a weapon.



Battle Axe - A heavy, double-bladed axe.



Golden Axe - A large axe of dwarven make with a golden sheen to the metal.



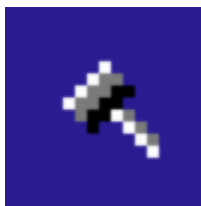
Bardiche - A heavy axe head on a longer-than-standard shaft.



Persuader - This axe is good for getting people to agree with your way of thinking.



Rockbiter - A huge axe that can rend the very earth itself.



— Hammer —



Mallet - A simple hammer made of wood.



Firelight - A hammer that burns with a magical flame on its head and throws sparks when it strikes.



Mace - A hammer with a flanged head.



Imena - A mystical hammer with the power to put enemies to sleep.



Smasher - A special hammer used to dismantle Machines efficiently.



War Hammer - More aggressive than a peace hammer.



- Heavy Sword -



Falchion - A heavy sword with a curved blade intended to slice through enemies.



Icebrand - This sword is made from magically-maintained ice.



Flamberge - A large but simple sword.



Hero Sword - A legendary sword also known as 'Dragonslayer'.



Claymore - Like the Flamberge, but bigger.



Moonlight - Made from the mythical ore, Adamantite, this blade is unparalleled by any other weapon known to man or beast.



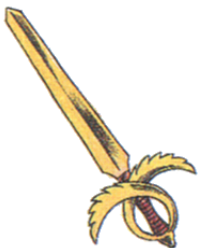
- Light Sword -



Gladius - A very basic short sword.



Blight Sword - This simple blade leaves deadly poison in the wounds it makes.



Rapier - A light, swift sword for thrusting.



Knight Sword - The standard weapon for Knights.



Coral Sword - A weapon enchanted to be the bane of aquatic beasts.



Vorpal Sword - This magic sword can decapitate anything with a head attached.



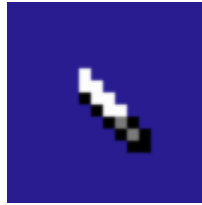
Wind Blade - A magical sword enchanted with elemental wind.



Mythril Rapier - A blade made from especially lightweight and durable metal.



Defender - A unique sword enchanted to help guard its wielder.



- Knife -



Dagger - A short blade for stabbing and cutting.



Hunter's Knife - A knife with magic that aids in the slaying of wild Beasts.



Wounding Knife - A knife made from a special alloy that causes great pain to Regenerative monsters.



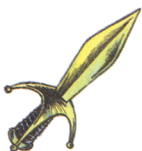
Stiletto - A narrow, double-edged blade favored by Assassins.



Silence Knife - One cut from this magic blade can steal the voice of spellcasters.



Venomfang - A knife with a poisoned blade.



Orichal - A short blade made of Orichalcum.



- Staff -



Wooden Staff - A basic wooden stick made to beat things into submission.



Mythrill Staff - A more ornate stick made of lightweight metal for beating things into submission.



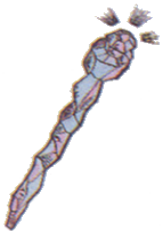
Gridr's Staff - This staff once belonged to Gridr who used it to slay giants.



Inferno Staff - Made from elemental fire, this staff is cool to the touch but burns enemies when invoked.



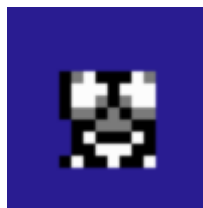
Sunburst Staff - The holy light cast by this magic staff turns away undead.



Luminous Staff - A staff that continuously shines with an inner light.

VII. Armor

Armor are represented by a variety of symbols but generally fall into a handful of categories. Each Light Warrior can only wear one body armor (Heavy Armor, Light Armor, Robes, or Bracelet), only one set of Gauntlets, only one piece of headgear (Helmet or Hat), only one Shield, and only one Magic Ring at a time. The Ribbon can be worn with any combination of armor pieces, but each member of your party can only carry four pieces of armor at any time. Choose carefully!



- Heavy Armor -



Iron Armor - A basic suit of armor.



Steel Armor - Armor made from more durable metal.



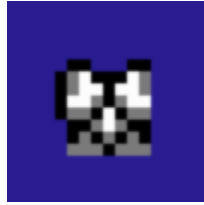
Opal Armor - Armor made from magically-infused crystals.



Fullplate - Extremely heavy armor made to take a beating.



Maxmillian - Legendary armor with unmatched defensive power.



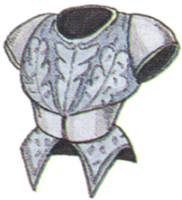
- Light Armor -



Leather Tunic - Simple leather armor.



Chain Shirt - Armor reinforced with small metal links.



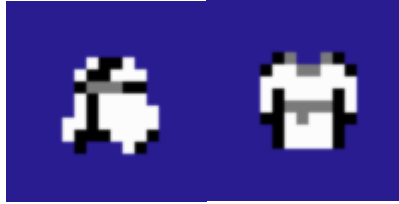
Mythril Armor - Lightweight and sturdy, offers great protection.



Shadow Mail - A special chain shirt enchanted to help resist certain elements.



Sage's Tunic - This armor is mystically enhanced in every way.



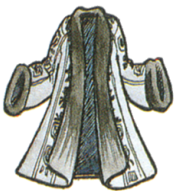
- Robe -



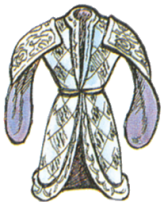
Linen Robe - The absolute minimum in defensive wear.



Wind Jacket -Made from magic cloth that helps evade attacks.



Arcane Robe - Powerful magic is sewn into the runes on this robe.



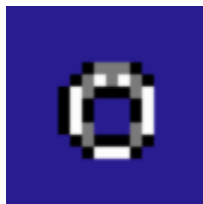
Holy Robe - Robes made from thread infused with holy magic for protection.



Lordly Robe - Legendary armor worn by only the most powerful of mages.



Minerva Wrap - A gossamer cloth the repels all forms of hostile magic.



- Bracelet -



Copper Bracelet - A magic bracelet that creates a weak field of force around its wearer.



Mythril Bracelet - This magic bracelet is infused with stronger defensive magics.



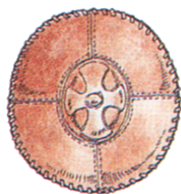
Gold Bracelet - The power in this bracelet creates a visible barrier against harm.



Opal Bracelet - Magic gemstones embedded in this bracelet give it great power.



- Shield -



Iron Shield - A basic plate of metal to block attacks.



Steel Shield - Stronger and heavier than the Iron Shield.



Mythril Shield - Surprisingly lightweight and effective.



Aegis Shield - A magic shield that can turn away death's touch.



- Gauntlet -



Iron Gauntlets - Armored gloves to protect the hands in combat.



Steel Gauntlets - Heavier but adds slightly more defense than Iron Gauntlets.



Mythril Gauntlets - Protective gloves made of shining metal.



Opal Gauntlets - Crystalline gloves that keep the wearer from harmful flames and chilling cold.



- Helmet -



Iron Helmet - Better than wearing a bucket on your head, but only just.



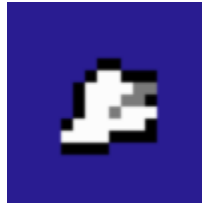
Steel Helmet - Heavy, dense, effective.



Mythril Helmet - Half the weight of a Steel Helmet but just as good.



Opal Helmet - A strange helmet made of interlocking crystals that protects from psychic assault.



- Hat -



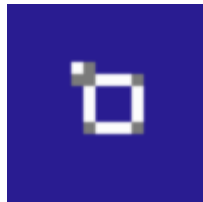
Leather Hat - Better than nothing at all.



Circlet – Magic headgear that wards off muddling magics.



Bandana - The magic imbued in this headwrap guards against poisons.



- Ring-



Fairy Ring - The wearer of this ring will be protected from poisons.



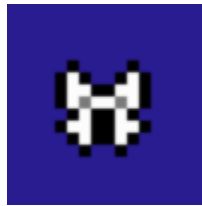
Ceramic Ring - A magic ring that mitigates extreme temperatures.



Purity Ring - The magic in this ring when invoked can cure allies of ailments.



Angel Ring - A ring crafted from the finest ivory and empowered with magic to protect from death.



- Ribbon -



Sticks and stones may break your bones, but this will protect you from almost everything else. Wearable with any other armor.

VIII. Consumables

These items will help keep your party in fighting trim while they're away from towns.



Potion - A basic salve for healing wounds.



Gold Needle - A magic needle that softens the body from petrification.



Tent - Set this up for a quick rest and to restore some health.



Cottage - Like the Tent but with better amenities and allows for greater recovery.



House - Truly luxurious, the House restores a great deal of health to those resting inside as well as all magic power.

IX. Special Items

Over the course of your adventure you will collect and trade a series of treasures, both magical and mundane, with various characters throughout the lands. You may need to search high and low for some of these, but they will all be important to your quest in one way or another.



Pirate Ship - This sturdy vessel will carry you across the open seas. Be sure not to lose track of where you dock it.



Nitro Powder - Explosive powder that is used for mining projects.



Crystal Eye - A magical crystal that when held in hand allows the blind to see.



Holy Rod - A special rod used to destroy evil barriers.



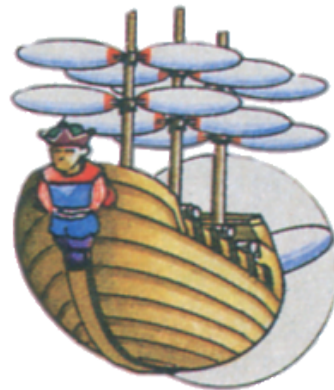
Canoe - A small magical boat that folds up on itself and fits in a pocket.

Levistone - This strange chunk of ore can cause even large objects to float off the ground.



Faerie Charm - This delicate magic charm feels like spun sugar and can be used to call faeries to aid you.

Airship - This ancient ship can soar through the sky like a bird.





Oxyale - A mystical substance that produces a supply of fresh, breathable air in any environment.



Star Ruby - A valueable gemstone with a red hue.



Rosetta Stone - A stone tablet with the secrets to deciphering lost languages.



Chime - The tone from this bell has magical properties.



Thunder Hammer - A small hammer not suited for combat but enchanted to smash large stones into rubble.

Dragon Crown - The crown of Bahamut, King of the Dragons. It is used in special rites to prove one's courage.



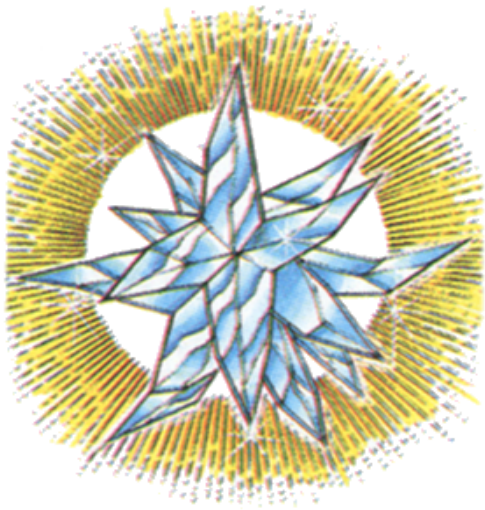
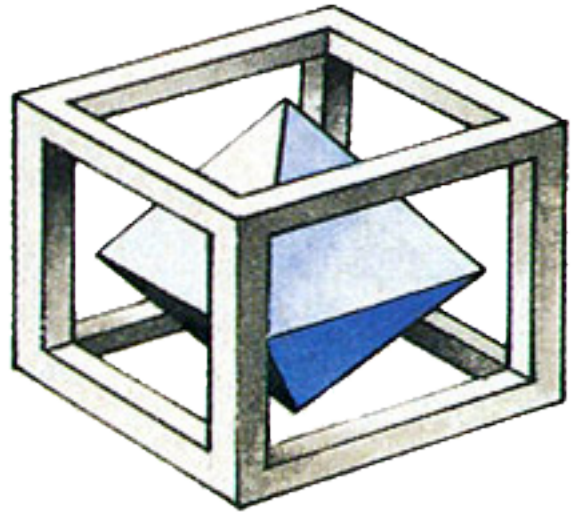
Jolt Tonic - Powerful medicine that can break a curse of eternal sleep.

Phoenix Plume - A magical feather with the power to revive fallen allies.



Mystic Key - The powerful magic of this key can be used to open any lock.

Warp Cube - A relic from ages long past. It can be used to transport you to far away places.



Adamantite - Legendary ore that can be forged into an unstoppable weapon.

X. Magic and Skills

All classes (some only after class change) get access to some form of magic spells or skills to use during combat. These charts have the basic information of each spell available and what class can learn it.

- White Magic -

[illegible]

Black Magic	Spell Name	Battle Effect	Field Effect	Target	Element	Usable By											
						Knight	Paladin	Mercenary	Assassin	Monk	Master	Red Mage	Spellblade	White Mage	Saint	Black Mage	Magus
Level 1	Fire	Fire-Element Damage	—	One Enemy	Fire							X	X			X	X
	Mire	Lower Evasion	—	All Enemies	Earth				X			X	X			X	X
	Blind	Dark Status	—	All Enemies	Mind				X							X	X
Level 2	Ice	Ice-Element Damage	—	One Enemy	Ice							X	X			X	X
	Bolt	Lightning-Element Damage	—	All Enemies	Lightning							X	X			X	X
	Fear	Morale Down	—	One Enemy	Mind				X							X	X
Level 3	Fire 2	Fire-Element Damage	—	All Enemies	Fire							X	X			X	X
	Silence	Mute Status	—	One Enemy	Poison				X			X	X			X	X
	Slow	# of Hits Down	—	All Enemies	Mind				X							X	X
Level 4	Ice 2	Ice-Element Damage	—	One Enemy	Ice							X	X			X	X
	Bolt 2	Lightning-Element Damage	—	All Enemies	Lightning							X	X			X	X
	Sleep	Sleep Status	—	All Enemies	Mind											X	X
Level 5	Fire 3	Fire-Element Damage	—	All Enemies	Fire								X			X	X
	Petrify	Stone Status	—	One Enemy	Poison								X			X	X
	Terror	Morale Down	—	All Enemies	Mind											X	X
Level 6	Bolt 3	Lightning-Element Damage	—	All Enemies	Lightning								X				X
	Warp	Instant Death	Return One Floor	One Enemy/ Whole Party	Death/—												X
	Chaos	Confusion Status	—	All Enemies	Mind												X
Level 7	Ice 3	Ice-Element Damage	—	One Enemy	Ice												X
	Slow 2	# of Hits Down	—	All Enemies	Mind												X
	Stun	Stun Status	—	All Enemies	Poison												X
Level 8	Death	Instant Death	—	One Enemy	Death												X
	Flare	Non-Elemental Damage	—	All Enemies	—												X
	Dispel	Remove Resistances	—	All Enemies	—												X

- Skills -

Skills	Skill Name	Battle Effect	Field Effect	Target	Element	Usable By											
						Knight	Paladin	Mercenary	Assassin	Monk	Master	Red Mage	Spellblade	White Mage	Saint	Black Mage	Magus
Level 1	Kick	Damage	---	All Enemies						X	X						
Level 2	Purge	Remove Dark/Poison	---	Self Only						X	X						
	Smoke	Add Confusion/Dark	---	All Enemies					X								
Level 3	Courage	Defense Up	---	All Allies		X											
	Dodge	Evasion Up	---	Self Only					X								
Level 4	Chakra	Restore HP	---	Self Only						X	X						
	Murder	Instant Death	---	One Enemy					X								
Level 5	Bless	Damage Up	---	Self Only		X											
	Celerity	Double # of Hits	---	Self Only					X								
Level 6	Mend	Restore HP	---	One Ally		X											
	Focus	Attack Damage Up	---	Self Only						X	X						
Level 8	Ascend	Damage & Accuracy Up	---	Self Only						X	X						

XI. Credits, Etc.

I may put together a detailed spoiler spreadsheet with all of the data for this hack if there's enough demand for it and I get particularly motivated to do so. In the meantime, FFHackster does open this hack seemingly without issue so if you're particularly interested in the details of what's in there feel free to poke around.

I not sure what all else there is to say about this project. It took me the better part of a month planning it and about another month actually making those plans a reality. I ran into a few bumps along the way that made me change some ideas I'd had for the final product, but overall I think I'm happy with what I came up with. I would love to hear what you think about it if you play it. You can drop me a line on Discord @Celdia#3799 anytime, or wherever this ends up being posted for download as well.

Good luck, happy gaming, and may the Crystals always shine!

- Credit List -

Celdia – Hacking - Hacking, Modified Sprite Designs

Alex W. Jackson – Hacking - Bug Fixes

Anomie – Hacking - Bug Fixes & Enhancements

AstralEsper – Hacking - Bug Fixes & Enhancements & Retranslation

Disch – Hacking - Bug Fixes & Creating FFHackster

Entroper - Hacking - Detailed Notations of FF1 Disassembly

Grond – Hacking - Bug Fixes & Enhancements

Lenophis – Hacking - Enhancements: DTE Usability expansion

Leviathan Mist – Music - Enhancements: Updated Prelude, New Boss Music (3 Tracks)

MightyCollector – Translation - Retranslation: Terminology

Mistress Saeko – Original Sprite Designs

Paulygon - Hacking - Bug Fixes & Enhancements

Taralyn Darkchylde – Original Sprite Designs

x_loto – Translation - Retranslation: Japanese game script fan translation

Zzonkmiles – Hacking - Enhancements: Treasure identification