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# Technical data

## **Patch data**

|          |             |
|----------|-------------|
| Name:    | Guest Adder |
| Version: | 3.2         |
| 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

## **Description**

Final Fantasy 6 has the maximum of 14 permanent characters. This patch adds two guest characters to the roster and expands the number of playable characters from 14 to 16.

The patch is aimed to hackers and the data of the guest characters must be filled in the game database.

## **Instructions**

Apply the patch and edit the startup data for the characters #\$30 and #\$31 (48 and 49 in decimal). Their names are *Tork* and *Jade* in the original game. They were unused and now they correspond to the new guest characters. The *Final Fantasy 3 Multi Editor* can easily edit their data.

All character data of the new two guests must be edited. Two specific fields have special effect in the patch and it only applies to the new guests characters. The default characters and normal guests aren't affected by the special fields.

The *extra hp* field corresponds to the item ID of the guest. If the item is in the inventory, the guest becomes available in the roster. The item should only be obtained in the *World of Ruin*.

The *extra mp* field corresponds to the sprite ID of the guest. Valid values are from 0 to 21. Higher values are invalid and they will generate many graphical glitches.

# Notes

## ***Item ID***

Any item ID can be associated with the new guest. If the item is in the inventory, the guest becomes available in the roster. Otherwise, he becomes unavailable. The special value of #SFF will make the guest permanently unavailable.

The item should only be obtained in the *World of Ruin* after the airship availability. In the *World of Balance*, the game engine uses the guest slots and the guest data will be overwritten or reseted. In summary, the game engine and the patch will conflict over the guests data in the *World of Balance*.

The item should be the “Item” type and unusable in field or battle. If the item is equipped or depleted, the guest becomes unavailable in the roster. Please, make sure it doesn't happen or the guests can become unavailable temporary or permanently.

## ***Sprite ID***

The sprite ID corresponds to the guest sprite. It will determinate the graphics for the character in four areas: battle, dungeons and towns, portrait and roster.

The graphics column has three settings:

- *Full*: The graphics works flawless;
- *Almost*: The graphics for chocobo and magitek animations are missing;
- *Incomplete*: Graphics are incomplete and they generate graphical bugs.

The (\*) mark signals that the graphic has incorrect palettes.

## Sprite ID list

| ID (decimal)  | Graphics   | Battle        | Dungeons  | Portrait | Roster        |
|---------------|------------|---------------|-----------|----------|---------------|
| 00 – Terra    | Full       | Terra         | Terra     | Terra    | Terra         |
| 01 – Locke    | Full       | Locke         | Locke     | Locke    | Locke         |
| 02 – Cyan     | Full       | Cyan          | Cyan      | Cyan     | Cyan          |
| 03 – Shadow   | Full       | Shadow        | Shadow    | Shadow   | Shadow        |
| 04 – Edgar    | Full       | Edgar         | Edgar     | Edgar    | Edgar         |
| 05 – Sabin    | Full       | Sabin         | Sabin     | Sabin    | Sabin         |
| 06 – Celes    | Full       | Celes         | Celes     | Celes    | Celes         |
| 07 – Strago   | Full       | Strago        | Strago    | Strago   | Strago        |
| 08 – Relm     | Full       | Relm          | Relm      | Relm     | Relm          |
| 09 – Setzer   | Full       | Setzer        | Setzer    | Setzer   | Setzer        |
| 10 – Mog      | Full       | Mog           | Mog       | Mog      | Mog           |
| 11 – Gau      | Full       | Gau           | Gau       | Gau      | Gau           |
| 12 – Gogo     | Full       | Gogo          | Gogo      | Gogo     | Gogo          |
| 13 – Umaro    | Full       | Umaro         | Umaro     | Umaro    | Umaro         |
| 14 – Soldier  | Full       | Soldier       | Soldier   | Soldier  | Soldier       |
| 15 – Imp      | Full       | Imp           | Imp       | Imp      | Imp           |
| 16 – Leo      | Almost     | Leo           | Leo       | Leo      | Leo           |
| 17 – Banon    | Almost     | Banon         | Banon     | Banon    | Banon         |
| 18 – Morphed  | Almost     | Esper         | Esper (*) | Terra    | Esper (*)     |
| 19 – Merchant | Almost     | Merchant      | Merchant  | Soldier  | Merchant      |
| 20 – Ghost    | Almost     | Ghost         | Ghost     | Ghost    | Ghost         |
| 21 – Kefka    | Almost     | Kefka         | Kefka     | Terra    | Kefka         |
| 22 – Unknow   | Incomplete | Bugged        | Gesthal   | Terra    | Green Soldier |
| 23 – Unknow   | Incomplete | Green Soldier | Elder     | Terra    | Bugged        |

## Colosseum

The original code of the Colosseum has a bug which incorrectly load the wrong data for any guest character in the game. Only the default characters can fight at the Colosseum without bugs.

Two security checks were added to the Colosseum to stop the participation of guest characters:

- The party must have at least one default character.
- Guests can't be selected for the Colosseum battles.

In version 3.0 e 3.1 a bug corrupted the index of the selected bet item. It was fixed in version 3.2.

## ***Final Battle***

The new guests characters can participate in the final battle against Kefka. The code of the final event before the battle against kefka don't consider the participation of guest characters. It generates minors placements bugs of the guests but it is only aesthetic.

Guests can't participate in version 3.0 or lower.

## ***Guest commands***

The original game engine has a bug related to the characters commands. In specific events, the commands of the characters are replaced. Because of bad coding, they can be left without any usable commands and the game engine will freeze in the character turn. It affects all characters, including the default ones. The events are:

- *Fanatics Tower*: Only the *magic* command and a few others are usable;
- *Magitek Scenes*: Only the *magitek* command and a few others are usable.

To avoid the bug, make sure that all characters have at least a *fight*, *mimic* or *rage* command. The *Antimagic Field* patch also indirectly corrects these bugs and allows to choose any command for the characters, as long they have at least one single usable command. Without it, don't use the guests characters in the referenced events without anticipation.

The *magic* command doesn't work correctly for guest characters and shouldn't be used.

## **Links**

### ***Contact Info***

Please, fell free to contact me to report any bugs found. You can also submit a review.

- <http://www.romhacking.net/community/1902/>

### ***Patchers***

Floating IPS (\*.ips patches, windows version):

- <http://www.romhacking.net/utilities/1040/>

Dual patcher (\*.dua patches, linux version):

- <http://www.romhacking.net/utilities/1058/>