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Patch data

Name:	Learnable Rage
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

The patch changes the way to learn *rages*. In the end of a successful battle, if Gau is present, he automatically learns all available *rages* from the enemies. It applies to battles outside of the Veldt.

Notes

- Gau can't learn *rages* in the Colosseum.
- There are enemies without available *rages*.
- The patch disables the *Leap* command.

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>