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Load Game

This option allows you to continue a previously saved game. Use the +Control Pad to select one of the three save files.

Saving a Game

You must save your game before quitting if you want to continue playing later without losing any of the progress you have made. Select "Save" from the main menu to save your game. You can save at save point or anywhere on the overworld map and maintain up to three saved games.
At Save Points you can also use a [Sleeping Bag] or [Tent].
If you should perish, you'll automatically be able to play from your last save.
Though any GP, treasures, etc. you aquired will have to be located again, your Level and Exp. data will be retained however.

Save States

Save states allow the player to instantly save progress even during cutscenes or battles, this is only possible via emulators or emulator consoles. Included below are three popular Super Nintendo emulators and the method each uses for this function.
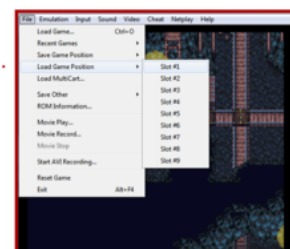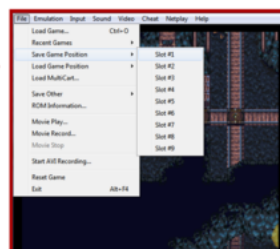
Zsnes Save States

Using the Zsnes emulator it is possible to save anywhere in the game. First select the save slot out of a possible 10. Next save to that state slot and finally load the number state you saved.

Snes9X Save States

A similar process to Zsnes but missing the slot selection. Save game position to a total of 9 slots then load said slot.

Higan Save States

A similar process to Zsnes but missing the slot selection. Save game position to a total of 9 slots then load said slot.

⚠ **Warning** - Do not use save data or save states from other non-rotds FFVI saves, as this will cause file corruptions and crashes!

XIV

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