

FF3SE-M

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	Category	graphic palette
	Game	FF3us 1.0
	Operating System	
	Version	2.13
	Release Date	2021/06/06
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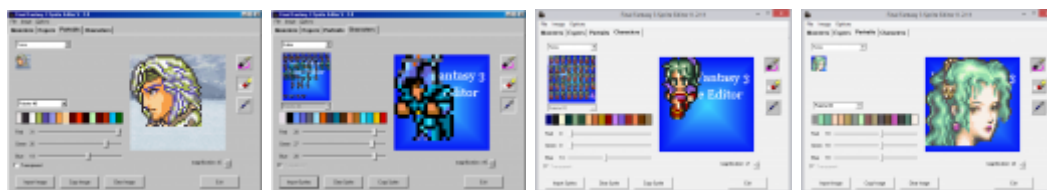
Description

This version of [FF3SE](#) is made to be used with relocated monster GFX and templates. There is a patch that will do the ASM changes and move the VANILLA GFX but you can make the data moves yourself as well if your hack is already started and monsters have been modified (see the forum thread). This version of [FF3SE](#) allow more space for extra GFX and moulds (templates).

Links

- [FF3SE-M 2.12](#)
- [FF3SE-M 2.11](#)
- [Source Code](#) (2.13)
- [Source Code](#) (2.12)
- [Forum Thread](#)

Screenshots



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