

# FF6 Advance Patches

## Bugfixes

### Verdant Respite Fix

Download	<a href="#">Verdant Respite Fix</a>
Author	Novalia Spirit
Patch Version	1.0
Game Version	SFC, SNES (1.0, 1.1), GBA (JUE)
Description	This fix enables the possibility of enemy encounters on all the light-green grass tiles with dark-green pixels in a corner; such tiles are only found in the World of Balance, outside of the Veldt.

### Disorganized Formation Fix

Link	<a href="#">Disorganized Formation Fix</a>
Author	Novalia Spirit
Patch Version	1.0
Game Version	GBA (JU)
Description	The Prometheus, Fortis formation was modified in such a manner that Prometheus, in a pincer attack, now appears on the same side as Fortis and transcends the boundaries of the battlefield. This bug was fixed for the European release.

### Instant Airship Fix

Link	<a href="#">Instant Airship Fix</a>
Author	Novalia Spirit
Patch Version	1.0
Game Version	SFC, SNES (1.0, 1.1), GBA (JUE)
Description	When the player is piloting the airship and decides to explore the interior, the program activates a switch whose purpose is to return control of the vehicle on the next visit to the world map, which is typically achieved through the wheel. However, when the party suffers defeat in battle, causing save data to be restored, the switch fails to be disabled. Consequently, it becomes possible to pilot the airship at any point in the journey, depending on when the most recent save was created, and provided that the console is never reset once the switch is activated, as its status is never recorded to the battery.

### The Sleazy Lender Fix

Link	<a href="#">The Sleazy Lender Fix</a>
Author	Novalia Spirit
Patch Version	1.0
Game Version	SFC, SNES (1.0, 1.1), GBA (JUE)
Description	The game wrongly deducts 150 GP instead of 80 GP whenever the party rents a chocobo in Nikeah; this patch rectifies that.

### The Magic Bridge Fix

Link	<a href="#">The Magic Bridge Fix</a>
Author	Novalia Spirit
Patch Version	1.0
Game Version	SFC, SNES (1.0, 1.1), GBA (JUE)
Description	In South Figaro, it is possible to cross the canal via a secret passage behind the cafe and thereby complete Locke's scenario without stealing clothes, which produces a few oddities. The existence of the shortcut results directly from the presence of a black, passable tile on the first background layer at the specified location.

### Flight of Storm Drgn Fix

Link	<a href="#">Flight of Storm Drgn Fix</a>
Author	Novalia Spirit
Patch Version	1.0
Game Version	SFC, SNES (1.0, 1.1), GBA (JUE)
Description	This patch prevents Storm Drgn from being shifted a space upward upon completing a revolution, a phenomenon that causes the creature to eventually loop around the map and, from the perspective of the player, become invisible.

### Naming Shadow Fix

Link	<a href="#">Naming Shadow Fix</a>
Author	Novalia Spirit
Patch Version	1.1
Game Version	SFC, SNES (1.0, 1.1), GBA (JUE)
Description	The function that invokes the naming screen for Shadow during Sabin's scenario fails to account for the possibility that the monk might not represent the leader of the party. As a result, minor oddities will arise should Cyan assume that role when the event occurs. Namely, the samurai remains visible as Shadow is introduced, and Sabin, whose location derives from the position of the party on the most recent creation of the map, momentarily appears afterward.

Title	<a href="#">Disorganized Formation Fix</a>
Author	Novalia Spirit
Version	
Description	
Title	<a href="#">Disorganized Formation Fix</a>
Author	Novalia Spirit
Version	
Description	
Title	<a href="#">Disorganized Formation Fix</a>
Author	Novalia Spirit
Version	
Description	
Title	<a href="#">Disorganized Formation Fix</a>
Author	Novalia Spirit
Version	
Description	

Title	Disorganized Formation Fix
Author	Novalia Spirit
Version	
Description	
Title	Disorganized Formation Fix
Author	Novalia Spirit
Version	
Description	

From:  
<https://www.ff6hacking.com/wiki/> - **ff6hacking.com** wiki

Permanent link:  
<https://www.ff6hacking.com/wiki/doku.php?id=ff6a:patches&rev=1476026463>

Last update: **2019/02/12 11:33**

