

Frozen Terra Fix

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Patch data

Name	Frozen Terra Fix 1.3
Author	madsieur
Link	Download

Rom data

ROM Name	Final Fantasy III (USA) 1.0
ROM SHA-1	4F37E4274AC3B2EA1BEDB08AA149D8FC5BB676E7
Header	No
ROM Name	Final Fantasy III (USA) 1.1
ROM SHA-1	057ADA1C641E3E0B3CA34E6E4F4EB1B05A87143A
Header	No

Description

Objects RAM (\$0867-\$1068) is not reset on game reset. This can lead to a bug where characters x and y positions (\$1FD3-\$1FF2) loaded from the save file can be overwritten after save file loading by the objects x and y position RAM values.

As specific example is saying three time no to Banon with Terra, watch the wounded returner event and reset the game after the end of event. Loading the game and repeating the wounded soldier event will freeze the event because Edgar, Sabin and Locke appear on the map with their old position before their position is set on the right side of the map by event. Terra will be unable to move because of those characters blocking her way hence the event freeze.

To fix this, all Objects RAM is cleared at game loading.

Thanks to Lenophis and Leetsketcher for assisting me in the patch creation.

Offsets

\$C32A40 - \$C32A42	JSR to new code
\$C3FFA9 - \$C3FFBA	New resetting loop

Code Changes

```
; Sustain Load confirmation (A button pressed)
org $C32A40
JSR bugfix

org $C3FFA9      ;code ends at $C3FFBA
```

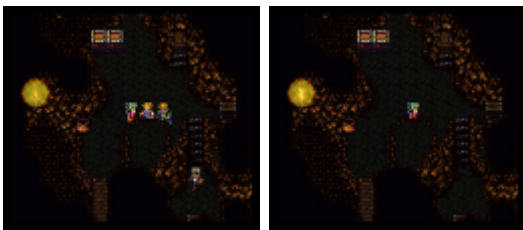
```
bugfix:  
REP #$20  
LDX #$0800      ;covers $0867 to $1068  
branch:  
STZ $0867,X  
DEX  
DEX  
BPL branch  
SEP #$20  
LDY $1863      ;previously at $C324A0  
RTS
```

Links

[Forum Thread](#)

[Video of the bug](#)

Screenshots



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