

FF3SE-M

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	Category	graphicpalette
	Game	FF3us 1.0
	Operating System	
	Version	1.0
	Release Date	2011/11/09
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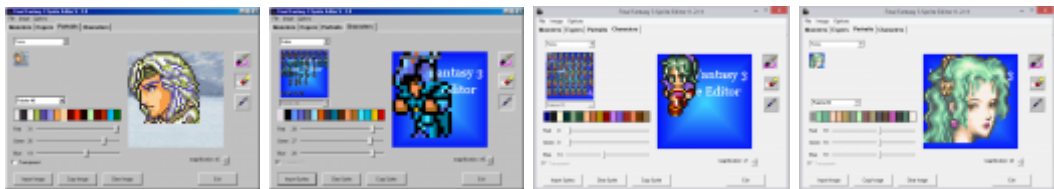
Description

This version of FF3SE is made to be used with relocated monster GFX and templates. There is a patch for this but you can make the data moves yourself as well if your hack is already started and monsters have been modified. This version of FF3SE allow more space for extra GFX and moulds (templates).

Links

- [Forum Thread](#)

Screenshots



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