

FF6LE Rogue

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	Category	game data level palette
	Game	FF3us 1.0 FF3us 1.1
	Operating System	
	Version	20130525
	Release Date	2013/05/25
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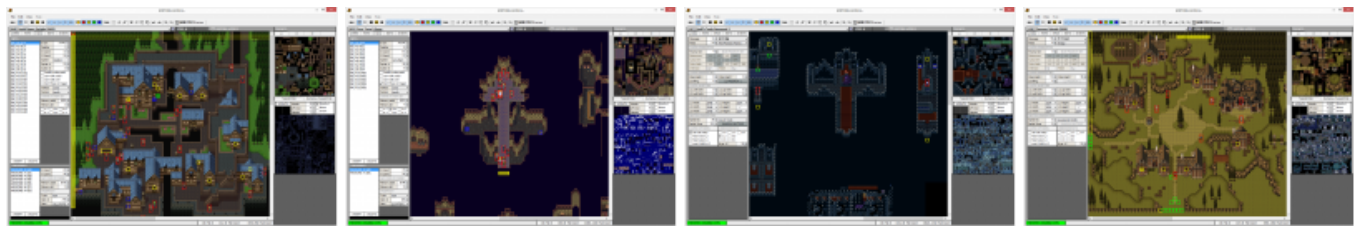
Description

This is a version of [FF6LE](#) that work correctly with FF3usME, i.e. the world maps tilemaps pointers are organized the same way meaning the map will not look glitchy in FF6LE. Also, this version require an expanded ROM since it allow world maps tilemaps expansions. The 20110108 build had a serious bug with Serpent Trench map compression, leading to a corrupted map.

Links

- [Source \(V.20130525\)](#)
- [Version 20110108](#)
- [Source \(V.20110108\)](#)

Screenshots



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