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Final fantasy 6 snes mods

Back when Final Fantasy VI (Final Fantasy III US) was released the game was heavily dimmed, censoring graphics and the like. When it was re-released to Playstation, the graphics were uncensored, but the dimmed script remained. Then came Final Fantasy VI Advance with a newer (although some consider drier) translation, but the color palette and music were changed for the handheld console. Others have made re-translations, such as the great work of RPGOne, Lina Darkstar, and Kwhazit. Now it's Final Fantasy VI: Ted Woolsey Uncensored Edition. The goal was to make the SNES version uncut and clean up the script, but keep the nuance used by Woolsey in the original game release. Using the original Woolsey script as the basis for analyzing, the entire game was looked through, line by line, using FFVI Advance, RPGOne, and Lina Darkstar to achieve this. Recently, the game's script was also heavily analyzed by Kwhazit and Mato (Legends of Localization). With these newer and more detailed looks into the game, the script was again updated to provide a much more accurate version while still being true to the original game release. Also used were various tools and patches for uncensur graphics, restore Character Class names, expand magic names, rename monsters and items, and make hopefully the version of Final Fantasy VI that everyone will play. Any bug fixes or add-ons that were used were selected not for any balance changes, but to resolve persistent issues in the game, as they do not change the original experience too much. This even includes the long list used in the optional Bug-Fix versions of the game. Additional add-ons are also optionally included. These tweaks bring an overall complete experience that many would say should have been in the original game to begin with. The music player that comes with the game has been modified for compatibility with Ted Woolsey Uncensored Edition. See the extra patches read-me for details. Be sure to report any issues in the forum discussion. Join the discussion here. Name: Final Fantasy III (US)CRC32: A27F1C7AMD5: E986575B98300F721CE27C180264D890SHA-200SHA91: 4F37E4274AC3B2EA1BEDB08AA149D8FC5BB676E7 You will need a Super Nintendo emulator and Game Boy Advance emulator to play these games. You can download them from my emulators page. If you need help with any of the emulators offered on my website, check out my emulation help subsite: Video Game Emulation for Newbies. The original Final Fantasy III we all know and love released in North America for Super Nintendo. The name is misleading because it is actually Final Fantasy VI. The reason they called it Part 3 is explained in About. This is the Japanese version of the Super Nintendo release. You will need this for some of the patches I have below. Final VI Advance er genudgivelse for Game Boy Boy There are four new espers, two new dungeons, three new spells, new objects and a bestial. And devote RPG fans respect this publishing English translation as the best so far. Rom Hacks Experience Final Fantasy VI in completely new ways with these ROM hacks! I distribute hacks here in two ways: pre-patched and patch. The pre-patched download is the hack already used for the game - just download and play! The patch download is just the patch; this is for people who insist on patching the game themselves. This Restored hack is a combination of two hacks: The Color Restoration Hack As any Game Boy Advance enthusiast knows, most games were modified to have bright colors to accommodate for the system's dark screen. This made Final Fantasy VI Advance look ugly! Fortunately, this awesome patch will completely correct the game's colors and make it look beautiful as the SNES version. See for yourself in the comparison screenshots on the left. The Sound Restoration Hack This hack replaces the music with the original music from the SNES version (gone the aggressive fuzzy instruments, rhythm errors and missing occasions and sharp). The opera songs are now sung by true opera soloists, and much of the opera songs are played by the Tokios orchestra. * The pre-patched download here has both the Sound Restoration hack and the Color Restoration hack used. This makes the GBA version look & sound like the SNES version! Check out this playthrating on YouTube to get a taste of it. This is Final Fantasy VI: Ted Woolsey Uncensored Edition! The goal of this project was to make the SNES version rough and clean up the script, but keep the nuance used in the original script. The Woolsey script is used as a base and went line by line looking at FFVI Advance, RPGOne (just below), and Lina Darkstar scripts to do this. This is the highest quality uncensored about translation that the fan community offers! Click here for some screenshots. This hack patch should be applied to Final Fantasy III (US). Everyone says that the GBA version is the most accurate translation to date for Final Fantasy VI. But do you secretly wish that there was an accurate translation available for the SNES version? Then you have this patch! It is a complete fan-based re-translation of the game. Just note that this is a literal translation, so it may not read as smoothly as the official US release. This was made by RPGOne Translations. Notes on patching. There are two means to patch Final Fantasy VI ROM with retranslation: (1) EXE, and (2) patches. EXE makes it very easy; it automatically applies the patches. EXE must be self-explanatory. And the patches are just patches that need to be used manually. This translation patch should be applied to Final Fantasy VI (J). Brave New World is the most comprehensive ROM hack yet devised! It contains: esper restrictions & new state increases that promote greater diversity and allow for tailored development. Esper leveling system that distances itself from esper bonuses from traditional levels. New and reworked formulas that save everything that is not magic or magic evasion from the dump-state pile. Balanced equipment, objects, spells and skills that aim to eliminate deadweight and give players more (and better) choices. A complete review of enemies from their stats to their behavior to better challenge veteran players and novices alike. Tons of bug fixes, as well as remedies for many of the game's more annoying aspects (such as tantrums take a lifetime). A new script that restores much of what was lost in translation and builds on existing plotlines and characterization. And much, much more, detailed in Important (especially section 4). Brave New World is not a tough type of courage. Although it's harder than the original game, the creators wanted to keep it accessible to newcomers while at the same time giving veterans a new experience. Return of the Dark Sorcerer is a Final Fantasy VI mod that has been in development for about six years. This mod promises to showcase some of the more challenging aspects of FFVI modding, as well as lots of fun and exciting new content – from a brand new cast of playable characters with custom movesets, a radically changed story with many new and customized events, new overworld maps, a new soundtrack, and lots of boozee uniqueness. Click here for some screenshots. To learn more, watch the trailer and ReadMe with the zipper. Final Fantasy VI: Stand Guard includes a rewritten script, some gameplay adjustments in the playoffs, uncensored graphics, and a little bit of bug fixes found here and elsewhere. Stand Guard is an attempt to create the final experience for the game. Click here for some screenshots. The patch should be applied to Final Fantasy III (US). Final Fantasy VI: Once again is another patch for those of you who have played Final Fantasy III and you are interested in a whole new experience. This patch increases the game challenge (similar to what the hard type of patches below do) and it also rearranges all elements/equipment/magic/skills/espers. In other words, everything about the combat system was overtaken. Read Important Information About Important Information. Click here for some screenshots. The patch should be applied to Final Fantasy III (US). Is Final Fantasy VI too easy for you? Do you long to play the game again, but you are so tired of it posing so little challenge for you? Well, don't worry anymore! The hard type of hack is here to save the day! This hack has increased enemy stats as AI new (and smarter moves) while changing equipment and Espers. The equipment has been made more unique to each character, and certain characters new skillsets. For example, Mog has Jump instead of Attack. Attack, to ReadMe in download for more info. The patch should be applied to Final Fantasy III (US). Here's another hack that adds to the difficulty. This hack is designed to completely rebalance the overall game in such a way that it is as difficult as reasonably possible without making it impossible for a theoretical beginner to the game to still complete without incredible amounts of effort. See The Store and More Information in the Download Information Group. The patch should be applied to Final Fantasy III (US). This hack replaces most of the main dialogue with hilarious, dirty jokes. It's a lot of fun! The kind of humour you'd expect at Southpark. Click here for some screenshots. The patch should be applied to Final Fantasy III (US). Back to the main Posted in Final Fantasy VI Modding FF6: Create Ultimate Final Fantasy VI Experience Modding Package(s): Patreon: Join our Facebook group, ULTIMA: Square Enix + JRPGs: ULTIMA Discord: For Business Inquiries: Ryan.m.Johnson91@gmail.com Photographer: Ultima-Chan art by:

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