

There are three versions of Final Fantasy 6 for the Super Nintendo:

1. The original Japanese release [Japan]
2. The United States English release [US]
3. The second run of cartridges released in the United States to address the Sketch bug [Rev 1]

Any patch will require a specific version of Final Fantasy 6 in order to work. In the case of SNES hacks, you can use one of the patches in this package to convert the ROM you have what you need. These patches are unheadered.

Version Conversion Patches	Various IPS patches to switch between FF6 SNES Japan, US, and Rev 1.	CDude + Serity	Download
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Final Fantasy VI (Japanese version)

Dump Name	Final Fantasy VI (J) [!].smc
Header	No
Filesize	24 Mbits
CRC32	45EF5AC8
MD5	97BF78E916B80F47CF35EDF502BE34DC
SHA-1	1C6A6DD90D3463F4532202199885A2C0E9A485F6
SHA-256	7187333502021ADDC80CE27D5B0B4316DCAC9318871E1C3ED5ED474B10177B65

Final Fantasy III 1.0 (U.S. version)

Dump Name	Final Fantasy III (U) (V1.0) [!].smc
Filesize	24 Mbits
Header	No
CRC32	A27F1C7A
MD5	E986575B98300F721CE27C180264D890
SHA-1	4F37E4274AC3B2EA1BEDB08AA149D8FC5BB676E7
SHA-256	0F51B4FCA41B7FD509E4B8F9D543151F68EFA5E97B08493E4B2A0C06F5D8D5E2

Final Fantasy III 1.1 (U.S. version)

Dump Name	Final Fantasy III (U) (V1.1) [!].smc
Filesize	24 Mbits
Header	No
CRC32	C0FA0464
MD5	544311E104805E926083ACF29EC664DA
SHA-1	057ADA1C641E3E0B3CA34E6E4F4EB1B05A87143A
SHA-256	10ECCC5D2FAB81346DD759F6BE478DCB682EEF981E8D3D662DA176E1F9A996BC

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