**[SEC01] CREDITS, NOTATION, and PATCH INSTRUCTIONS**

The reason many of my changes below work is because of AstralEsper’s “Final Fantasy Restored” (FFR), many parts of which have been incorporated into the main ISP file. As such, this patch would not be possible with all the hard work by AstralEsper and her collaborators. Full credits for FFR include: Alex Jackson, anomie, AstralEsper, DaddyNick17, Disch, Grond, Lenophis, LeviathanMist, MightyCollector, Paulygon, Vcimdarf, x\_loto, and Zzonkmiles. Please visit http://www.romhacking.net/hacks/1631/ for more details on this patch.

I created this patch for personal use after trying the mobile phone remakes of Final Fantasy, which still seemed buggy and imbalanced. After spending way more time than I’d like to admit on this patch, I feel it is in good enough condition to share with other users. Check out “Grond’s Final Fantasy” for another great patch (http://www.romhacking.net/hacks/652/). My primary goal was to add some new playstyle options and balance some mechanics, but still keep the flavor of the original Final Fantasy.

These hacks were made with Disch’s “FFHackster” (http://www.romhacking.net/utilities/163/), Paulygon’s “FFHackster Companion” (http://www.romhacking.net/utilities/257/), and a hex editor.

Updates may be made to this patch as I play through the game more times and identify issues.

Because this patch includes my own personal expanded text entries on top of those from FFR, I adopted the following cumbersome naming convention in this readme for when class, spell, enemy, and item names differ: New Name {OLD NAME}. This way users can still reference other Final Fantasy resources to help them with the game. Spell and item details can be found in the accompanying spreadsheets. Any reference to a base class (e.g., fighters and black mages) also references the advanced class (e.g., knights and black wizards), but not vice versa.

A copy of FFR has been included with this hack, with permission from Astral Esper. Apply the patches below in the following order to your original NA Final Fantasy ROM. The ROM should still function if you choose to omit the optional FFR patch components.

1. “Greyfield’s FF Base Patch.ips” **(Required, in the root directory)**
2. “Final Fantasy Restored – 1.0.ips” **(Required, in the FFR directory)**
3. “Menu Color – Standard Blue.ips” **(Optional, in the FFR / Settings directory)**
4. “Remove Ship Game + Add New Music.ips” **(Optional, in the FFR / Settings directory)**
5. “RNG – Improved.isp” **(Optional, in the FFR / Settings directory)**
6. “Greyfield’s FF Text Patch.ips” **(Required, in the root directory)**

**[SEC02] BROAD SPELL AND ENEMY CHANGES**

To address the general ineffectiveness of black and white magic debuff, control, and instant-death spells, I've generally made them more accurate and in most cases affect all enemies. The hodgepodge of non-elemental black magic spells has been cleaned up, and most non-damaging black magic spells now have two accuracy levels. The higher accuracy non-damaging black magic spells have an additional +20% chance to hit their target. Consistent with Final Fantasy nomenclature, the higher accuracy spells also a have “-ra” suffix. Some of these spells work on bosses, e.g., Focus {LOCK}, Dark {DARK}, and Sleep {SLEP}. Why bother casting Sleep {SLEP} on Chaos {CHAOS}, since he will always come out of sleep in one round? Because it allows the player to use these spells defensively, and to give the party extra time to apply magic buffs and prepare for the fight. The trade-off is that you’re not doing any damage, and if you cast it two rounds in a row, you risk it being ineffective because of turn order.

Enemies immune to the original death and control spells, hereafter called abominations, are now all vulnerable to Dia {HARM} spells and a subset black mage only instant death spells (Stone {QAKE} and Stonera {ZAP!}). All bosses, abominations, and large dragons have had their HP increased by 50%. Bosses include Chaos {CHAOS}, the four fiends, sprite initiated encounters, Warmech {WarMECH}, the Beholder {EYE}, and Death Beholder {PHANTOM}. In addition, Garland and Provoka’s pirates are hardier and resistant to the elements, and undead creatures have been given additional on-attack status ailments and debuffs, which both makes them more threatening and increases the usefulness of Pure {PURE}, Lamp {LAMP}, and Soft {SOFT}. Some enemy abilities have had ice and lightning elements added to give players more opportunities to use elemental barrier spells. For example, Warmech no longer casts Nuclear, which dealt 80 non-elemental damage to the whole party, but has a new special ability, Arc Cannon, which deals 96 lightning damage to the whole party. Undead creatures and large dragons also grant 30% more experience. Enemies that cast the old, single target RUB, BRAK, and XXXX spells have had their AI adjusted to include more of new, single target, more accurate Hold and Stop spells.

Abominations include all non-living creatures: Skeleton {BONE}, Bloodbones {R.BONE}, Minotaur Zombie {ZomBULL}, Shadow {SHADOW}, Specter {IMAGE}, Wraith {WRAITH}, Ghost {GHOST}, Zombie {ZOMBIE}, Ghoul {GHOUL}, Wight {SPECTER}, Death Beholder {PHANTOM}, Rakshasa {MANCAT}, Vampire {VAMPIRE}, Vampire Lord {WzVAMP}, Earth Elemental {EARTH}, Fire Elemental {FIRE}, Zombie Dragon {Zombie D}, Green Slime {SCUM}, Gray Sludge {MUCK}, Ochre Ooze {OOZE}, Black Tar {SLIME}, Mummy {MUMMY}, King Mummy {WzMUMMY}, Guardian {GUARD}, Sentry {Sentry}, Water Elemental {WATER}, Air Elemental {AIR}, Clay Golem {MudGOL}, Stone Golem {RockGOL}, Iron Golem {IronGOL}, Death Knight {EVILMAN}, and Nightmare {NIGHTMARE}. Note that Piscimodes {WIZARDS} are no longer in this group, and have been reclassified as aquatic.

**[SEC03] BROAD CLASS CHANGES**

For classes and their respective items, I have increased thief damage and utility, decreased fighter hit rates, and generally increased mage effectiveness through spell buffs. For all classes besides thieves, I’ve lowered battle run rates. For all classes I’ve increased magic defense gain rates (to balance against enemies casting higher accuracy spells), but also increased enemy ability accuracy by about 50% (to balance against higher player magic defense). I’ve also added many new spell items, which can benefit all classes, especially monks {black belts}. To help out with the ice cave, you can now travel to Gaia by boat to buy new weapons, armor, and spells, if you are willing to grind out the cash for them.

The amount of experience needed to level and the cost/value of all weapons, armor, items, services, and spells has been roughly cut in half. Like everyone, I loved the original Final Fantasy, but I don't have time in my adult life to grind imps for 40 minutes to just go from level 3 to 4. Apparently, I have 20 minutes. Chest gold has been left the same, though, to make finding these a bit more exciting.

**[SEC04] BLACK MAGE/WIZARD CHANGES**

Elemental spells have higher accuracy. Many more monsters have been given weaknesses to lightning and ice elements, and the damage disparity between fire/lightning and ice spells has been reduced. Fire {FIRE}, Thunder {LIT}, and Blizzard {ICE} now do the same damage as Fira {FIR2}, Thundara {LIT2}, and Blizzara {ICE2}, but only affect one enemy. Despite making black and red mages a bit overpowered early on, this allows them (and rogues {ninjas}) to use these spells strategically and liberally throughout the game.

Debuff spells, like Focus {LOCK}, Dark {DARK}, Sleep {SLEP}, and Slow {SLOW} are extremely accurate, and in the case of Focus {LOCK}, have had their effectivity greatly increased. Focus {LOCK}, Dark {Dark}, and Sleep {SLEP} can be used on all bosses. For example, Focara {LOK2} and Darkra {BLND} will essentially always hit Chaos {CHAOS} when cast by a level 50 black wizard. Black mages and wizards now have four instant death spells that affect all enemies, two of which affect normal, living enemies (Bio {Bane} and Biora {XXXX}), and two that affect non-living abominations (Stone {QAKE} and Stonera {ZAP!}). Confuse {CONF} now is more accurate against small (single tile) enemies (e.g., Creeps as opposed to Ogres), which can appear in larger numbers. Hold {HOLD} works on all enemies besides bosses, and is higher accuracy than before. Black mages and wizards also have three single target elemental control spells that do not have any real counterpart in the original game: Embers, Shock, and Freeze. These spells confuse, paralyze or instantly kill their target, respectively, and take the place of the old STUN, BRAK, and STOP spells. They have a 20% higher chance of hitting their target than Hold {HOLD} without taking into account elemental weakness or resists.

See spell changes in the spreadsheets for details.

Black mages start with 13 magic defense, which increases by 3 per level (160 at level 50). As for items, the Black {Black} Shirt now protects against all three elements, instead of ice and instant death spells.

**[SEC05] WHITE MAGE/WIZARD CHANGES**

Most white mage armor and evasion spells are stronger. Upgraded versions (e.g, Protera {FOG2}) apply the same buff, but it instead affects all allies. This allows the player to strategically apply buffs, if it’s not worth casting the upgraded version. It also keeps these spells useful for Knights. Dia {HARM} spells are more accurate and affect all abominations, not just undead. Holy {FADE} also got a buff, and Silence {MUTE} and Dispel (XFER) are considerably more accurate and affects all enemies. Dispel {XFER} \*should\* also reduce magic defense for each application, allowing you to hit with lower accuracy spells.

The white mage spell Fear {FEAR} has been replaced with a large self-heal, Prayer. The status remedy spells now each cover two debuffs. Pure {PURE} and the Antidote {PURE} potion remove both poison and silence. The effect was added to the potion, because if you’re silenced, you can’t cast a spell to remove it. Lamp {LAMP} removes darkness and sleep, and Soft {SOFT} removes paralysis in combat and petrification out of combat. Note that the Golden Needle {SOFT} potion, still only removes petrify out of combat. Since the old AMUT spell is now redundant, I removed it, and shifted down Raise {LIFE} to level 4 and Protera {FOG2} to level 5. This works out nicely because it provides more compelling spell choices at level 5, and makes Raise {LIFE} available sooner. In the open level 6 spell slot, I added a high accuracy, single target paralysis spell Stop {STOP}. This is upgraded version of the black magic Hold {HOLD} spell without the elemental affinities of the three similar black magic spells. The old WALL spell has been replaced with BarElem, which protects all allies against the three attack elements. With this and BarSpell {ARUB}, you can get your magical defenses up in two rounds.

See spell changes in the spreadsheets for details.

To compensate for losing the Fear {FEAR} spell, white mages have been given slightly more luck increases than the other non-thief classes. White mages start with 4 magic defense and receive 4 magic defense per level (200 at level 50). Hammers have received a damage buff, and the white {White} shirt now protects against all spells (equivalent to the old WALL spell).

These changes overall should greatly increase white mage durability and combat effectiveness.

**[SEC06] FIGHTER/KNIGHT CHANGES**

Fighter hit rate increase have been lowered to match thieves and red mages. They start with 4 magic defense and receive 4 per level (200 at level 50). Knights can no longer learn Blink {RUSE} and Mute {MUTE}, but can learn BarIce {AICE} instead. Their maximum spell charges have been increased to 5, which they receive throughout the game like other classes, starting at level 15. Note that you will still not be able to purchase spells, even if you have spell charges, before class change. Axes cost slightly more and have received a small hit upgrade, making them a slight upgrade from swords for the class.

**[SEC07] THEIF/ROGUE {NINJA} CHANGES**

Rogue {ninja} sprites have been altered to keep the original brown and blue palette. They also look slightly more rogue-like. They were the only class to swap palettes at class change and I never understood why. The leather look was great! Thieves and rogues {ninjas} now gain agility every level, start with more strength and hit, and get a few more guaranteed strength increases, which puts their weapon damage bonus between red mages and fighters. They start with 13 magic defense and gain 3 magic defense each level (160 at level 50). Thief run chances are always 100%, except for those encounters that are flagged as inescapable -- but there are work arounds for even these (see below). Thieves and rogues also have a series of unique weapons with 2X critical strike chance, can equip more swords (e.g., Mythril {Silver} Sword), and can no longer equip nunchucks and most staves.

Thieves can now learn Focus {LOCK}, Dark {DARK}, Temper {TMPR}, and Slow {SLOW}. They can also learn Warp {WARP}, and as such, are the only base class that can escape from dungeons. Finally, thieves can learn a class specific spell, Fear {FEAR}, which replaces the old RUB spell. If cast enough times, it causes enemies to flee combat, and thus functions as a run spell. It works on all enemies besides bosses. Essentially thieves should now be your go-to class for escaping and moving around dungeons. Rogues can now learn Slowra {SLO2} and Darkra {BLND}. Their maximum spell charges have been increased to 5, which they receive throughout the game like other classes, starting at level 5. Note that you can purchase level 1 and 2 spells before you can use them, and that you will not be able to purchase elemental spells until after class change – choose wisely.

**[SEC08] RED MAGE/WIZARD CHANGES**

Red wizards can now cast Darkra {BLND} and Soft {SOFT}, but can no longer learn Bio {BANE}. The instant death and single target elemental spells are only for black mages and wizards. Confuse {CONF} is still a very powerful option, and now also works on Tiamat to compensate. Red mages can also learn the white magic, Stop {STOP} spell, which is a non-elemental upgrade to the black magic, Hold {HOLD} spell. Red wizards can now equip all shields in game, as well as all staves. This gives them a bit more defense and spell utility (e.g., chain casting Fira with Mage {MAGE} staff). Properly outfitted, red wizards will have defenses roughly equivalent to rogues. Red mages start with 4 magic defense and gain 4 magic defense per level (200 at level 50).

**[SEC09] MONK {BLACK BELT} / MASTER**

Monks {Black Belts} and now start with more agility and receive agility every level (tied with thieves). They start with 13 magic defense and gain 3 magic defense every level (160 at level 50), and have additional HP bonus levels (now tied with fighters). Their initial hit % has been increased to match fighters, allowing them to more quickly surpass fighters and thieves in melee damage. They also get a final, epic hit at level 50. It should also be noted that they have additional utility through their ability to hold spell items, many of which are new.

**[SEC10] WEAPON AND ARMOR CHANGES**

Many additional items can be used to cast spells, so be sure to play around with unique treasure. Only items that had have had their original spells or quantity changed have been listed below.

Power {Power} gauntlets now casts Slow {SLOW} instead of Saber {SABR}

Defense {Defense} sword now casts Protect {FOG} instead of Blink {RUSE}

There is one fewer Ice Sword in the game, but the one that exists now casts Blizzara {ICE2}. The one that was lost has been replaced with an additional Protect Cloak {ProCape}.

There exists a new, more powerful, Sage’s {Power} staff that can be purchased alongside the Cat Claw {CatClaw}. The idea is to provide a generic end game weapon for white mages. The money that could be made from the old Power Staff has been added to the Great {Great} Axe and Giant {Great} Sword. To fill the chest, a Mythril {Silver} shield has been put in the Northwest Castle, and the Mythril {Silver} shield in the Earth Cave has been replaced with a Mythril {Silver} sword.

The Crosier {Iron} staff is no longer worthless, and is an upgrade to the Wooden {Wooden} staff, usable by all classes.

The Black {Black} Shirt now protects against elemental damage, instead of ice and instant death, while the White {White} Shirt protects against all spells, like the old WALL spell.

Each of the hurt categories now appears on two weapons.

Some staves, knives, and hammers have had their damaged buffed. Axes have been given a slight hit increase to make them more marginally more effective than swords for fighters.

See the weapon and armor spreadsheet for details.