

Shining Force III Translation Project

SF3Patch V25.1 Instructions

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Visit the Official Shining Force III Translation Project website for full instructions and much more!

<http://sf3trans.shiningforcecentral.com/>

I. Downloads

SF3Patch.exe (this package) - Self-extracting install includes everything you need to create a patched disc image/CD from the original disc.

SF3Patch.zip (by request) - If there are issues with virus software flagging the self-extracting install and you are not comfortable disabling your virus software for the download and install, this is the patch in zip form. Simply unpack where you would normally install.

This patch is available from the SF3 Translation project FTP courtesy of Moogie and Shining Force Central. Right click and "Save Target As..." to download files. Single left click on a txt file to view.

<http://sf3transftp.shiningforcecentral.com/>

Daemon Tools (preferred) - Virtual drive for patching disc images and playing the game with a Saturn emulator. Recommend purchase for clean version. Get the latest here: <https://www.daemon-tools.cc/products/dtLite>

Virtual Clone Drive - Virtual drive for playing the game. Good free option, but not suitable for patching. Get the latest here: <https://virtual-clonedrive.en.softonic.com/>

II. Patching Process

Information

Once the patched BIN or ISO has been created it can be played using an emulator or burned to a CDR to be played in a Saturn that is able to play backups (mod-chipped, ODE installed). This method will work with all of the Shining Force III discs.

Instructions

SF3Translation.exe (patch wizard located in the SF3PatchWizardV25 directory)

The SF3Translation.exe will work with a physical CD drive or an advanced virtual drive and uses the BIN/CUE format. Windows 7/8/10/11 are supported.

1. Place the game CD in an available CD drive or mount the image in a drive. Supports multiple images mounted at once.

- The disc (or disc image) **must be the original game** so the patch wizard can identify the version and patch it properly. It doesn't have to be the originally pressed disc, but it does need to be an exact copy or image of an original disc. **Pre-patched images will not work.**

- The Scenario 1 patch requires the NA or PAL version. **It will not work correctly with the Japanese version.**
- Not all virtual drives will work to mount for patching, Daemon Tools Lite is recommended if you plan to patch a disc image, Virtual Clone Drive will not work for this purpose.
<https://www.daemon-tools.cc/products/dtLite>
- Verify you have enough hard drive space for patching. 1 GB is a safe amount.

2. Launch SF3Translation.exe.

The first time you launch the exe you will be prompted to download and install Windows .NET 5.0 which is a one-time install that is required for the patch wizard app.

Get it manually here: <https://dotnet.microsoft.com/en-us/download/dotnet/5.0>

Look for .NET Desktop Runtime 5.0.xx down a bit on the right.

Select the version that is right for your system x64 (52mb) or x86 and download.

When it has finished downloading, go to the file and install. Once .NET 5.0 has been installed, re-launch SF3Translation.exe. The message will disappear once it has been installed.

Due to Windows, it's possible to get caught in a loop while attempting to install .NET. If there is any problem with this install, a fix has been provided in the SF3PatchWizard directory. Run **dotnetfix.bat** and that will solve the issue.

3. Gabriel is your personal patching wizard. He will auto-detect which scenario is in the drive and ask you to verify. You can use the arrow keys to change the selection or click on your selection with the mouse. Click or enter to select Yes or No.

4. Gabriel will ask if you would like to **customize** the patch. You have the option to choose which updates you want applied based on your preferences. Click or enter to select Yes to customize or No to accept the default settings. Note you can select Yes to customize to see all the options even if you choose not to change anything, but expect minor spoilers in the customize dialog. For those who don't want to be spoiled whatsoever, the **default settings** include all General patches (translation, restorations and additions), all Bug Fixes and some basic Quality of Life updates. Nothing that changes gameplay.

After selecting Yes to customize, you will see four headers at the top. **General, Bug Fixes, Quality of Life and Mods.** Select each of these to see the various options in each category. You can mouse over each update to see a description of it in the bottom window. If more updates are available than the box has room for, a spinning scroll arrow will appear. You can use the mouse wheel, arrow keys or click the spinning arrow(s) to scroll.

Select On or Off for each update. Some patches or mods may **conflict** with one another and can't be used together. If there is a conflict, both patch names will turn red and the patch can't be executed until the conflict is resolved. Choose to keep one and turn the other(s) off to proceed. Select the Done button once you're happy with your selections.

5. Browse to the location you want to place the CUE/BIN files and provide a name for the files. If you are overwriting, be sure the CUE/BIN isn't currently mounted and select the BIN file to overwrite. Note you can also choose to save to the (single file) ISO format, but that is not the recommended format to use. Click Save to start the patching process.

6. Wait for the Now Loading... to finish. It's recommended to allow the patch to finish before launching any other computer activities.

7. Gabriel welcomes you back and reports patching success or failure. He then asks if you would like to patch another disc. If Yes is selected, he will invite you to ready the next disc. Once you press any key to continue, the patch wizard returns to step 3 for the current disc. If multiple disc images are currently mounted, you need only press any key to continue.

8. Use virtual drive software to mount the **.CUE** (or **.BIN**) file and run with an emulator or burn the CUE/BIN to a CDR to use in a modded Saturn.

Note:

The patching process should wrap up a few seconds after the disc stops reading. If you run into any issues, please reach out to us to report them. Contact us through the SFC forum thread noted in the release announcement on the official site, the direct email link on the Credits and Contact page of the official site or the Discord community where you can get near instant help.

<http://sf3trans.shiningforcecentral.com/>

<http://sf3trans.shiningforcecentral.com/credits/>

<https://discord.gg/yWnUVCr>

Additional Mods/Patches

Additional mods can be added to the patch wizard at any time. A whole host of mods are available with included instructions on the FTP.

<https://sf3transftp.shiningforcecentral.com/Mods/>

Extra Mods 2024-10-17.zip

No Mix Extra Mods 2024-07-19.zip

Mods contained in the No Mix package will have conflicts with the base patch offerings and will need special consideration and attention to use.

Check back for updates and additional mods being added. While these mods are outside of the scope of this translation and are not provided as a part of it, they are all gameplay changes that have been requested. Our team member Rika created these so you know they are quality. You can reach Rika on our Discord should you have any issues or suggestions.

In addition to the Mods directory, you will find mods in the V25+ directory.

<https://sf3transftp.shiningforcecentral.com/V25+/>

This location will be our proving ground between releases and a permanent home for larger mod series', which might normally ship with the main package, but are too bulky.

Install these by placing the individual mod folder you want to include in the **SF3PatchWizardV25\Custom Mods** directory. Then run the patch normally and you should see it in the list under the Mods category.

III. Known Issues

Information- In general, more can be said in fewer characters in Japanese vs English, so there are some areas where abbreviations had to be used or imperfections had to be accepted. Having said that, the following are imperfections that we decided were worth living with. Most of them involve a small problem in one area of the game caused by making the majority areas better. These issues generally don't appear in Sc1.

1. **Fixed in V22!** ~~On the save loading screen (where you pick which file you want to load), the first hero's class "Swordsman" overlaps his level. The only way around this would be to use the four character abbreviations from previous games. Since this is the only place this happens, it is more valuable to have all the character's classes spelled out in the entire rest of the game. Note that when loading a save where the hero has been promoted to "Hero", it looks fine. Oddly enough, this issue is seen in the screenshots in the original US retail version manual. Evidently before they repositioned the text for the final release.~~

2. **Fixed in V23!** ~~In the Status screen under Effects. When a character is affected by a status and the cure is "Antidote Herb" or "Fairy Powder", the last letter of these two lands a bit outside the box. Compared to the other areas of the game where these items are seen, this box (when a condition exists) is referenced relatively less.~~

3. **Fixed in V23!** ~~On the Status screen, when scrolling to the left and right at the character select screen, the attribute names are not very well aligned with the values and LCK is overlapping MOV a bit. Again, we have to work with existing text locations.~~

4. On the Status screen, some text characters will disappear. This is primarily seen in the latter half of the game when the screen is very full of text. It can affect a number of characters at the end of words. Scrolling down through text usually gives one effect while scrolling up gives another. This has been minimized since it was first discovered through trial and error. The cause seems to be a limit on the number of characters that can be on screen at once. While it is unnerving to the translation team, it is unlikely to affect anyone's experience...

5. **Fixed in V23!** ~~The biographical encyclopedia (the bookcase in HQ) is in its original Japanese order, not roman alphabetical order. We have no control over this.~~

6. **Fixed in V23!** ~~In the Premium Disc character model viewer, several of the character names run over the box a bit.~~

7. **Fixed in V22!** ~~When patching with a PAL version Sc1, at the end of Sc1 during the conversations after Battle 27 in the Aspia Catacombs, mixed up lines have been noted by multiple sources. This occurs when you continue on past the battle towards the stone bridge during the cutscenes with the guards and with Fyunding. Other crashes have also been associated with this. For this reason, patching a PAL version of Sc1 is not ideal.~~

8. When the Sc1 Golem boss from battle 23, Giga Breaker in the Sc1 hero test or any Sc2 Lizardman's feet are frozen in place and they thaw, the message references the hero's name. This appears to only happen with these

specific enemies and is believed to be a bug in the original game. May be related to weapons that cause this effect such as the Blade's Ice Breaker.

IV. Info and Version History

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Links:

[Shining Force Translation Project Official Site](#)

[Shining Force III Translation Project Forum](#)

<http://www.shiningforcecentral.com/>

Credits:

For full credit listing, please refer to the Credits page on the official site.

<http://sf3trans.shiningforcecentral.com/credits/>

Special Thanks to:

Cyber Warrior X for partially figuring out the decompressor.
Aho for some image editing and work on the SF3-2 Translation
ark666 for updating the kanji database
Lord Oddeye for finding a lot of the bugs

Moogie and the rest of the SFC boards for support and information,
even though in the beginning it seemed like a lost cause ;-)

Everyone else supporting the cause especially the community at SFC
Go to <http://www.shiningforcecentral.com/> for all your shining force info and needs.

Various other SF3 fan sites to help with names and other information
Including but not limited to:

<http://www.celestialdamnation.com/jumesyn/>

http://rpg-home.lunar-net.com/sf3_new/

SegaXtreme community for help with mkisofs

www.segaxtreme.net

And a small thanks to Sega and Camelot for tempting all other non-Japanese speaking people
with a game that they themselves are forced to translate.

Version History:

V25.1 (10/17/2024)

Patch Wizard

- An issue with patch/mod **conflict reporting**, where the patch wizard wasn't reporting conflicts properly in some cases, has been fixed.
- Development-centered update that allows making files larger than the originals via DFR.

Bugfix of previous bugfix

- An issue was discovered with the **PCs with Enemy Weaknesses** bugfix patch that wasn't working properly for a handful of items and causing the absence of secondary bonus effects. This patch has been updated (v1.1).

General

Thanatos Animation

PD

The Thanatos animation was inexplicably changed for the PD. This patches the PD to have the same Thanatos animation as the previous scenarios.

Bug Fixes

Sc2 Battle 27 Barrel Fix

Sc2

Enemies on the main map and Barrels in the ruins share IDs and the barrels would disappear on game load if the enemies had been defeated. This ensures the barrels and loot will still be there.

Sc2 Special Illusion Fix

Sc2

Patches Sc2 to match Sc3. Removes illusion status effect from Penguin Flash (Silver Beak special) and adds it to Plasma Shell (Robby/Shell L1 special).

Sc2 Syntesis with Saraband Key Fix

Sc2

-spoilers- Forces Syntesis into the active party in Saraband when the arrest happens. The player could put her in reserve before the arrest and then not have access to the Saraband Key, which is needed to advance the story.

Leader Always Active Fix v1.01

Sc1, Sc2 (v1.003)

IN TESTING. The Hero will never be placed in reserve by the game even if he is the lowest level character.

Sc3 Unpromoted Music Fix

Sc3

Unpromoted characters now play the correct battle music. Previously their Promoted music played.

Quality of Life

Reserves Available in Town Sc1, Sc2, Sc3

Allows access to reserve characters in status menus outside of battle.

Blacksmith Interface Update and Results

The Blacksmith Interface Update mod gives Sc2 and Sc3 Blacksmiths a similar interface to Sc1, including showing your gold total. The Blacksmith Results mod allows you to see what item the Blacksmith plans to make before you pay, so you can back out and try again without having to constantly reset if you don't like the RNG. Patch Wizard V25.1 is required for these two.

Show High HP v2 All Updated to include 3D battle scenes

High enemy HP (600 and above) replaces ??? with actual value in the status menu and the target window in battle, including battle scenes.

Walcuray Be Quiet Sc3

Removes sound the Walcuray makes in Battles 4 and 28 which some find annoying.

Mods

Preferred Weapon Mods

This series of mods solves the issue of having a penalty for using anything but the default weapon for each character. These give an appropriate weapon on join and move weapon XP to the chosen preferred weapon. This allows you to experience all equipable weapon types (and their special attacks) with every character without falling behind due to the transition. Due to the sheer number of these mods, this series will be permanently located in the Mods directory on the FTP.

<https://sf3transftp.shiningforcecentral.com/Mods/PreferredWeaponMods/>

Increase Centaur Movement in Sand v3 All

A long complained-about mechanic has a solution! This mod reduces the movement penalty for Centaurs (friend and foe) on Sand and Desert terrain.

Text and Dialog:

A handful of small corrections across all scenarios.

HQ carrying too much line overlap fixed.

Blacksmith incidental lines made consistent across all scenarios.

V25 (07/19/2024)

Patch Wizard

New modular patching implemented! Pick and choose your preferences from the list of available fixes, additions, restorations and gameplay altering mods. Some of these updates are new, some were implemented in previous patch versions. Reference patch notes from previous versions below to see the documentation of previously released fixes. Here are all the available patches (old and new) with their descriptions:

* - new in V25

General (additions and restorations)

English Translation Sc1

Updates the English Translation to be consistent with the other scenarios including proper nouns, improved descriptions and the intended ending. Also fixes a text bug in the catacombs in the PAL version.

English Translation Sc2, Sc3, PD

English Translation including all dialog, menus and needed text location adjustments.

English Artwork Sc1, Sc2, Sc3

Translates and/or updates the loading screen, title screen and chapter title images.

English Artwork **PD**

Translates and/or updates the loading screen, title screen and menu images.

GameShark Weapons **All (currently only Sc1)**

Currently only the Moogie Arrow is added, but the rest are coming soon!

Titan Defeatable with Orb **Sc1**

This allows the Titan to be defeated outright (Elbesem Orb required) as in the Japanese version. Titan can still be defeated by normal means. This just provides the option.

***Silver Beak in Sc1** **Sc1**

Adds ability to craft the Silver Beak. The associated special Penguin Flash isn't available in Sc1, but it will provide the additional 10% crit you normally get with a fourth special.

Conrad HP **Sc1**

Adjusts Conrad's HP in Battle 20 to reflect his dire situation. No effect on gameplay.

PD Portraits **Sc3**

This replaces some of the less popular final promotion portraits with portraits from the Premium Disc. Portraits replaced: Synbios, Dantares, Irene, Julian, Medion, Edmund, Jane. Portraits do not yet have moving mouths.

Edmund Redemption Scene **Sc3**

-spoilers- Restores Edmund's redemption scene if you spare Stella in Sc2 and defeat the Masked Monk boss in Battle 12 while Edmund yet lives.

60 Character Limit **PD**

Removes the 60 character limit for the Premium Disc, so additional characters may be added via gameshark.

Bug Fixes

Difficulty Fix **All**

Properly orders the difficulty options from left to right and names them clearly. Standard, Hard, Harder, Insane.

Weapon Bonus Effects Fix **Sc1**

Fixes weapon second and third bonus effects. This is a bug in the original game where only the first weapon affinity bonus worked. Now all intended Holy, Demon, etc. bonuses will be applied.

***Critical and Counter Fix** **Sc1**

Patches Sc1 to match Sc2 and beyond. Moves the 3% crit and counter from weapons to characters. Note in order to crit or counter, enemies and NPCs must have a special attack.

PCs with Enemy Weaknesses Fix **Sc1, Sc2**

Characters would suffer enemy weaknesses because they shared IDs. Force members will no longer suffer these Magic, Holy and Demon penalties.

Elbesem Orb Fix **Sc1**

If Kahn's inventory is full when the Elbesem Orb is returned to Synbios, the version of the orb would not be functional. This ensures a functional orb.

Storich Chicken Fix **Sc1**

A non-functioning chicken appeared in Storich HQ even when it hadn't been earned. A secondary bug with Benetram showing up as the advisor in Vagabond on revisit instead of Palsis also fixed.

Ratchet Healing XP Fix **Sc1**

Ratchet no longer gets healer XP. Previously, Ratchet would get XP like a priest for healing and curing status effects.

Hagane MP Curve Fix **Sc1**

Previously, Hagane would get little or no MP when leveling up between levels 21-30 (he joins already promoted). Now he gets the proper gains.

Titan HP Fix **Sc1**

This fixes a bug preventing the Titan's arms from dying if their HP lands directly on 5000 or 4000.

Kraken Support and Slow Fix Sc2, PD

Effect of Support and Slow restored for the Kraken's head and arms. Previously, those enemies weren't properly affected by Support and Slow (even though the legs were).

***Silver Ring 1.003 Fix Sc2**

Depending on the events of Sc1 Battle 2, in Saraband you may get a Silver Ring. If not in Sc1, it will still be there in Sc2. This fixes an issue with Sc2 v1.003 where the ring doesn't appear in HQ stash if everyone's inventory is full.

***Sc1 Character Stats in Sc2 Fix Sc2**

-spoilers- Previously, during the final battle, the stats of the Sc1 enemies wouldn't take their equipment into account until after their first turn. This fixes that, giving them accurate stats from the beginning.

Garosh Leveling Fix Sc3, PD

This fixes a bug causing Garosh to lose stats instead of gaining when reaching levels 20-29 after his final promotion.

Irene Healer XP Fix Sc3, PD

Irene now gets proper healer XP. Previously Irene would not get XP like a priest for healing and curing status effects after her final promotion.

Ruins of the Wise Reward Fix Sc3

This fixes a bug where the Ruins of the Wise (commonly known as the Sc3 hero's test) wouldn't give reward item if the boss died on its turn (counter attack or poison damage). The item will now go to the hero.

***Dantares Paladin Sprite Fix Sc3**

Dantares' overworld sprite didn't update after final promotion. This uses the updated sprite from the PD in Sc3.

***Rogan Sprite Fix Sc3, PD**

Fixes Rogan's sprite so he is a working version capable of being added via gameshark.

***Jane Sprite Fix Sc3**

Jane's sprite updated to hold proper weapon.

Quality of Life

***Difficulty Options and Sound Test All**

Allows access to difficulty options and sound test without having completed the game.

Bookcase Ordered Sc2, Sc3

The Biographical Encyclopedia (commonly known as the bookcase) in HQ is now in alphabetical order.

***Reserves Available in Shops Sc1**

Patches Sc1 to match Sc2 and beyond. Allows access to reserve characters while in Shop menus including the Blacksmith.

***Show High HP All**

High enemy HP (600 and above) replaces ??? with actual value in the status menu and the target window in battle outside of combat.

***Haggle 75% Chance Sc1, Sc2, Sc3**

Chance to haggle items in a shop increased to 75%. Choose only one haggle patch to avoid conflict.

***Haggle Items Become Deals Sc1, Sc2, Sc3**

Converts all "haggle" items into deals upon interacting with either shop keeper for the first time. Includes haggles from previous towns if applicable. Choose only one haggle patch to avoid conflict.

Irene Insane Buff Sc1

Saving Irene in Battle 6 on Insane difficulty was seemingly impossible. She will heal herself exactly once when her HP is low. A 15% land effect was also provided on the tile where she stands her ground. Active on all difficulties.

***Kahn Control in Graveyard Sc1**

Allows the player to control Kahn in Sc1 Battle 11 when he has to convert the Kyon-Shi.

***Penn Joins at Level 9 Sc1**

Penn joins at level 9 unpromoted (previously level 1 unpromoted). New game required.

***Penko Joins at Level 9 Sc2**

Penko joins at level 9 unpromoted (previously level 1 unpromoted) and starts at weapon level 1 (previously weapon level 0). New game required.

***Donhort Control in Sc2 Sc2**

Allows the player to control Donhort in Sc2.

***Jane Equipable in PD PD**

Jane can unequip her Thunder Wand and equip a different weapon in the PD.

Mods

Enable Debug Mode All

Debug Mode will be available in the resulting game image. Used only for hacking. Engage community for more information. Should not be enabled if you are simply wanting to play the game.

https://tcrf.net/Shining_Force_III/Debug_Mode

***Sc1 Character Weapons in Sc2 Sc2**

-spoilers- Previously in the final battle of Sc2, Sc1 characters' weapons were replaced with generic, less powerful ones. This keeps what they were equipped with at the end of Sc1 for a more honest, but challenging encounter.

Text and Dialog:

All Scenarios

- Numerous small corrections across all scenarios.
- Accessory type previously known as Circlet now called **Tiara** as a circlet is a type of tiara.
- Steel Tiara now called **Royal Tiara** to more accurately reflect its quality.
- Zero Wing special attack restored to **Zero Count** which was favoured over T Minus Zero.
- Line breaks adjusted in the first priest line in the church.
- Where needed, abbreviation for Attack in descriptions now Atk (previously Att).

Sc1

- The area previously known as Barrand North Plateau is now called **Barrand North Highlands**.
- Likewise, the Ch3 ruin map now called **Highlands Map** (previously Plateau Map).

Sc2

- Grantack's race updated in his bio. He is of the **Dragonewt** race (previously Dragonman which is a separate race).
- -spoiler- Dialog cleaned up in and around Battle18 in the cave against the Baby Dragon and/or Arch Dragon.

- Previously thought to be Pappets' grandma, the sage in Pappets' backstory now known as an old seeress of his home village, but of no relation (from specifics gleaned from his World Book profile).
- -spoiler- Dialog in Battle 24 cleaned up when Cyos is defeated before Dakka.
- Dialog cleaned up when you meet the surviving refugees from Sc1 in Storich. Lots of combinations of survivors and the dialog can change based on who all survives.

Sc3

- **Area descriptions** updated to be in line with the other scenarios. A long time coming. Now areas are named according to their location as opposed to plot points. This is most visible when loading a record.
- -spoiler- Clarity added to dialog surrounding the trials and the difference between an Innovator and a **True Innovator**.
- Dialog in Aural village with Oneanera cleaned up.
- The combined Holy and Dark Rivers now known as the **Thousand Mile River** (previously the River of a Thousand Miles which was a bit clunky)
- Dialog in Bowlet Cabin HQ cleaned up.
- Dialog in Dormant cleaned up including Turk and Orga lines and HQ.
- Dialog around Remotest cleaned up including HQ.

V24 hot fix (01/16/2023)

Sc1

- Starting counter and critical chance stats updated to match later scenarios. Previously in Sc1, all weapons had 3 counter, but characters had 0 base counter or critical. This resulted in no chance to crit at weapon level 0 (outside of a friendship or weapon advantage effect). This was updated for Sc2 and Sc3 where the 3 counter from the weapons was moved to the characters and a base 3 crit added. This is now true in Sc1 as well, which allows characters with weapon level 0 to crit as they can in Sc2 and beyond. Chance to counter is unchanged except for the following weapons which now have a base chance:
Shiny rapier
Mist rapier
Phoenix Sword
Soul rod
Flame crossbow
Sonic crossbow
Dark rapier (unobtainable weapon anyway)
- Fixed some specific inaccurate/unintentional weaknesses related to the Weapon Second and Third Bonus Effects fix included in V24. These things have been corrected:
 - Spiriel is no longer weak to holy and demon
 - Cerberus is now weak to magic
 - Blood Born is no longer weak to magic

Sc2

- There was an issue with V24 where continuing a complete save from Sc1 to Sc2 while using Debug mode caused a crash. This has been fixed.

Sc3

- The Ruins of the Wise (hero test) reward fix has now been implemented properly through patching vs supplying the altered game files. There wasn't an issue with this in-game, just some housekeeping.

V24

Patch Wizard

- **Debug mode** has been added as an option during patching. Ask in the forum or Discord about its use.
- The **view mod has been removed** as an option during patching. It was causing all sorts of issues in various places. Adventurous souls can still hunt it down and apply it separately.
- Patched images now provide the build date as a consistent checksum date

In-game:

All Scenarios

- The order of difficulties "Difficult" and "Hard" have been fixed. Previously they were swapped such that "Hard" was to the left of "Difficult" in options. Now they are properly in order of difficulty from left to right and "Difficult" has been renamed for clarity. They are now **Standard, Hard, Harder, Insane**.
- The Status screen headers were previously skewed to the right. They have been centered in all scenarios.

Scenario 1

- The **Moogie Arrow** was placed on the empty mountain top in Battle 16. Previously a game shark only item which enables the special attack **Goddess Charm**, which has the effect of a Charm spell. The Moogie Arrow was, of course, named after our Goddess Moogie and this addition to the game will be accompanied by her inclusion in the lore, specifically in the SF3 World Book Translation Project. This is a fitting tribute to everything she has done for us over these many years.
- Weapon second and third bonus effects have been fixed. This is a bug in the original game where only the first weapon affinity bonus worked. Now all intended Holy, Demon, etc. bonuses will be applied.
- Hagane MP gain bug fixed. Previously, Hagane would get little or no MP when leveling up between levels 21-30 (he joins already promoted). Now he gets the proper gains.
- Ratchet no longer gets healer XP. Previously, Ratchet would get XP like a priest for healing and curing status effects.
- Previously it was seemingly impossible to save Irene in Battle 6 on Insane difficulty. Now she will heal herself exactly once when her HP is low. In addition, a 15% land effect was provided on the tile where she stands her ground to provide survivability. This will happen on other difficulties as well.
- {spoiler} Previously when the Elbesem Orb was returned to Synbios and Kahn's inventory was full, the version of the Orb given was non-working. That has been fixed.
- The fix for the Storich Chicken bug provided in V23 introduced a bug where Benetram would show up as the advisor in Vagabond on revisit instead of Palsis. This has now been corrected.
- {spoiler} After the Titan was made defeatable in V22 a bug from the original game came to light where if the Titan's HP landed exactly on 5000 or 4000 his arm wouldn't die (which also caused the water cutscene not to fire). This has been fixed. To be clear the Titan has 6000 HP total. The first arm should die after 1000 damage and the second arm should die after 2000 damage. After that the Titan will have a dark barrier that must be removed by using the Elbesem Orb. Then his remaining HP can be damaged.

Scenario 1 and 2

- Previously there were force members who received enemy weaknesses because they shared IDs. The devs fixed this in Sc3. Now it is fixed in Sc1 and Sc2. Force members will no longer suffer these undo Magic, Holy and Demon penalties.

Scenario 2 and Premium Disc

- {spoiler} Due to the difference in characters between the Japanese and English, the secret of JuMeSyn was coming out JuMSy in-game. The correct number of letters is now used when creating this name. This was implemented for Scenario 3 in V23.
- {spoiler} Effect of Support and Slow were restored for the Kraken's head and arms. Previously, those enemies weren't properly affected by Support and Slow (even though the legs were).

Scenario 3

- {spoiler} Edmund redemption scene enabled! If you spare Stella in Sc2 and defeat the Masked Monk boss in Battle 12 while Edmund yet lives, his redemption scene will fire.
- The Ruins of the Wise (commonly known as the Sc3 hero's test) previously wouldn't give boss/floor reward items if the boss died on its turn (counter attack or poison damage). If that happens now, the reward item will go to the hero.
- Some of the less popular final promotion portraits have been replaced with the more popular portraits from the Premium Disc. Portraits replaced: Synbios, Dantares, Irene, Julian, Medion, Edmund, Jane, Bulzome?. Campbell had an issue and will be coming in the future. Note these portraits do not have moving mouths when talking, but this is in the works. If for any reason you wish to preserve the default portraits, delete all the files that begin with KAO at this location: SF3PatchWizard\Patcher\GS-9203

Scenario 3 and Premium Disc

- Irene now gets proper healer XP. Previously Irene would not get XP like a priest for healing and curing status effects after her final promotion.

Premium Disc

- Image viewer crash fixed. Previously the game would crash when choosing next image viewing Campbell.

Text and Dialog:

All Scenarios

- Many small corrections across all scenarios.
- **Pyra's Wand** (game shark only) description now reads: Wand - Special Attack, Spark L3
It doesn't regen MP as the previous description noted.
- Alchemy Rod special attack is now called **Midas Strike**. Previously Change Gold which was an oddly worded translation.
- Zero Wing special attack is now called **T Minus Zero**. Previously Zero Count
- Removed the use of "Earth" as a proper term (but not as a general term for dirt/ground)
- Removed the use of the term "superhuman" and replaced those instances with the term "supernatural"

Scenario 1

- Cybel join dialog tweaked to reconcile with the information discovered in her World Book profile.
- {spoiler} Spelled out in the advice for the Titan battle that the Elbesem Orb is required to defeat it outright.

Scenario 2

- On the title/splash screen the subtitle has been updated to read: **Target: Godchild**
- {spoiler} Mother dragon in Battle 26 (Aspinia volcano) is now known as **Arch Dragon**.
- The music note character from David's singing easter egg has been restored. Keep knocking on his door on the Stump Skywalk to trigger this scene.
- Ilia's dialog clarified at the end of Ch5.

Scenario 3

- {spoiler} Dialog surrounding Thousand's fate at the end of Battle 6 and in Foothill village cleaned up. Previously the dialog wasn't correct for all three of his fates (talked to and joins, defeated by Cyclops and joins or killed).
- Thousands final class is now **Sacred Dragon**.
- Dragonman Claw special attack now known as **Dragon Soul**. Previously Change Dragon which was an oddly worded translation.
- Rollie's ultimate special now known as **Virgo**. Previously Change Virgo which was an oddly worded translation.
- Maya and trials dialog cleaned up.
- Irene now properly speaks in broken English in her Sc3 HQ dialog.

V23

Patch Wizard (Knight Of Dragon)

- Corrected an issue with different date formats in different parts of the world.
- Implemented improved compression - the same compression as the developer used.
- ISO export option added to replace Isomaker (note ISO is not the recommended format to use).

In-game (Knight Of Dragon)

Scenario 1

- Conrad's health set to 3 HP in battle 20 to reflect his dire situation.
- A bug with the Elbesem Orb was corrected. Previously if Kahn's inventory was full when Zero took the Orb initially (Sc1 Ch4), you get back an unequipable version of the orb.
- A bug was fixed which caused the Chicken to appear in Storich even when it hadn't been befriended on the train. It wouldn't hatch Penn's egg, it just caused confusion.

Scenarios 2 and 3

- The Biographical Encyclopedia (commonly known as the bookcase) in HQ is now in alphabetical order.

Scenarios 2, 3 and Premium Disc

- On the main Status Screen scrolling left and right at the character select screen, LCK and MOV are no longer overlapping one another.
- On the Status screen the box bounding the Cure area was enlarged so when an Effect is present, the cures, such as the lengthy Antidote Herb, do not flow outside the box.

Scenario 3

- In a few places an emoji with a Japanese kanji is used to signify embarrassment. This was replaced with an image of an uncomfortable face with red cheeks.
- {spoiler} Due to the difference in characters between the Japanese and English, the secret of JuMeSyn was coming out JuMSy in-game. The correct number of letters is now used when creating this name.

Premium Disc

- In the Model Viewer, the name box was enlarged so no names run out of the box.
- The models in the Model Viewer are now in alphabetical order.

- In the Image Viewer, many of the images were cleaned up. Some contained Japanese text that was unreadable due to the resolution, so the text was removed and other minor edits to make the images more presentable. (Special T)
- In the Image Viewer, the "Controls" images were translated. This includes the small image which shows that the Start button is used to see the controls as well as the Controls image itself that shows all the controls for the Image Viewer. (Special T)
- In the Video Viewer, the ending video labels (the bottom two in the left column) are now hidden as they should be if a completed save is not present and appear only when a complete save is present.

Text and Dialog

- Many minor corrections, primarily in Sc3.
- On the main Status screen it previously listed "LOSES". This has been changed to "DEFEAT". Can't quite get the S in there due to space, but I suspect this will be further improved in a future patch. No one is going to have more than 1 defeat anyway, right? :-)
- In Sc1 and Sc2, Dialog from the first hero meeting tweaked to reflect that Dantares and Campbell actually faced off in the fabled battle at the border. An event that was toned down in the English release.
- In Sc1 and Sc2, Garosh's winged friends are now consistently referred to as pigeons as opposed to a mix of pigeon and dove. Not a huge distinction, but consistency makes things roll a bit better.
- {spoiler} In Sc2 Ch5 Governor's Mansion, if you don't find the room with the four chests before battle 21 (Saraband Prison battle), the message at the door now provides a clue about needing to find them during the previous "stealth" sequence.
- In Sc3, In light of the details discovered about Isabella's backstory during the World Book translation effort, a few lines were tweaked to better represent Isabella's perspective. For example, she now consistently refers to Melinda as Aunt Melinda. A name that she fondly uses due to their special bond. See link below for some tidbits that the World Book translation has provided.
- In PD Model Viewer, once you have a model up on screen, pressing Start will bring up the controls (different from the Image Viewer Controls image, this one is text). These control descriptions have been greatly improved including adding arrows and improving the clarity of the descriptions.
- In PD Image Viewer under Drafts, changed the village in the trees description to Amity Village, see tidbits link below.

V22

New SF3PatchWizard! (Knight Of Dragon)

- Incorporates the bug fixes and enhancements below.
- Initial release

Bug fixes and enhancements (Knight Of Dragon)

These fixes are applied when using any of the three patching options.

- Overlapping class and level text on the record loading screen fixed (all scenarios)
- The Titan's barrier can be broken with the Elbesem Orb, so it can be defeated as in the Japanese version (Sc1 US and UK)
- The mixed-up lines after the Catacombs (Sc1 battle 27) fixed. Basanda had an extra line in the UK version that was removed. (Sc1 UK)
- Garosh bug fixed. This caused Garosh to lose stats instead of gaining when reaching levels 20-29 after his final promotion to Bow Master. (Sc3 and PD)

- 60 Character bug fixed for the Premium Disc, previously if the gameshark was used to add Rogan, another character had to be removed. This fix allows all 60 characters without crashing. (PD)

Many, many corrections and improvements to dialog lines across the three main scenarios.

A few relatively minor updates to area, item and enemy names

- Storich South Desert area (Sc1)
- Aspinia Mage enemy (Sc1)
- Fortress Gate enemy (Sc3)
- Bulzome Temple area (Sc3)
- Lessor Demon (Sc3) re-verified translation
- Durahan (Sc3) re-verified translation
- Thunder Wand (PD) Jane's weapon and weapon description in the PD when you recruit her at the end of Sc3.

Sc1

- In Flagard HQ, advice states the priest might have more information about what is happening in the castle. This should avoid confusion about what to do next.

Sc3

- Rollie join dialog with Jane cleaned up
- Ch3 after the Kudan/Yasha battle, Campbell is now aware Julian travelled with the Synbios army as he should be.
- Turk join dialog cleaned up
- Stella and Rogan bookcase entries ghosting fixed.

V21

Many small corrections and improvements, primarily in Sc2 and Sc3.

Classes

- Waltz and Justin's starting classes are now **Ranger** (Justin's is never seen in game) to align with series established class for Centaur archers.
- David's classes are now as follows: **Elven Ranger** > **Striker** > **Commando**
- Hero final class (Synbios, Medion and Julian) is now **Champion**
- Penn second class is now **Dynamo**

Penn's level 3 beak special is now **Volcano**

Added blue highlight to shop haggle item lines.

Sc1

In the end of battle 20 dialog, it's made clearer that Conrad's ailment can't be cured/healed

Ch5 Tower Ruins are now **Lookover Ruins**

Sc3

Improvements to the HQ Dragon and Beast lines.

Ch1 End of Battle 1 - Bresby no longer appears surprised he has been "asked" to battle the Walcuray.

End of Ch3 - Synbios is more forward/less passive about his desire to stop the fighting/war.

Ch5 Battle 19 - states more clearly this battle is the first trial.

Ch6 Battle 27 - fixed lines where Spiriel was killed. Previously, both branches read as if she was spared.

PD

Small correction in Battles when Unoma is speaking.

V20

In Saraband, each of the two large country headquarters now referred to as "command center" for clarity and contrast with the heros' army headquarters'.

Many corrections and improvements, primarily in Sc2 and Sc3.

Small fixes to dialog in Sc1:

- Hero meeting at the waterfall; Medion more clearly states Synbios' need for Zero is greater than his own.
- Switching point battle; Line about crushing the Republican dogs edited to more suit Medion's character.
- Palsis seeing the Titan at the bottom of the moat; He now acknowledges what Basanda reveals in the prior battle.

Sc2

Ready for beta through chapter 4!

The large electrical devices at Elbesem Temple courtyard are now referred to as "Elbesem Temple Core".

Sc3

Battle 4 advice corrected. Previously it would seem as if the staff's power had already been released.

Shortened the third promotion dialog (Elbesem... Grant your blessing...) to prevent it from overlapping Gracia's face for everyone.

Church promotion lines tweaked to accommodate those with classes that begin with vowels.

Keeper now gives better directions to the hero test.

V19

Many corrections and improvements, particularly in Sc3

Improved clarity of the Edmund, Rogan, Produn and Brutus storylines throughout

Added a tribute to the real Hedva and David in Sc2 at David's room on the Stump Skywalk.

Continue to knock on the door before triggering battle 11. On the last line, David will be singing their very famous song "I Dream of Naomi". <https://www.youtube.com/watch?v=lxgInZsgorU>

Corrected Dark Dragon's name in the Premium Disc battle

Additional shortcut icons included in package

V18

Numerous corrections and improvements throughout

Sc2 ready for beta through chapter 3

Battle and search messages made consistent in present tense

Some battle messages made clearer (charmed in particular)

Friendship bonuses given more descriptive names (Crit Evade vs Succumb) and better descriptions

Ruin Maps given identifiable names and descriptions based on feature and location

Permanent increase items given better descriptions

A few special attacks renamed for various reasons (Flash Kill, Chaos Cauldron, Penguin Butt)

Tybalts special attacks in the final battle of Sc2 corrected

Names of Pappets' beasts corrected

Names of Domaric's security detail renamed to Royal Guard to differentiate from Spiriell's White Knights.

Three ninjas in Sc3 battle 13 given descriptive names (Rin Ninja, Zai Ninja and Jin Ninja). For more information on what these mean, search the internet for "ninja hand signs".

Several entries in the bookcase (both Sc2 and Sc3) corrected and/or improved

Cutscene from the end of Sc2 and the beginning of Sc3 (on the ship) coordinated

Hero meeting 4 (on the bridge) coordinated in Sc3

New patcher (SF3TranslationPatcher.exe) included and documented in this Read Me as well as the official site

V17

Sc2 ready for beta through chapter 2

Many minor corrections and improvements, primarily in Sc2 and Sc3.

Hero meeting 3 during and after the Suspension Bridge battle has been coordinated between Sc1 and Sc2.

Clarity added to the dialog in Malorie after Wilmer takes you to the waiting room in Sc1.

In friendship battle messages, the name of the character you've gained a friendship level with is now shown in the bold/blue text.

In Sc1 Blacksmiths when picking up ordered items, the name of the item is now shown in the bold/blue text to match the other scenarios.

Sc1 Ch3 ruins renamed to Holy Road Ruins (previously Tidal Flats)

Sc1 mercs named to match SF2 mercs (Karna, Eric, Tyrin, Randolph)

Changed "Condition" in status to "Effects" to allow this to remain blank unless a status effect is present.

This goes a long way towards eliminating the text ghosting in the status dialog.

V16

Many, many minor improvements across all 4 discs

Sc1 is finished! Any changes at this point will be very minimal.

The Sc1 ending now accurately reflects the true ending of Sc1 not seen in the official English release

Hero meetings 1 (Saraband) and 2 (Railway Switching Point) have been coordinated between Sc1 and Sc2

Bookcases in Saraband and Balsamo have been coordinated between Sc1 and Sc2 (Ch1 and 5 for Saraband)

The Sc1 hero test is now known as the "Ancient Hall of Shrines"

The Titan's attack previously known as X-Spark was renamed to X-Laser, a pretty obvious oversight

The save locations of the last two battles of Sc1 have been renamed to "The Titan of Aspia" and

"Battle for Aspia" respectively

For Sc2, Sc3 and PD, a new font style has been implemented for the bold/blue text in battle messages and friendship levels to make them stand out a bit more

V15

Made a ton of corrections and improvements across all 4 discs

Made several items more consistent (save game terminology, Bulzome Temple, Frozen Sea, etc.)

Shortened some class names for readability and to minimize status screen ghosting

Hedoba name changed to Hedva as she was named after the singer (search the internet for "Hedva and David")

Some weapon descriptions were updated thanks to research by Special T and his work on the Jumesyn site

PD images updated (Thanks again to Special T. They came out great!)

Added additional icons

V14

Proper noun review for Sc3

Sc3 bookcase fully inserted

PD brought up to date with the other scenarios

Fixed a ton of errors

Added additional icons

V13

Sc1 ready for beta through Ch5.

All chapter endings inserted

Proper noun review for Sc1 and Sc2

(verifying all proper nouns are used and capitalized correctly and consistently)

Sc3 bookcase information updated (origin, force, class and race), but all entries still needed

Fixed many errors

Added icons to the package

V12

Sc3 translation fully inserted but untested

Fixed many errors

V11

Sc1, Sc2 and PD translation fully inserted but untested.

Sc2 reviewed for accuracy through Ch4.

Sc3 translation inserted through Ch6.

Added custom splash screen logos, now loading and chapter title screens

V10

Added US Sc1 text and SFCs partial Sc2 to the list

Made the patch all region enabled

V9

Added ' to Fiales Key

Changed Up Down Left Right in Character View and Sound Test to arrows

V8

Fixed Apostle to Apostle of Light

Fixed Queen to Queen of Light

Fixed Brigit / Isabella bug

Bow Cavalry changed to Bow Cavalier

Robby Final Class changed to Mecha God

Kuno changed to Kunoichi

Hermit Crab changed to Helm Crab

V7

Renamed MOVIESEL2.SPR to MOVSEL2.SPR. Pixel load should be fixed now

V6

Added Images Aho Provided

V5

Shining Spell name and description fixed

Ogre Rider name fixed

Bow Knight 1st class changed to Bow Cavalry

V4

Gracia name fixed

Allies trust decreased fixed

Known bugs:

Eldar's stats cause missing text

Pacify/ Shining

V3

Produn name fixed

Fiale name fixed

Power Fixed

V2

Some Spelling Errors Fixed

Added Name to Open Image

V1

Initial Release