Patch Data

Name	Luck Slot 3.0
Author	HatZen08
Download	luck_slot_30.7z

Rom Data

No-Intro Name	Final Fantasy III (USA)
No-Intro version	20130701-030720
File SHA-1	EA1DC87ECB3BA90BBFB8C122F8EE23CA426F5991
ROM SHA-1	4F37E4274AC3B2EA1BEDB08AA149D8FC5BB676E7
Game Version	1.0
Language	English
Console	Super Nintendo (SNES)
Header	Yes

Offsets

Address	Description
c17f32 - c17f35	unrig reel
c17f5e - c17f60	unrig reel
c17f9d - c17f9f	unrig reel
c21726 - c21741	fix names display
c24db8 - c24ddb	select spell for symbol (code)
c2a7ca - c2a800	spell table (data) and auxiliary functions
c2a800 - c2a860	symbol list for reels (data)
c2b4a3 - c2b4be	select symbol from reels (code)

Description

The mod changes the algorithm of the "slot" command. The symbols are now associated with ranked spells. Each symbol has now three spells that can be triggered based on the quantity of symbols present on all slots.

As example, consider that the diamond symbol are now associated with the spells "ice 1","ice 2" and "ice 3". The algorithm will choose one symbol randomly from one of the slots. If it is the diamond symbol and there is only one diamond in all slots, it will trigger "ice 1". If it has two it will trigger "ice 2". If it has three it will trigger "ice 3".

For customization purposes many hard coded settings like the "joker doom" were removed. However it is possible to setup the slots symbols for all slots and setup almost any spell to the symbols.
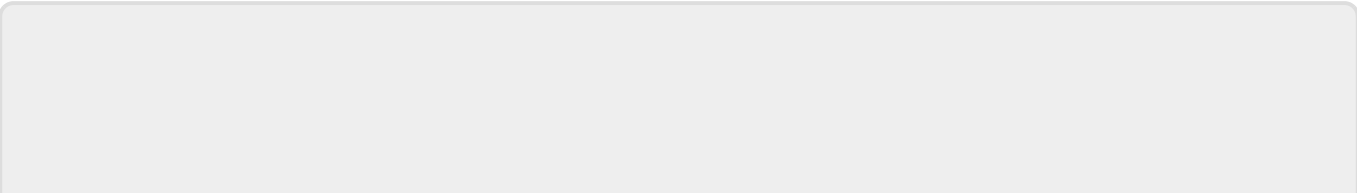
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