Basic Algorithms

Notes

All text algorithms were taken from Terii senshi's [Final Fantasy III Algorithms FAQ V 2.3](#).

All disassemblies code snippets credit goes to assassin, Terii senshi, Lenophis, Imzogelmo, Novalia Spirit and anyone else who has participated in commenting the disassemblies.

Algorithms

Damage Calculation

This algorithm has its [own page](#).

Hit Determination

This algorithm has its [own page](#).

Random encounters

counter is a value from 0 to 65535 (?)
random is a random value from 0 to 255

```
Each step:
  if on overwolrd map: counter = counter + 192;
  if on dungeon map: counter = counter + 112;
  get new random;
  if random < (counter / 256)
    fight occurs;
    counter = 0;
```

Note: The moogle charm makes the counter value not increasing.

Random monster formations

This algorithm has its [own page](#).

Averaging levels

Desperation attacks

Character Stats

Status Effects

Battle Timing

Dropped Items

Find Doom Gaze

Saving Cid

Umaro's attacks

Running from combat

Shadow Leaving

Pincer, Side, Back, and Preemptive attacks

Veldt