Patch Data

Name	Alternative Fixed Dice 1.0
Author	HatZen08
Link	Download

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
$C24158 - $C241E5	dice special effect - main
$C3FB50 - $C3FB5C	damage by dice number - table
$C3FB5C - $C3FB80	dice special effect - auxiliary function

Description

The patch changes the damage algorithm of the fixed dice special effect. Based on the game chosen, a dice number from three dices is selected. Each dice number is associated with a specific damage and the full damage of the selected dice number is inflicted in the target.

The damage associated with the dices number are setup in a table and it can be customizable.

Four basic games are available: random of three, lowest of three, middle of three and highest of three. They can be chosen based on the hit rate of the weapon with the special effect.

The special effect of the dices can be used for another weapons as well. In the original game, only the 'fixed dice' and 'dice' weapons have this special effect.