

Patch Data

Name	Alternative Flare Star 1.0
Author	HatZen08
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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
\$C24335 - \$C24335	Pointer for special effect
\$C23E21 - \$C23E23	Pointer for special effect
\$C2410F - \$C24135	flare star special effect - main
\$C3FB00 - \$C3FB1D	flare star special effect - damage

Description

The patch changes the damage algorithm of the flare star special effect. The new algorithm damage will be a random number between 1/16 and 16/16 of the target's max hp.

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