

Patch Data

Name	Wilder Randomness 4.0
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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
\$C3F900 - \$C3F925	generic random number generator plus veldt modifier
\$C0C47A - \$C0C494	overworld encounters
\$C0C497 - \$C0C4B1	dungeon encounters
\$C0C2DF - \$C0C2E5	veldt encounters
\$C1185C - \$C11865	unknown random number generator
\$C24B5B - \$C24B63	random number generator [0, 255]
\$C24B6B - \$C24B73	random number generator [0, A-1]
\$C2BBE7 - \$C2BBF0	random number generator [0, 255]

Description

The game uses random number generators. The generators actually are based on a fixed table of random numbers and they get the random number reading sequentially the next available number in the table. This algorithm makes the 'random number' to be predictable and, in specific situations, almost rigged.

The patch unifies the main random number generators in one single random number generator, with a less predictable algorithm.

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Last update: 2019/02/12 12:49

