

# HP Gain On Each Step

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## Patch data

Name	HP Gain On Each Step 1.0
Author	madsieur
Link	<a href="#">Download</a>

## Rom Data

ROM Name	Final Fantasy III (USA) 1.0
ROM SHA-1	4F37E4274AC3B2EA1BEDB08AA149D8FC5BB676E7
Header	No

## Files

hp\_gain\_four\_nh.ips: IPS patch for the stamina / 4 HP gain every step (bank \$C0 free space)

asm/hp\_gain\_four.asm: Bass v14 assembly file of the above patch

hp\_gain\_four\_EX\_nh.ips: IPS patch for the stamina / 4 HP gain every step (bank \$EE free space)

asm/hp\_gain\_four\_EX.asm: Bass v14 assembly file of the above patch

hp\_gain\_eight\_nh.ips: IPS patch for the stamina / 8 HP gain every step (bank \$C0 free space)

asm/hp\_gain\_eight.asm: Bass v14 assembly file of the above patch

hp\_gain\_eight\_EX\_nh.ips: IPS patch for the stamina / 8 HP gain every step (bank \$EE free space)

asm/hp\_gain\_eight\_EX.asm: Bass v14 assembly file of the above patch

asm/maps.asm: Bass v14 assembly file to edit for every map the new map property byte

## Description

This hack increase on every step the HP of all party member. The effect is the same as the tintinabar effect (HP gain = stamina / 4) and work on map having the random encounter flag set plus the two world maps. There is also a version of the hack that has the stamina / 8 formula instead of stamina / 4. With this hack the tintinabar is useless and can now be repurposed.

If you want to edit which maps the effect is on, you can enable it (01) or disable it (00) in asm/maps.asm and then assemble the hack with one of the four other files. Currently the decision to have a map HP gain property set was solely based on the presence of the random encounter flag on

that map. The map data portion of the file was auto-generated. The only manual modification was setting the flag for the WoB and WoR maps. The hack use map property byte \$ED8F1D which is unused in vanilla game.

The four different hacks use between 29 (\$1D) and 32 (\$20) byte of free space. You can change that free space offset by changing the "seek" macro argument in the asm file. If you want free space elsewhere than bank \$C0, choose a EX hack. The regular hack use \$C0D613 and the EX hack use \$EEAF01 as free space offset. You can assemble the hack with bass v14 with a command such as "bass -o rom.smc hp\_gain\_four.asm" at the root of the "asm" folder.

## Links

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