

## Patch Data

Name	Relics Boost 1.0
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Link	<a href="#">Download</a>

## 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
\$C20F30 - \$C20F42	code link
\$C3F700 - \$C3F7A0	main code and auxiliary functions

## Description

In the original game, the 'hyper wrist' relic gives a boost to vigor. Unfortunately, it is the only basic attribute that can be increased by relic based in a percentage.

The patch expands the relics boosts to vigor, magic, stamina or speed. It also allow the boosts to stack up. Each relic will contribute with 25% of the attribute boost. More than one attribute can be increased by the same relic.

It is necessary to adjust the relics data to setup the new flags for the new boosts.

The patch only allows the boosts in the relics. Other equipments, like weapons, shields, hats and armor, are ignored for the boost, even if their associated flags are active.

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