

Patch Data

Name	Relics Damage 1.1
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
\$C20D4A - \$C20D86	damage bonus - main
\$C3FC50 - \$C3FC8C	damage bonus - auxiliary

Description

The patch allows relics that raises physic and magic damage, namely the relics 'atlas armlet', 'earring' and 'hero ring', to sum up the damage bonus. Each individual relic will contribute with 25% damage bonus if the attack is physic, magic or both types. Any combination of these relics can be used, and the bonus damage will stack up.

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