Cursed Tweak

Back to patch list

Patch data

Name	Cursed Tweak 1.1
Author	madsiur
Link	Download

Rom data

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

Offsets

Free space is required for the new function in the bank your are implementing the hack.

$C0BDE4 - $C0BDF1	SRAM Init Modification
$C25FFA - $C25FFE	Cursed Shield Routine Hookup

Description

This is not a patch but a ASM file that allows more than one cursed item in the game. As it is now, each table has 4 entries, first the cursed shield then 3x dirk. As an example, item #2 of table A will turn into item #2 of table B after X fights where X is entry #2 of table C. You can expand the three table to 5, 7, 12 or more entries or have 2 or 3 entries. However 2 or 1 item(s) kinda defeat the purpose of using tables but it would work anyway. In case you change number of entries, you must change line 9 and 36 of the ASM file to the good numbers of items.

This tweak use 4 continuous free RAM bytes in the SRAM range (or more depending of your needs) starting at $7E1E1D. It also use a single RAM byte as temp storing value for CMP purpose ($7E1440).

There are a few restrictions:

1. If an item is equipped by 2 characters, counter will increase of two each battle but only one of the two weapon will upgrade.
2. If you have two identical entries in table A, only one of the two counters will be upgraded each battle even if 2 character equip the item.
3. Setting the number of battles to 0x00 will make the item upgrade after 257 battles (never tested the scenario though).
4. Battle number should be between 0x01 and 0xFF (1 byte).
5. Setting an upgraded item to 0xFF will most likely make you lose the table A item and get nothing new when upgrade happend.
6. I'm not responsible of people upgrading a shield into a megalixir and then have it equipped in the left hand Tongue

Note: "uncursed shield" message will appear after the battle when a upgrade is made. Since there is not universal message that can be applied, I left it as it is. One can easily find it in the ROM with the good table and change it to something that suits more his hack.

Interesting Setup:

You can have level 3 upgrades (item A → item B → item C). Using 8 items, the following can be set. As an example, Item #3 would turn into #7 then into #11.

Links

[Forum Thread](#)

Screenshots