

# Basic Algorithms

## Notes

All text algorithms were taken from Terii senshi's [Final Fantasy III Algorithms FAQ V 2.3](#).

All disassemblies code snippets credit goes to assassin, Terii senshi, Lenophis, Imzogelmo, Novalia Spirit and anyone else who has participated in commenting the disassemblies.

## Algorithms

### Damage Calculation

This algorithm has its [own page](#).

### Hit Determination

This algorithm has its [own page](#).

### Random encounters

counter is a value from 0 to 65535 (?)

random is a random value from 0 to 255

Each step:

```
if on overwold map: counter = counter + 192;
if on dungeon map: counter = counter + 112;
get new random;
if random < (counter / 256)
    fight occurs;
    counter = 0;
```

Note: The moogles charm makes the counter value not increasing.

### Averaging levels

### Desperation attacks

### Character Stats

## Status Effects

## Battle Timing

## Dropped Items

## Find Doom Gaze

## Saving Cid

## Umario's attacks

## Running from combat

## Shadow Leaving

## Pincer, Side, Back, and Preemptive attacks

## Veldt

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