

Patch Data

Name	Fair Hit 2.0
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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
\$C20C2D - \$C20C5D	status update when hit link and random routines
\$C22861 - \$C2286D	setups evasion as raw value
\$C23F67 - \$C23F6A	setups golem hp/hits
\$C2220D - \$C223EC	main hit or miss algorithm
\$C3FD00 - \$C3FDD4	flags detection and status update when hit

Description

The patch changes the hit or miss algorithm used to determinate if an attack hit or miss in battle.

It is recommended to edit the game data to balance out the hit rate and evasion values.

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