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Patch data

Name: Luck Slot
Version: 2.0
Author: HatZen08

File data

SHA1: ea1dc87ecb3ba90bbfb8c122f8ee23ca426f5991
Console: Super Nintendo Entertainment System (SNES)
Official name: Final Fantasy 3 (USA) / Final Fantasy 6 (JPN)
Language: English
Version: 1.0
Header: Yes

Introduction

In the original game, the *slot* command has many flaws. The reels have a rigged mechanism and the reels combination can be determined independently of the player participation. When the rigged mechanism isn't triggered, it is difficult to align three equal symbols resulting in the relatively useless *Lagomorph* spell. If the player is unlucky, he can trigger the *Evil Joker Doom* combination which immediately kills the party.

The patch changes the *slot* command algorithm. The first slot determinates the triggered spell, with a initial success chance of 33%. All subsequent slots, with the same symbol as the first slot, add 33% of success chance. Based on the success chance, the spell is triggered or fails. When it fails, the *Lagomorph* spells is triggered.

The reels were unrigged and evened and the *Evil Joker Doom* spell was removed.

Notes

In summary, the success chances are:

- first slot with two different slots: 33%
- first slot with one equal slot and one different slot: 66%
- first slot with two equal slots: 99%

Bug Tracker

If you have found a bug, you can post it in the forum:

<http://www.romhacking.net/forum/index.php/topic,15577.0.html>