As The Lunarian Shuffle is updated, the changes will be documented here.

V1.141

Added the ability to press Select on the Inventory or Shop screens to produce a tooltip describing a piece of equipment.

V 1.140

Added Disparate Duplicates! Only available when Duplicate Characters, Ability Shuffle, and Equipment Shuffle are all active, this feature allows (but does not require) multiple instances of the same character to potentially have different equipment and ability styles as each other. This should be particularly fun for single character challenges!

Added “Disparate Duplicates” check box to the Tracker, which will disable some of its quality of life features that wouldn’t behave correctly in that case.

Fixed a bug involving the shape of the legendary weapon if the recipient is an adult Rydia.

Fixed a bug involving the stone statue created if Rydia replaces Porom.

Added some more possible random equipment names.

V 1.136

Added the Avenger to the items randomized by the equipment randomization option.

It will always be 2-handed, and its stats will always be physically oriented.

Restored proper stat bonuses for the Legend and Excalbur swords when randomized equipment is active.

When equipment permissions are shuffled, made Karate and Ninja style equipment wielders *actually* have a higher likelihood of being ambidextrous than characters at large. The code that allegedly did that before didn’t work.

Fixed a bug where, with shortened cutscenes active, instances of item #1 were being removed at the game’s start, potentially stripping the main character’s weapon.

Fixed a bug where weapons that were supposed to be guaranteed an element (such as Air for arrows) were not getting that element when equipment randomization was active.

Mitigated a graphical issue where the 2 handed equipment error message (which doesn’t even work right in vanilla anyway) would interact strangely with the modified equipment screen.

V 1.135

Fixed a bug where the recently added “Rarer Encounters” feature wasn’t making outdoors encounters rarer in the Underworld or on the Moon.

Fixed a bug where the log file’s text didn’t distinguish between the player using Hard and Super Hard modes.

V 1.134

Added the long-requested ability to dash on the overworld!

Added a new check box for randomization options called “Rarer Encounters.” It makes battles much less common (effectively, you have to “encounter” 6 fights before the game actually makes you fight one), but also makes those fights much slower to run away from.

Removed the “Match Music To Characters” check box. That option is now always active.

Fixed a glitch where equipment that *hurt* your agility or strength would automatically qualify to be given the Headband icon instead of a normal hat one.

V 1.133

Implemented various improvements and bugfixes to the randomized equipment generation routine. In general, early game equipment should be more interesting, while still leaving room for mid and late game gear to be better as well.

Relatedly, added a patch, active when randomized equipment is on, that allows equipment more flexibility in what sorts of stat bonuses and penalties they give.

This does, unfortunately, require expanding the ROM.

Turning on debug / spoiler output will no longer disable specifying or identifying the RNG’s seed. Instead, turning on that output will change the results of randomization, such that someone can’t pretend to be playing blind when they did gain access to that information.

When Hard Mode is off, the randomizer will now check whether it thinks you have access to the Life spell for Valvalis and the end game, as well as whether it thinks you have a way to heal your characters in between battles for Rubicante and the end game, and will add Life and Cure2 potions to shops as necessary if not.

Added a patch by Aexoden that fixes the glitch that prevented characters from learning spells from different schools of magic in the same level up. This gives FuSoYa especially a little more flexibility in which levels his spells can be learned.

Added a patch to mitigate the 64-floor glitch. Now, if you go more than 64 floors deep, the game will forget the oldest non-overworld destination in the “return stack” but otherwise proceed normally.

TL;DR: Warp does what it’s supposed to, unless you cast it 63 times, then it leaves the dungeon, no matter what.

V 1.132

Fixed a bug where the award messages for Pale Dim and Plague’s rewards were mixed up.

Fixed a bug where an Adult Rydia that was in Paladin Cecil’s position would have the child Rydia job, which caused further bugs.

Fixed a bug where a natural Adult Rydia could have the wrong abilities in battle.

Added a few names to the random character naming database from Lunar.

V1.131

Fixed a bug that affected returning characters in ROMs that did not have the Ability Shuffle active.

V1.130

A new major feature, Randomized Equipment, has been added! When enabled, nearly all equipment in the game will get replaced with brand new stuff!

If Debug output is enabled, Randomized Equipment will generate a .csv formatted table showing what all the equipment does.

For now, this is only on the Desktop version only.

Added a random set of names for each character for when they appear as opponents in battle.

When shuffling equipment styles, a character with Yang’s equipment style is now 5x as likely to be ambidextrous as other characters, and the character with Edge’s equipment style is 3x as likely. (Was 2x for each.)

Changed the “Hold Y To Run” hack into “Hold Y To Walk.” In other words, running is now the default speed; hold Y to slow down.

Refactored Ability Shuffle code. All the previous bugs regarding the ability shuffle should be fixed. (Hopefully I haven’t added any new ones!)

V1.125

The Automatic File Name option now works properly! Rather than using a terrible default folder, it instead prompts you for a folder to place the ROM, or places the ROM on the desktop

Made the “Hold Y To Run” option automatic, and removed it as a flag. If you really don’t want to run, just don’t press the Y button.

Added a “Fix Sticky Stats” option. This prevents your characters from retaining Long Range even after unequipping a long range weapon, prevents them from permanently losing their ability to score critical hits, and stops Adamant Armor from leaving extreme weakness to Ice and Fire after removal.

Fixed an error where the Equipment Screen was unaware of Adamant Armor’s “extreme” resistances and weaknesses to elements.

Fixed an Ability Shuffle error that caused a Child Rydia who rolled her natural ability set to be unable to cast White magic in battle. (Keep an eye on this; Rydia’s weird enough that my fix may have caused other problems.)

Fixed a Lunacy Mode error that sometimes threw off the player’s map character, especially in the Fabul “gauntlet.”

V1.124

Fixed an error that affected the Races column of the Equipment Screen modification.

Known issue: The program’s window claims to be V1.123.

V1.123

Added the Equipment Screen modification. The game will now tell you what your equipment actually does, complete with highlighting for your stats and listings for racial, elemental, and status ailment properties.

Finally separated equipment logic between adult and child Rydia. I thought I did that a long time ago!

Fixed a second method to conduct item duplication.

V1.122

Fixed multiple Lunacy Mode bugs that affected the final battle sequence, resulting in possible crashes, duplicate characters, or missing characters for the final fight.

V1.121

Fixed a Lunacy Mode bug where Porom’s replacement would acquire Rosa’s name and in-combat abilities at the top of the Tower of Zot.

Fixed a bug in the Android version where Golbez’s X menu portrait was not imported properly.

V1.12

Lunacy Mode has been added! When Lunacy Mode is engaged, the game will reshuffle your party from among all the party members you have met so far every time you win a fight that awards experience. Also, just before the Zeromus fight begins, the game will see to it that your main character is in your party to use the Crystal.. and it gives the rest of your party one last shuffle for good measure!

Balance pass for consumable item prices:

Alarm costs 500 (from 100)

Level 1 spell items cost 350 (from 200)

Level 2 spell items cost 1000 (from 650)

Stardust costs 2000 (from 1000)

Vampire costs 750 (from 400)

HrGlass1 costs 800 (from 500)

HrGlass2 costs 850 (from 750)

HrGlass3 costs 900 (from 1000)

Hermes Shoes cost 1000 (from 2000)

Coffin costs 3000 (from 5000)

Grimoire costs 3000 (from 5000)

SuperHardMode was supposed to allow chests to contain equipment that nobody in your party could use. A bug made this no longer the case at some point, and that has been fixed.

Some more names have been added to the "Random Names" flag's options.

Fixed a bug where characters who received Young Rydia's ability set would retain her White magic outside of battle but lose it in battle upon rejoining the party.

Known Issue: trying to talk to Octomamm's tentacles as if the tile to trigger the fight were a desk causes the game to misbehave. A fix for this was found, but would cause Octomamm's fight to use the wrong background.

V1.114

Selecting the ability and equipment shuffles no longer disables the character specifier or counter. To be clear: even if you select “all mages”, your mage characters might get physical ability or equipment sets if you have those shuffles on.

Ambidextrous characters are now more likely when equipment shuffles are active:

* Odds of ambidextrous characters up to 12%/9%/6% for most characters on normal / hard / super hard difficulty.
* Characters that gain the Karate and Ninja equipment sets are twice as likely to be ambidextrous.
  + Since Adult Rydia simply borrows Child Rydia’s ambidexterity, her equipment style as a child is what matters for this increased likelihood, not her adult state.

Fixed a bug where the Dwarf Castle item shop was usually selling ammunition in addition to consumable items.

V1.113

Selecting Random and Combined names is no longer exclusive to using duplicate characters.

Crash fix for the Character Tracker: minimizing it should no longer divide by 0.

V1.112

The Character Tracker has been improved!

* It should now automatically handle duplicate characters in a smarter way.
* It can now track dual wielding: click the armor icon to replace it with a pair of swords.
* The display should now be more streamer-friendly: as you resize the window, it will rearrange the character list in a compact and centered way.

A couple stores that were defying equipment rules for leaving characters on Normal and Hard mode should now obey them.

V1.111

A built in Character Tracker has been added! Click on the “Launch tracker” button to use it.

Click on a “source” character and put it down wherever it makes sense to track the characters.

V1.11

Version 1.11 will now install as a proper application on your computer, rather than being a random executable. Hopefully, this will make Windows Defender not freak out so much about it.

Dartable items can now appear in lower value, but not higher value, chests if your party has a darter but no equipper for them on Normal difficulty mode.

The Ability Shuffle and Equipment Shuffle options are here! These options shuffle ability sets and equipment permissions among characters.

* Sets are inherited together. So, if you have FuSoYa’s White magic, you’ll have his Black and Regen as well, and if you inherit Rydia’s ability to use Whips, you can use the Tiara as well, even if the character isn’t female.
* If the Equipment shuffle is active, each character will randomly be ambidextrous or not.
  + Ambidextrosity is rarer on the higher difficulty modes.
  + Ambidextrous characters who have equipment permissions that normally allow shields will highlight shields as if they can be equipped in the battle menu, but since they have no “off hand”, they cannot actually be used.
  + Characters that are normally ambidextrous will be right handed if they are not.
* Golbez’s abilities and equipment style are only included in those shuffles if he is included in the character shuffle.
* Inheriting the abilities of a character also inherits their maximum MP and MP level up values.
* Equipment sets are indicated by the character’s “Job” in the party menu.
* The Karate equipment set carries with it the “attack power is based on level and ignores weapons” property that Yang normally has.
* Adult and Child Rydia donate and receive two different sets for the equipment and ability shuffles. For equipment, they are called ACaller for Adult and YCaller for Young.
* If a Rydia will age, her equipment and abilities may change as well. The equipment she had when she left as a child will still be on her when she rejoins as an adult, even if she can’t normally use it.
  + If she drops that sort of equipment, though, she can’t pick it back up.
* Rydias that will not age will have the equipment and MP appropriate to their permanent form.
* Rydias that will age will have the MP appropriate to their child form, even after aging, unless their adult form needs MP but the child does not, in which case even the child will have the adult’s MP.

For reference, playing with the Ability and Equipment shuffles usually makes the game harder, both because you will get more “useless” characters, and because there is far more information to process when making decisions. Inventory management in particular can get difficult; the Fat Chocobo may actually become useful.

V1.10

Version 1.10 introduces "Super Hard" mode, which makes the game far more difficult in many different ways:

* The game will give you equipment regardless of whether your party has members who can use it.
* Every chest and plot award for items has a 1 as its "minimum goodness." Items you find will still be appropriate to the current section of the game, but even the most out-of-the-way chests could contain a Cure2 or some simple ammo.
* The "cures just one status effect" items are back in the game, wasting a lot of your item drops.
* Half of all learned spells have their spell learning levels rolled between +0 and +39 levels instead of the usual Hard Mode +0 to +6.
* Tellah fails to learn 1/3 of the spells he is supposed to learn at the top of Mt. Ordeals.
* Tellah's replacement joins the party at level 10 instead of level 20.
* Whereas in Hard Mode, shops will sell between 1 and their original maximum number of types of items, in Super Hard Mode, the most items a shop can roll are between 1 and 4.
* Gold chests contain less GP.
* The "Maximum Experience Sharing" option is disabled.

Ammunition is now its own item type, instead of being split between being consumables and weapons. Shops and chests should feel more natural about whether they can or can’t hold arrows and shurikens.

Most consumable items now have descriptions when highlighted in the out of combat item list. Thanks to B0ardface for the hack to make it work, though I wrote the descriptions myself.

TLS will now remember the file location of your base ROM when you successfully load one, so you don’t have to keep pointing to it every time you open the program.

V1.091

Fixed a bug where Golbez’s Legend and Excalbur weapons could not be re-equipped if he dropped them.

Increased the “minimum” level for the Avenger and Light swords to match other “late game but not final dungeon” weapons. They will no longer appear in Eblan, but they can appear in the Sylvan Cave and in the Land of the Summoned Monsters.

V1.09

The “Legend” weapon that KluYa gives the main character will now be specific to the character it is given to, rather than being specific to Paladin Cecil. This also extends to its Rat Tail upgrade.

* These weapons have the exact same statistics and properties as the original.
* They can only be equipped by the intended user;
* As a reminder, Yang does not use the attack power of the weapons he equips, but he still benefits from stat changes and racial/elemental properties.

Speaking of the Rat Tail, it now is guaranteed to be placed somewhere.

When the “Include Golbez” option is checked, you may now get a non-vanilla Golbez villain even if he does not join your party.

Fixed a crash that could occur if TLS tried to make multiple seeds in a row with the “Random Names” option checked.

Fixed an issue where, if you obtained multiple Pink Tails, the Adamant Cave guy would steal all of them at once and give only one Adamant Armor. Now, you’ll turn them in one at a time.

“Shortened Cutscenes” improvements:

* Inns are now faster to use.
* Fixed an issue where Baigan would goose step on the way toward the King.

Balance improvements to Silvera, Agart, and Troia; they should no longer have items for the Twins, and Silvera’s item shop might sell a level 2 spell item.

Balance changes to pots in Tomra and chests in the Eblan passage.

V1.08

An option to add Golbez as a playable character has been added!

* Golbez is a hybrid Dark Knight / Black Mage. He has high durability but low damage.
* He can equip the same things that Dark Knight Cecil can.
* Dark Wave is available to him.
* He learns Drain at a very early level, the level 2 and 3 Elemental spells, Virus, and Meteo.
* If Golbez joins the party, he will replace a randomly selected character; that character will take Golbez's place as the game's main villain.

Fixed a bug pertaining to the Dark Wave and Kick abilities which made them do much less damage than they were supposed to in the mid and late game.

* This does make the bar room brawl harder than it used to be.
* These abilities are still usually weaker against a single target than the Fight command.

Assassin Dagger added to the game.

* Like the Hand Axe, the Assassin Dagger is in the game code, but was never obtainable.
* It is very similar to the Black Sword, but it decreases Wisdom instead of increasing it and has a lower hit rate.

The Slumber Sword can now be equipped by Dark Knight Cecil (and, by extension, Golbez).

Added the option to make characters’ musical themes match the characters as they have been shuffled, rather than following the original plot.

Added “combined name” and “random name” options to the duplicate character choices! Now, if you have a party full of Edwards, you can have each one use a different name to make it easier to determine which one is about to leave the party.

Added “++” and “--” buttons to the Character Specifier GUI. These will max out or minimize the selected option faster than rapid clicks would have.

On Normal difficulty, the Paladin Cecil replacement will join at level 5 instead of level 1.

* This should more closely reflect the power level of Paladin Cecil when he joins in vanilla.

Improvements to the Shortened Cutscenes option:

* Various stray textboxes and a couple unneeded vehicle scenes have been removed.

Minor balance changes to item distribution.

* Also, Yang's elemental claws are now level 1 equipment, to prevent a glitch in Kaipo's weapon shop if the character specifier is particularly extreme.

Minor balance changes to item prices.

* Hermes Shoes cost less, HourGlass1 and 2 cost more, while HourGlass3 costs less.

Characters now know their lowest level spell for free.

* This was necessary to make room for Golbez's learned spells.
* Specifically, these are the automatically known spells:

PCecil, Rosa, Porom: Cure1

Rydia: Ice-1

Palom: Fire1

FuSoYa: Sight, Peep, Ice-1

If the initial main character raises their left hand when waving, the Legend Sword will be mirrored to reflect that in the Mirror room.

Fixed a bug where items only usable by Cid’s replacement could show up in the Dwarf Castle.

Fixed a bug where characters’ spells would be out of order if a duplicate, higher level character would join later.

* You can still tell if a higher level character will join when a spell is learned due to the plot, though.

Fixed a bug where the cute daughter in the Silvera Inn could accept the Pink Tail to award the Adamant Armor.

* Easter egg added in its place. #FightIt!

V1.07

The Change Log (i.e. the thing you’re reading right now!) now shows version notes from newest to oldest.

Character Specifier and Character Counter versions of the Duplicate Characters feature have been added! This will assist with character challenges, seed trolling relief, and debugging.

Tellah’s pre-Ordeals magic is now randomized!

* Most white, and the less abusive Black spells are available to be learned.
* In normal mode, he can have up to 1 level 2 Black magic spell.
* After Ordeals, he will know the same spells he usually does.

Spell learning level ranges are slightly wider than before. The ranges used to be +/- 5 levels from their bases; now they are +/- 6 levels.

Rydia now has a small chance of being an adult in non-rejoining character positions. Also, if she takes the place of both forms of the main character, Mt. Ordeals will toggle her age.

Bugfix applied to the Twin spell. FuSoYa’s replacement should no longer trigger W.Meteo.

* Unfortunately, W.Meteo can crash the game, so I couldn’t just leave this as a “feature.”

All equipment now obeys the “only grant this item if the player has a character that can use it” rule.

* Formerly, common equipment like the Karate Gi was exempt, since the odds you couldn’t use it were nearly zero. The new Duplicate Character modes can break this assumption.

Minor balance changes to equipment and chests.

* Somewhat noteworthy changes are that the Avenger can appear as a final dungeon boss reward if Dark Knight Cecil is in the party, and the Slumber Sword will both start and stop appearing earlier in the game than before.

A version of the Character Tracker that supports duplicate characters has been added to the Character Tracker folder.

V1.063

Fixed a bug created in v1.062 which often made the initial spell lists complete nonsense.

Edge’s magic will now be listed in the X menu as being “Ninja” once again.

V1.062

Fixed a bug created in v1.05 that would cause a FuSoYa that joins at level 10 to double-learn a black magic spell that was initially rolled for level 10 but got bumped up to level 11 by the anti-collision system.

Fixed a bug where Valvalis’s HP reduction was being announced even if Debug Output was unchecked.

V1.061

GUI improvements geared toward racers have been added:

* Automatic File Name will include the seed and the build options in the output file name, but the output will always be in the working directory of the executable.
* The log now lists all build options used, and will list the MD5 of the output file.
* The log file is now based on the output ROM, rather than always overwriting “Log.txt”.

V1.06

“Maximum Experience Sharing” option added.

GUI has been rearranged, and tooltips have been added.

V1.05

"Duplicate characters" option added! You can get up to 13 Edwards per seed now.

* If Hard Mode is active as well, the vanilla end-game characters are 50% less likely to be selected than others.

If the party has no Kains at Valvalis, and the game is not in Hard Mode, Valvalis's maximum HP will now be reduced to 3000HP instead of 6000HP.

Minor balance changes to chest contents.

.sfc and .fig input ROM files are now allowed in addition to .smc.

V1.04

Fixed a bug where the prices of Hermes Sandals and Bacchus Wine were flipped if Faster Cutscenes was selected.

Fixed a bug where characters who started with a 2-handed weapon could sometimes also start with a shield.

Reduced the arrow count in initial equipment from 50 to 40.

V1.03

The initial equipment of each character is now randomized.

* Compared to v1.02, this is on average a nerf to early game characters, but a buff to the later game ones.
* Hard Mode causes pieces of armor to be missing more often than normal mode.

When an ally leaves and rejoins the party, that character will retain whatever equipment was being worn, rather than being given another set of equipment.

The King of Fabul will award a random "level 16" equipment of "goodness" 80+.

Trapped chests give equipment only, unless the original had an Elixir.

Implemented Myself086's "improved" Y to dash code.

Minor balance changes.

Minor "shorter cutscenes" mode improvements.

V1.02

Fixed a bug that would affect FuSoYa’s black magic and Edge’s ninja magic if FuSoYa happened to know all the White Magic spells before joining.

Added a “faster cutscenes” option which uses hand-crafted tl;dr versions of all the cutscenes. In general:

* Most dialogue boxes, except ones that indicate some game mechanic affecting action (“learned a spell” or “HP/MP restored”) are gone.
* When characters have to walk a long distance, they walk faster now.
* Unnecessary interstitial traveling scenes are gone.
* Repetitive motions (“looking around”, multiple spins, etc) have been streamlined.
* Dramatic pauses are as short as the music and sound will comfortably allow.

Another buffing pass to FuSoYa’s spell learning levels.

My design for FuSoYa is that he is supposed to be a character whose extensive magic options make him cool, but who is held back by horrible stats. However, his high EXP per level price tag meant that he wasn’t actually learning spells much earlier than other characters in the party. This change should make his spells more advanced than his peers.

V1.01

“What is this item?” page added to the information panel.

Mist Dragon’s physical defense is now 0. This should help all-mage starting parties, without affecting more “normal” parties very much.

Patched out the Item Duplication Glitch.

Significant balance pass:

* Items that are completely useless (as every character that can equip it starts with something at least as good, and they don’t sell for much either) have been removed.
* Items that are specific to a small number of characters will stop appearing after all of those characters have left for good.
* The Rat Tail can no longer appear in the final dungeon.
* The “level” of most dungeon chests have been increased, especially chests that are “out of the way” or trapped.
* Chests and shops before the “level” of Mysidia’s shops are 2x as likely to contain Cure1, Heal, Ether1, and Life potions, as well as Tents.
* Items that are useful over a long range of levels, but aren’t as amazing at the high levels, now have 2 “Goodness” ratings. In other words, they will move from high-value to low-value chests as the game progresses, instead of clogging late-game chests with their mediocrity.
* Various items that I previously overrated have been reigned in and should no longer clog high value chests.

The Tower of Babil ascent now has appropriately flagged treasures, instead of all being “whatever” like vanilla implied.

Now everyone can play the harp during Edward’s cutscenes, rather than turning into copies of Edward.

The kissing sprite is now a heart bubble, rather than only allowing Rosa and Cecil to get it on.

Fixed an issue where if one of the Twins replaced FuSoYa, WMeteo would be solo cast.

V1.00

Initial public release!

Fixed an issue where a Rydia replacing Yang would appear to be a child during the bar room brawl.

The Sylvan Cave trapped treasure trove now correctly acts as a set of trapped chests instead of “out of the way” chests.

Changed formatting to accommodate for a 6-letter name in Kain’s place in the bridge crossing scene.

V0.013

The Lunarian Shuffle will now also save the contents of the output textbox to a file called “Log.txt” in the working folder of the randomizer.

The program’s icon has been changed from Edward to FuSoYa, and an image of FuSoYa has been added to the program itself. FuSoYa will change his appearance as you progress toward making the new ROM.

V0.012

Dark Knight Cecil’s armor options are now consistent with what is shown in the official US Instruction Booklet. This includes all the “heavy” armor. It does not include Adamant (which specifically uses the “everyone but DK” armor type like clothes do) nor the Zeus Gauntlet (which can be equipped by Yang and adult Rydia), but it does include the Samurai equipment (which can be equipped by Edge).

This also required decoupling the Axe equipment type from the Heavy Armor equipment type. DK Cecil should not be able to equip Axes, but the other axe wielders still should.

V0.011

The randomizer now checks the MD5 of the input ROM when it is loaded, and will reject the file if it is the wrong one. This should fix a crash that would happen if a version 1.0 ROM was input.

A fix for the Gobez + Shadow fight has been added. An inconsistent use of Job vs Actor searches was making the game behave very strangely if Adult Rydia was in the party but not in Rydia’s slot during the fight. I had fixed this by making the fight one step less plot-consistent, but now it should work correctly. Thanks go to HungryTenor for hunting down the relevant Job searches so we could set them all to Actor.

V0.010

The order in which the chests get randomized is now, itself, randomized. This should eliminate the preference the randomizer had toward certain areas to have “unique” items based on where the chest was stored in memory.

Implemented a HUGE patch by HungryTenor:

* Fixed the Twin command so it works, and ONLY works, when the twins are present.
* Decoupled the Cover functionality from the “Main character agility scaling” functionality.
* Made Cover work by Job rather than by Actor. In other words, PCecil should have a functional Cover for all his appearances, even if he’s a returning character.

As a result, Palom and Porom no longer need Comet and Flare in their spell lists, so these have been reverted.

Used the above patch as a template to create my own patch making Auto-Hide search by Job instead of Actor, as well. Edward should now Auto-Hide in all his appearances, not just his first time joining the party.

V0.009

Elixir’s minimum level raised from 1 to 2; they won’t show up in Baron’s item shop or in Baron’s town.

Baron’s Inn’s button activated treasure room is now treated like other treasure rooms.

Silver Apple’s maximum level reduced. There’re still chests that overlap between Gold and Silver, but no shop has access to both.

Fixed an issue with battle commands that would occur if Paladin Cecil became Edward, Rosa, or Yang.

FuSoYa’s Lit-3 and Lit-2 spells had their learning levels swapped. This has been fixed.

The solution to the White and Black magic collisions was causing the player to be able to identify when their FuSoYa was going to be Level 1 based on how long it took the randomizer to generate a ROM. I have therefore arbitrarily decided that FuSoYa’s level 1-18 White magic spells must be learned on even levels, whereas Black magic in the same range must be learned on odd levels.

V0.008

The previous “fix” completely destroyed the spell list generation. It should work again now.

V0.007

A bug in FFIV prevents a character from learning both White and Black magic at the same level. The randomizer now rerolls spell levels if either Rydia or FuSoYa would trigger that bug.

V0.006

Crystal Sword price: 10,000GP >> 125,000GP.

Various small changes in the randomizer’s evaluations of items and chests.

Many of FuSoYa’s spells are now learned at earlier levels (on average).

Fixed a bug where Tellah joining at FuSoYa’s position was level 25 rather than 50.

Fixed an age regression for Rydia in the “Was it Flame?” cutscene.

V0.005

Implementing fixes contributed by HungryTenor:

Rydia’s Call Orbs will always work, and will report Rydia’s name instead of Rydia’s actor’s name.

The ghosts that appear during Zeromus’s fight will correspond to the characters that are wishing you well.

The title screen will mention that this is “The Lunarian Shuffle.”

V0.004

Palom now correctly has Bluff instead of Twin.

Rather than learning Flare and Comet at levels 10 and 12, the twins now start with those spells. The game was trying to cram them into their nonexistent “Call” magic list.

Fixed a glitch where an Adult Rydia who was in the party but not in Adult Rydia’s actor slot would become invincible and paralyzed during the Golbez + Shadow Dragon fight.

V0.003

Made the Mt. Hobbs “kick fight” not result in a game over - the game will continue even if Yang’s replacement loses the fight.

The bottom floor of the Tower of Babil ascent was not being randomized; now it is.

Various balance changes to items’ level ranges.

Optional bosses in the final dungeon now only drop equipment, not consumables.

Paladin Cecil will no longer be unable to cover if the character taking the place of Dark Knight Cecil is present. Also, instances of Paladin Cecil that aren’t the final one for the current seed no longer have the Cover command, since it doesn’t work for them.

Rosa’s replacement should again appear on the airship that flies into the Giant of Babil.

Palom and Porom no longer have Twin. Instead, their spell lists now have Flare (25MP) and Comet (40MP), at base learning levels of 10 and 12, respectively.

--- Palom loses Venom and Drain to fit these spells.

--- Porom loses Armor and Shell.

--- Flare’s targeting method switched to “Split enemy” from “Single enemy.” This should make the spell work as you’d expect.

V0.002

Changed “Patch Data” to implement fixes to the cutscene NPCS and avoid Dark Elf softlock.

Hard Mode now gives between 1-Max item types per shop, rather than 0-(Max-1), which caused crashes if 0 was rolled.

V0.001

Zeromus’s automatic transformation has been removed. The “main character” must use the Crystal instead.

GP amounts in chests have been changed. Each additional “level” gives less gold than before in the early game, and more gold than before in the mid game.

V0.000

Initial beta release.