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## Technical data

### Patch data

Name:	Even Gauge
Version:	1.1d
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

## Description

In Final Fantasy 6, the *Action Gauge* is used to determine the turn of monsters and characters in battle. Unfortunately, the game engine uses different algorithms to calculate the gauge increments. Characters and monsters will use different algorithms and their turns can become unbalanced.

The patch changes the algorithm for the gauge increments. Both monsters and characters will use the same algorithm which uses the battle speed setting. It should provide a better balance between turns for characters and monsters.

## Notes

### Haste and Slow

The previous version has a bug where the effects of *slow* and *haste* aren't considered. It was fixed in this version.

The algorithm uses the default ATB multipliers for *slow* and *haste*. It may not be noticeable in the original game, but *slow* is actually more powerful than *haste*. Unlike the original game, these status are now more useful.

### Gauge Color

The previous version changed the colors of the ATB gauge. It was removed in this version.

### Battle Timer

The battle timer increment isn't affected by the battle speed setting in the config menu. Specific monsters who use the opcodes related with the battle timer may look relatively more quick or slow based in the speed config.

# Links

## ***Contact Info***

Please, feel free to contact me to report any bugs found. You can also submit a review.

- <http://www.romhacking.net/community/1902/>

## ***Patchers***

Floating IPS (\*.ips patches, windows version):

- <http://www.romhacking.net/utilities/1040/>

Dual patcher (\*.dua patches, linux version):

- <http://www.romhacking.net/utilities/1058/>