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Patch data

Name: Sword Tech Ready Stance
Version: 1.1A & 1.1B
Author: HatZen08

File data

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

Introduction

The command *Sword Tech* is a charge up ability. After the *Sword Tech* command is selected, the player must wait until the gauge fills up to the targeted level. Time doesn't stop while the gauge fills and enemies keep hitting the party while the player waits. The player can't give commands to the party until the *Sword Tech* gauge fills up.

This patch speeds up the *Sword Tech* gauge and makes possible to select any *Sword Tech* level without significant delay. After the *Sword Tech* level is selected, the time of the ready stance of the character is updated accordantly. The character will quietly charge up the *Sword Tech* level and the player can give commands to the party.

Two versions are available. The first version erases the *Retort* code and make it behaves like a normal *Sword Tech*. The second version preserves the *Retort* functionality.

Instructions

The only practical difference between the versions is the *Retort* functionality. If you don't want it, apply the version 1.1A. Otherwise, apply the version 1.1B. They aren't compatible with each other.

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