

## Patch Data

Name	Fair Damage 1.0
Author	HatZen08
Link	<a href="#">Download</a>

## 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
C2/2890 - C2/2892	null vigor multiplication
C2/4775 - C2/4778	redirect algorithm for spell usage in menu
C2/2B69 - C2/2B9D	auxiliary functions to manipulate damage
C2/2B9D - C2/2C21	main damage algorithm

## Description

The damage of common attacks is based on two algorithms: one for physic attacks and another one for magic attacks. Unfortunately, the magic damage algorithm is too strong and the physic damage algorithm is too weak in a comparison between them. It generates an unbalance in damage.

The patch changes both algorithms for a new one. Both physic and magic damage will use the same algorithm. It is necessary to adjust the game data for the new algorithm.

Two patches are available. The first one, 'fair\_damage\_10', is the new damage algorithm alone without any data modification. It is expected that the game data should be altered for adjustments for the new damage algorithm. The second one, 'fair\_damage\_10\_test', is the new damage algorithm with data modifications. The altered data is specified in the notes section and the patch can be played as it is in the clean rom.

It is important to note that the patch only changes the main damage algorithm. Weapons, spells and abilities with special effects can use a totally different damage algorithm, independent of the main one. Examples are the atma weapon, valiant knife, fixed dice, flare star, etc. They can be really unbalanced when compared with the new damage algorithm. Unfortunately, each case is a special case and they must be analyzed individually. It is outside of the scope of this patch to adjust them. They should be adjusted with new damage algorithms present in other patches or their special effects should be removed.

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