Return of the Dark Sorcerer

RotDS has started as FF6 Last Hope All-Stars more than 7 years ago and a lot of progress has been made since this era. This romhack is one of the most complete ever done, in the same tier as FF6: Brave New World or FFVI: T-Edition but having its own characteristics. This hack come with a lot of add-on patches to suit your preferences.

From the readme: *"This hack promises to showcase some of the challenging aspects of FFVI hacking, as well as plenty of fun and exciting new content - from an all new cast of playable characters with customized movesets, a radically changed story with many new and edited events, new overworld maps, a new soundtrack, increase in difficulty, lots of new battle scripts for monsters & bosses, and tons of spritework.*

It is a highly personalized modification of the original game and therefore naturally won't appeal to everyone. It's not a sequel or a prequel or a remake to FFVI, it is just a massive mod and customization of FFVI and at times somewhat nonsensical. If you go into it thinking like this I am sure you will have a much more enjoyable experience than expecting some high quality re-take on the game and coming out feeling disappointed. That being said, a lot of time and love has gone into this project and I couldn't be happier with how it has turned out thus far."

Official Trailer

trailer.mp4

Patch Info

Version	1.8.3
Author	Gi Nattak
Download url	FFVI_ROTDS.zip
Other Files	Readme / Credits, Changelog

Rom data

ROM Name	Final Fantasy III (USA) 1.0
ROM SHA-1	4F37E4274AC3B2EA1BEDB08AA149D8FC5BB676E7

Header	Includes patches for both header and no header

Contributors

Assembly Coders They are wizards of the code, adding new features, tweaking game mechanics, menu layouts or expanding existing features.

Name	Contribution
madsiur	Most of ASM work, tweaks and features.
synchysi	Half damage spell back row flag, always sprint tweak, gain level command, Health to Miracle, equip screen dual weapon wielder fix, Pep Up alteration, Restricted Espers.
Angelo	Restored ability names, Grant character spell command, Flashback color in battle.
GrayShadows	Normal magic learner Golbez, weapon spell learn rate, Monster spell cast Runic.
b-run	WoR characters palette change check, spell command unlearning.
HatZen08	WoR Veldt song help, Item command removal in battle codes.
abw	Intro credit hacking, compression.
Lufia	Step Mine / MP cost hack.
dn	Rage and Dance descriptions hack.

Event Coders They modify cut-scenes and make new ones, bring life in the hack, add new story elements or modify existing events.

Name	Contribution
Gi Nattak	All events not listed below.
Angelo	A decent amount of big events.
madsiur	Shadow in Albrook/Vector.

Song Hacker They play with emotion, give pace to battles and bring epic musical moments in the game.

Name	Contribution
Gi Nattak	A vast majority of the 252 songs of the OST.
Jackimus	Created about 20 songs, some being original compositions.
tsushiy	Gave permission to use his songs, right now there are 4 in RotDS.
JCE3000GT	Gave a few SPC imports (4) from other Squaresoft RPGs.
William Kage	"Determination" song composition.
MetroidQuest	Boss Theme (FF4) and Battle 2 (Chrono Trigger).

Spriters They give life to characters, matching the original Squaresoft style for new characters and portraits.

Name	Contribution
James White	Portraits, NPCs, special poses, monsters and espers, WoB map tiles, location map objects, wallpaper graphics, intro screen.
Poco Loco	Main characters, NPCs, weapons, spell animations.
Sutebenu	Opera dress Tifa, chained Tifa, Aurora (ending pose), Aurora (flying esper)
Kugawattan	Generic NPCs, Classic Golbez (partial)
Zozma	Barberella (Aurora), Zigfreid, Vargas, Clyde
FEOK	Fusoya, Pirate (partial)
XolarDark	Spell animations
Royaken	Record Keeper Cloud
Astaroth	Tifa
Eddie Lee	Heartless
Sathka	Hector
Joshdammit	Devil-bat girl
Dr. Blank	Elite Knight
Badass	Generic Girl
DjinnandTonic	Prinny

Dialogue Writers They keep the story pace with appropriate words, bring emotions to events and make us laugh.

Name	Contribution
Gi Nattak	Most of the script and 1st draft.
Poco Loco	Many dialogues and many script ideas.
Lina Darkstar	Use of her fan translation.
Sutebenu	Dialogue finalization and grammar check.
Magical Trevor	Heavy grammar help.

AI scripters They bring challenge to battles and make us struggle to win fight or find monster weaknesses.

Name	Contribution
Gi Nattak	The vast majority of AI scripts in the hack.
Lord Envoy	Original bosses, FFVI Advance Dragon scripts.

Map Designers Their cool and logic designs make the hack feel like a original game.

Name	Contribution
Gi Nattak	All the map creation and map edits except world maps.
Lockirby	WoB and WoR maps.

Miscellaneous

Name	Contribution
Pandora's Box Team	Various font and item icons.

Name	Contribution
madsiur	Wallpaper graphics.
BTB	S.Cross Palette change.

Patch Creators Their general work made great additions to this hack.

Name	Contribution
Darkmage	Most of the script and 1st draft.
13375K31C43R	A lot of bugfixes.
GrayShadow	Natural ability extension, Stat increase items!.
Drakkhen	Physical damage overflow fix.
Leviathan Mist	Battle speed up, 255 hours hack.
Master Zed	New game plus.
Lenophis	New RNG, Natural stat growth.
Ronnen	Fanaticism.
Bregalad	Dialogue choice hand cursor.
assassin	Randomosity monster encounter fix .
Think0028	Heavy grammar help.
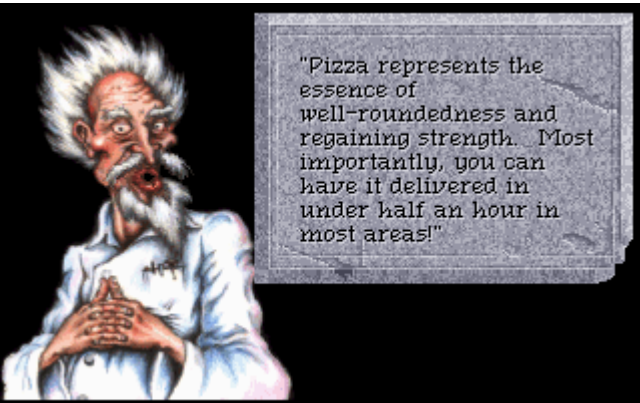
Gallery

Game Sprites

The monster sprites are now available in the RotDS Monster Gallery.

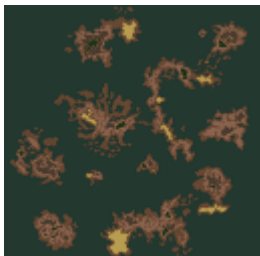## Game Booklet

By Jameswhite89

World Maps

World of Balance

World of Ruin

Original Soundtrack (252 songs)

- Track listing, authors and original songs
- SPC Archive (605 KB)
- RSN Archive (823 KB)
- V5 MP3 Archive (450 MB)
- V3 MP3 Archive (604 MB)
- 192 Kbps MP3 Archive (725 MB)
- Youtube Playlist
- Forum Thread

Reviews

- Indieruckus Review / Interview (2014)

- Chuck's review (2014)
- Klaviaturist's review (1.2)
- Tenkarider's review (1.3)
- Kugawattan's review (2016)

Links

- RotDS website
- RotDS on ff6hacking.com
- RotDS on NG+
- RotDS on RHDN

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Last update: **2019/02/12 10:18**