

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

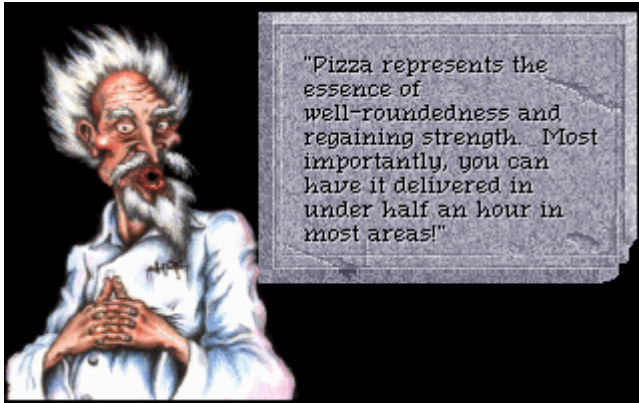
Header	Includes patches for both header and no header
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Contributors

Many have contributed to this project by releasing patches and are not listed here. For those who made more custom contributions, their name is in the following list. In alphabetic order:

Name	Contribution
abw	ASM coding
Angelo	Event coding, ASM coding
dn	ASM coding
Dr. Blank	Portrait
Edrin	ASM coding
giangurgolo	Battle numerals font
GrayShadows	ASM coding
HatZen08	ASM coding
Jackimus	Original song compositions
James White	Sprite work, Artwork
JCE3000GT	Music
Lijj	Sprite work
Lockirby	World Maps work
Lord Envoy	AI Scripting
Lufia	ASM coding
madsur	ASM coding, Event coding
Magical Trevor	Dialogues / Grammar
Poco Loco	Dialogues, Battle Graphics, Sprite work
Sutebenu	Dialogues / Grammar, Sprite work
Synchysi	ASM coding
tsushiy	Music
XolarDark	Spell animations



Gallery



Game Sprites

The monster sprites are now available in the [RotDS Monster Gallery](#).

Game Booklet

By [Jameswhite89](#)

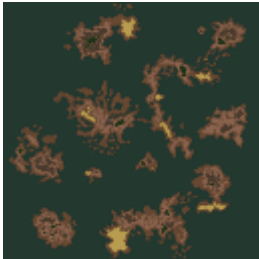


World Maps

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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