

# Contributors

## Assembly Coders

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

Name	Contribution
madsur	Most of custom ASM work, expansions, 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, Limited Espers.
Edrin	Character palette change WoR check, spell unlearning command.
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.
Gi Nattak	Lost 3rd Digit of MP cost.

## 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.
Lockirby	Namingway event.
madsur	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 majority of the songs of the two OSTs.
emberling	Created about 57 songs, most being on OST B.
Jackimus	Created about 26 songs, some being original compositions.
tsushiy	Gave permission to use his songs, right now there are 17 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).

## Spritters

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.
SSJ Rick	Main characters, NPCs, weapons, spell animations.
ScarabEnigma	FF Record Keeper Eiko, FF Record Keeper Cloud, FF Record Keeper Tifa, Crusher sprite, Tank sprites (touched up by SSJ Rick).
Sutebenu	Chained Tifa, Aurora (ending pose), Aurora (flying esper)
Kugawattan	Classic Golbez (partial)
FEOK	Fusoya, Pirate (finished by SSJ Rick)
XolarDark	Spell animations
Royaken	Record Keeper Cloud (partial)
Astaroth	Tifa (touched up by SSJ Rick)
Sathka	Hector
Joshdammit	Devil-bat girl
Dr. Blank	Elite Knight
Badass	Namingway
DjinnandTonic	Prinny
FnrrfYgmSchnish	Heartless
OBSailorStar	Olbohn
Koreki	Bow Wow
BigSharkZ	UFO monster sprite
Zozma	Clyde

## 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.
Celes Chere	Final Fantasy 6 - The Novel

## 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.
madsur	Wallpaper graphics.
BTB	S.Cross Palette change.

## Patch Creators

Their general work made great additions to this hack.

Name	Contribution
Darkmage	FFVI Improvement Project.
13375K31C43R	Save Point Glitch Fix, Dead in the Air, Stone Zombie Bug fix, Zombie/Tapir Bug fix, Ultimate Damage Fix, Backwards Jump fix, Game Over Glitch fix, Backstabu, Item Magic Counter, No X In Fight, Shadow of Chupon, Double Block, Reflections, Imp's Call, Vanish Runic, Side Saddle, Magitek Madness, Status Unknown, Precious Jewels, Throwback, Anonymous Attack, False Knight, Upside Down, Off Death Row, Blitz Screen, Stepping Out, Lens Cap, Bird Bars, Unequipium, Trigger Happy, Solar Wind, Smoke and Mirrors, Color Wheel (made possible for RotDS thanks to Seibaby).
Hatzen08	Guest Adder, Learnable Rage, Step Dance, Antimagic Field, Resilient Morph, Even Gauge, SwrdTech Ready Stance, Reward Display, Wilder Randomness.
GrayShadow	Natural ability extension, Stat increase items!.
seibaby	Smart Cover, Disable Near Fatal being reapplied if Dead, Independent Stop, Muddle Cancel, Quake removes Clear status even when missing Floating targets fix, No Scan counters.
Think0028	Non-reapplying status, nATB basic patch.
Lenophis	New RNG, Natural stat growth.
Imzogelmo	FF6 SNES button settings, Selective re-equip.
Drakkhen	Physical damage overflow fix.
Leviathan Mist	Battle speed up.
Master Zed	New game plus.
Novalia Spirit	FF6j Relic indicators.
assassin	Randomosity monster encounter fix .
Bregalad	Dialogue choice hand cursor.
madsur	Free moving Terra.
Ronnen	Fanaticism.
bydoless	Tritoch animation fix.
bropedio	Elemental Mixing.
Eggers	Extended character palette.

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