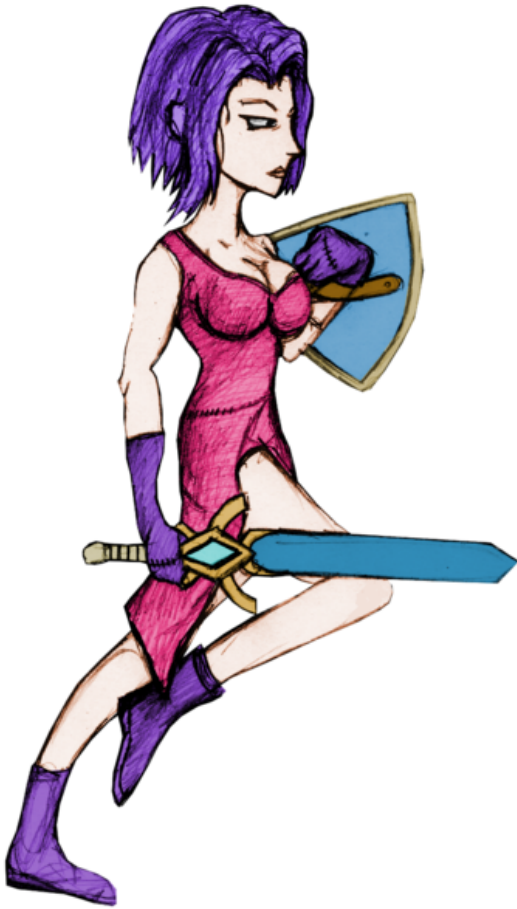




FINAL FANTASY VI

RETURN OF THE DARK SORCERER 1.8 ファイナルファンタジー

CHARACTERS



AURORA DARKSTAR

A mysterious purple-haired young lady, born with powerful magical abilities and controlled by a sinister empire.

Might: 25	Speed: 25
Stamina: 20	Magic Power: 35
Battle Power: 12	Defense: 18
Magic Defense: 33	Evade: 6%
MBlock: 10%	Run Success: 4
Age: 18	Height: 5'7"
Weight: 105 lbs.	Zodiac: Gemini
Blood Type: ??	Hometown: Glow City
Treasure: Pendant	Likes: Mountains
Dislikes: Clowns	Weapon: Swords, Knives, Rods
Class: Battlemage	Desperation Attack: Deus Blade

SPECIAL ABILITY-MAGIC/MORPH

Aurora can morph herself into an esper for 99 MP. In esper form she deals increased spell damage by 25% for as long as she remains an esper.

Aurora can use magic from the beginning of the game, and learns new spells as she rises in level.



CLOUD STRIFE

An arrogant and proud former soldier-turned-mercenary who favours massive, two-handed swords with oversized blades.

Might: 35	Speed: 30
Stamina: 28	Magic Power: 25
Battle Power: 32	Defense: 22
Magic Defense: 22	Evade: 10%
MBlock: 2%	Run Success: 3
Age: 24	Height: 5'7"
Weight: 147 lbs.	Zodiac: Taurus
Blood Type: AB	Hometown: Stardust Village
Treasure: Buster Sword	Likes: Hair gel
Dislikes: Cross-dressing	Weapon: Swords
Class: Mercenary (Former Imperial soldier)	Desperation Attack: Omnishredder

SPECIAL ABILITY-LIMIT BREAK

By charging up his energy, Cloud can use powerful physical and magical techniques with his sword that can severely damage the enemy or even kill them outright.

CHARACTERS



MOG

A battle-tested moogles with swag, and speaker of human language whose dances awaken the very power of the planet.

Might: 37
Stamina: 35
Battle Power: 23
Magic Defense: 32
MBlock: 12%
Age: 11
Weight: 95 lbs.
Bloodtype: ??
Treasure: Mixtape
Dislikes: People who touch his pom-pom.
Class: Moogles

Speed: 36
Magic Power: 33
Defense: 26
Evade: 10%
Run Success: 5
Height: 3'0"
Zodiac: ??
Hometown: Mines of Fraust
Likes: Dancing
Weapon: Spears, Boomerangs
Desperation Attack: Laser Light Show



SPECIAL ABILITY-DANCE

Mog is a slam-dancing moogles and can use his dance for magical Geomancer effects. He can choose a different dance his next turn.



SERIN DURANDAL

The young king of Dalzenia, student of space matter-energy displacement and self-proclaimed ladies man.

Might: 33
Stamina: 30
Battle Power: 35
Magic Defense: 22
MBlock: 4%
Age: 27
Weight: 169 lbs.
Blood Type: 0
Treasure: Two-headed coin
Dislikes: Politics
Class: Vanquisher

Speed: 27
Magic Power: 23
Defense: 30
Evade: 6%
Run Success: 2
Height: 5'11"
Zodiac: Sagittarius
Hometown: Dalzenia
Likes: Ladies
Weapon: Swords, Spears, Guns
Desperation Attack: Crisis Pillar

SPECIAL ABILITY-AETHER

By mastering an arcane form of chemistry, Serin can craft 'Aethers' found throughout the world into powerful magical sword techniques that cripple his foes.



CHARACTERS



RONAN DURANDAL

Serin's virtuous younger brother, who dismissed his royal rights in order to pursue martial arts as a way of life.

Might: 35
Stamina: 40
Battle Power: 45
Magic Defense: 23
MBlock: 10%
Age: 26
Weight: 233 lbs.
Blood Type: O
Treasure: Himalayan Chimpanzee Black Tea
Dislikes: Shirts
Class: Kenetic Monk

Speed: 30
Magic Power: 20
Defense: 35
Evade: 16%
Run Success: 4
Height: 6'2"
Zodiac: Cancer
Hometown: Dalzenia
Likes: Meditating
Weapon: Claws, Gloves
Desperation Attack: Devil's Flash

SPECIAL ABILITY-COMBO

Ronan is a powerful monk and can use his fists and inner chi power to deal more damage than any weapon can do. Once you input the correct command, Ronan will unleash a devastating attack that is capable of taking down even the strongest foe.



AVALON ORNSTEAD

A magical warrior whose existence transcends human understanding. He strikes down his foes as swiftly as the scythe reaps the harvest.

Might: 31
Stamina: 32
Battle Power: 38
Magic Defense: 20
MBlock: 6%
Age: 32
Weight: 158 lbs.
Bloodtype: A
Treasure: Family
Dislikes: Cowards
Class: Havoc Knight

Speed: 28
Magic Power: 30
Defense: 23
Evade: 4%
Run Success: 3
Height: 5'10"
Zodiac: Virgo
Hometown: Dragonia
Likes: Fishing
Weapon: Katanas
Desperation Attack: Sublime Eclipse

SPECIAL ABILITY-HAVOC SWORD

Avalon can channel his mysterious power into a sword that damages all enemies by an amount that is equal to his current HP and inflicts a random negative status effect.



CHARACTERS



ARC SWIFT

A brave and emotionally scarred orphaned youth, self-taught in the distinctive ways of the Onion Knight.

Might: 37
Stamina: 34
Battle Power: 30
Magic Defense: 28
MBlock: 8%
Age: 10
Weight: 90 lbs.
Blood Type: A
Treasure: Talisman
Dislikes: Criminals
Class: Onion Knight

Speed: 29
Magic Power: 27
Defense: 32
Evade: 8%
Run success: 5
Height: 4'2"
Zodiac: Aquarius
Hometown: Elmwood
Likes: Outdoor Survival
Weapon: Many kinds
Desperation Attack: None

SPECIAL ABILITY-RUNIC

Training as an Onion Knight at a very young age, Arc has learned to absorb many different kinds of spells cast by the enemy, rendering them harmless and restoring some of his HP in the process.



TIFA LOCKHEART

A former Shadow Knight of the Black Rose Empire. Beautiful and deadly, she can decimate almost any enemy with her fists.

Might: 37
Stamina: 30
Battle Power: 40
Magic Defense: 30
MBlock: 9%
Age: 23
Weight: 128 lbs.
Blood Type: B
Treasure: Sheet Music
Dislikes: Stereotypes
Class: Fighter

Speed: 35
Magic Power: 32
Defense: 33
Evade: 19%
Run Success: 5
Height: 5'5"
Zodiac: Aries
Hometown: Rampart
Likes: Singing
Weapon: Gloves, Claws
Desperation Attack: Meteo Drive

SPECIAL ABILITY-REELS

As a result of water-elemental magic infusions, Tifa can harness her artificial power to randomly fire off fierce attacks and even summon an esper from the Void.



CHARACTERS



OTIS REDD

Former captain of the mighty Wyvern-mounted knights, turned ruthless, foul-mouthed pirate.

Might: 46
Stamina: 43
Battle Power: 32
Magic Defense: 26
MBlock: 3%
Age: 41
Weight: 176 lbs.
Blood Type: AB
Treasure: The "Wyvern"
Dislikes: Landlubbers
Class: Swashbuckler

Speed: 36
Magic Power: 28
Defense: 30
Evade: 9%
Run Success: 3
Height: 6'1"
Zodiac: Pisces
Hometown: Lorima
Likes: Drinking Rum
Weapon: Swords, Spears, Guns, Unique
Desperation Attack: Starflare Bombs

SPECIAL ABILITY-JUMP/CANNON

Having been trained as a Dragoon, Otis is able to jump amazing heights into the air and crash down on his opponents for double damage. Using a spear increases the damage even further.

Otis can also swap out his Jump skill for the much heavier Cannon skill, in which he fires off cannons at his enemies dealing damage equal to the amount of Gil the party currently has.



OBORO (AKIRA) OROCHI

A highly-skilled assassin with nothing left to lose, who is eternally tormented by a nightmarish past.

Might: 32
Stamina: 23
Battle Power: 25
Magic Defense: 25
MBlock: 5%
Age: 28
Weight: 145 lbs.
Bloodtype: 0
Treasure: Sacred ninja scroll
Dislikes: Nightmares
Boomerangs, Unique, Ninja
Class: Assassin

Speed: 42
Magic Power: 28
Defense: 20
Evade: 28%
Run Success: 5
Height: 5'10"
Zodiac: Libra
Hometown: ??
Likes: Dogs
Weapon: Knives,
Desperation Attack: Fury Claw

SPECIAL ABILITY-THROW,STEAL

Oboro can throw shurikens and other weapons at enemies for heavy damage. The stronger the weapon thrown, the more damage it does. Best of all, it pierces the enemy's defense.

With the Thief Glove, Oboro can substitute his magic and use his thieving skills to attempt to steal an item from a monster.



CHARACTERS



FUSOYA

A wise and kind-hearted old man, whose eyes tell tales of ancient times of war, lost to the endless river of time.

Might: 30
Stamina: 24
Battle Power: 20
Magic Defense: 36
MBlock: 15%
Age: ??
Weight: 95 lbs.
Bloodtype: O
Treasure: Journal
Dislikes: Lying
Class: Loremaster

Speed: 33
Magic Power: 45
Defense: 16
Evade: 5%
Run Success: 2
Height: 4'11"
Zodiac: ??
Hometown: Jericho
Likes: Planetary science
Weapon: Rods, Unique
Desperation Attack: Black Hole

SPECIAL ABILITY-LORE

FuSoYa can learn a monster's special attacks and use them to his advantage. Once he sees a monster use its ability, he learns that ability for future use.



EIKO CAROL

Young and sassy, outgoing and blunt, these qualities give her a unique view on life. A gifted little girl who isn't afraid to speak her mind!

Might: 27
Stamina: 24
Battle Power: 18
Magic Defense: 38
MBlock: 10%
Age: 8
Weight: 88 lbs.
Blood Type: B
Treasure: Dragon Rod
Dislikes: Bedtime
Class: Summoner

Speed: 36
Magic Power: 48
Defense: 15
Evade: 13%
Run Success: 3
Height: 4'0"
Zodiac: Scorpio
Hometown: Jericho
Likes: Moogles
Weapon: Rods, Unique
Desperation Attack: Karmic Dance

SPECIAL ABILITY-SUMMON

Eiko is able to summon any esper from the esper pool as many times throughout battle as her MP permits.



CHARACTERS



GOLBEZ

Clad in armor of deepest night, he walks the path of darkness searching for redemption for his past deeds.

Might: 53
Stamina: 40
Battle Power: 48
Magic Defense: 53
MBlock: 18%
Age: ??
Weight: 192 lbs.
Bloodtype: ??
Treasure: ??
Dislikes: Weakness
Class: Sorcerer

Speed: 40
Magic Power: 45
Defense: 30
Evade: 15%
Run Success: 4
Height: 6'5"
Zodiac: ??
Hometown: ??
Likes: Powerful Magic
Weapon: Swords, Unique
Desperation Attack: Genesis Rock



SPECIAL ABILITY-TORMENT

Golbez can use his incredibly powerful dark influence to warp the minds of his opponents, crippling them into submission and allowing him use to their special attacks against them.



SHADOW (HEARTLESS)

A small, emotionless being born of pure darkness, with glowing yellow eyes and an uncanny ability to mimic.

Might: 45
Stamina: 42
Battle Power: 99
Magic Defense: 40
MBlock: 10%
Age: ??
Weight: 0 lbs.
Blood Type: ??
Treasure: None
Dislikes: The Sun
Class: Heartless

Speed: 54
Magic Power: 40
Defense: 25
Evade: 40%
Run Success: 5
Height: 2'10"
Zodiac: ??
Hometown: Mines of Fraust
Likes: Dark places
Weapon: None
Desperation Attack: None

SPECIAL ABILITY-MIMIC

By mimicing other's shadows, Shadow can mimic the last action performed by a party member. This powerful ability allows Shadow to do basically anything the other characters can.



CHARACTER



SIR ASTRAL

Valued adviser to the late king of Dalzenia, and righteous wizard who bares a celestial affinity with the supernatural.

Might: 12
Stamina: 16
Battle Power: 6
Magic Defense: 51
MBlock: 24%
Age: 77
Weight: 115 lbs.
Blood Type: B
Treasure: Pipe
Dislikes: Emperor Gestahl
Class: Wizard

Speed: 20
Magic Power: 30
Defense: 28
Evade: 10%
Run Success: 2
Height: 5'7"
Zodiac: Capricorn
Hometown: ??
Likes: Teaching
Weapon: Thunder Rod
Desperation Attack: None

SPECIAL ABILITY-MIRACLE/INVERSE

Praying to the Gods allows Sir Astral to restore the party's HP for various amounts.

Reversing the order of elements, Sir Astral can attack a monster's weakness with their own magic.



REAPER

A wise-cracking, slightly-smug harbinger of Death who has been there and done that.

Might: 14
Stamina: 16
Battle Power: 13
Magic Defense: 11
MBlock: 15%
Age: ??
Weight: 30 lbs.
Blood Type: ??
Treasure: Coffin
Dislikes: Mr. Grimm
Class: Soultaker

Speed: 23
Magic Power: 22
Defense: 17
Evade: 20%
Run Success: 3
Height: 6'0"
Zodiac: ??
Hometown: ??
Likes: Collecting Souls
Weapon: Soul Harvest Scythe
Desperation Attack: None

SPECIAL ABILITY-SPIRIT/DARKFORCE

Absorbing souls from his defeated enemies allows Reaper to access their skills.

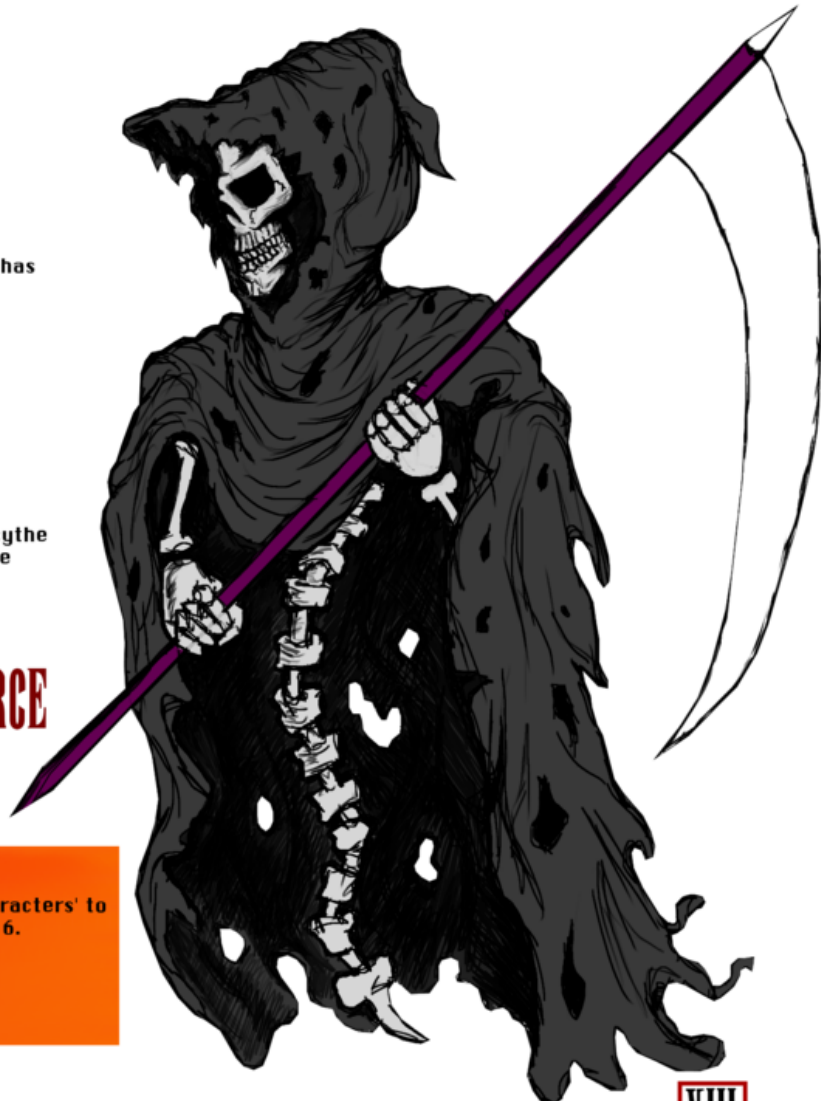
Unleashes a powerful torrent of dark, negative energy.

Doll items:

These unique items, received late in the game, can summon 'guest characters' to the roster and expand the number of playable characters from 14 to 16.

Astral: An enchanted doll made of rare fibers.

Reaper: A paranormal doll made from bone.



GUEST CHARACTERS



BIGGS DARKLIGHTER

A take-no-prisoners kind of soldier who never backs down from a fight.

Might: 35
Stamina: 41
Battle Power: 15
Magic Defense: 25
MBlock: 0
Height: 5'11"
Zodiac: Aries
Hometown: Glow City
Likes: Fighting
Weapon: Swords
Desperation Attack: None

Speed: 29
Magic Power: 23
Defense: 29
Evade: 15
Age: 33
Weight: 196 lbs
Blood Type: A
Treasure: Golden flask
Dislikes: Magic-users
Class: Imperial Soldier

SPECIAL ABILITY-M-TEK/NONE

Biggs is able to pilot the invincible juggernaut mecha suit and use its magcite extracted magic powers

When not in the suit he has no special skill.



WEDGE ANTILLES

An intelligence officer reputed for his strategic prowess and love of training his body.

Might: 36
Stamina: 40
Battle Power: 18
Magic Defense: 28
MBlock: 0
Height: 5'8"
Zodiac: Aries
Hometown: Glow City
Likes: Puzzles
Weapon: Swords
Desperation Attack: None

Speed: 30
Magic Power: 21
Defense: 26
Evade: 12
Age: 43
Weight: 162 lbs
Blood Type: B
Treasure: Pocket Watch
Dislikes: Religion
Class: Imperial Soldier

SPECIAL ABILITY-M-TEK/NONE

Wedge is able to pilot the invincible juggernaut mecha suit and use its magcite extracted magic powers

When not in the suit he has no special skill.



GUEST CHARACTERS



LEO CRISTOPHE

A cybernetically-enhanced warrior elite, who's loyalty to his emperor knows no bounds.

Might: 50
Stamina: 45
Battle Power: 52
Magic Defense: 52
MBlock: 21%
Age: 30
Weight: 210 lbs.
Blood Type: ??
Treasure: The Art of War
Dislikes: Dishonor
Class: Cyber Knight

Speed: 41
Magic Power: 38
Defense: 32
Evade: 22%
Run Success: 5
Height: 5'10"
Zodiac: Leo
Hometown: Glow City
Likes: Chivalry
Weapon: Lightsaber
Desperation Attack: None

SPECIAL ABILITY-MAGITEK/BLASTER

Having machine components installed into his body allows Leo to use Magitek power.

Fires lethal magic-infused projectiles out of his arm.



CERBERUS

The most dangerous dog in the world to all but his master, capable of killing almost any enemy.

Might: ??
Stamina: ??
Battle Power: ??
Magic Defense: ??
MBlock: ??
Height: 2' 4"
Zodiac: ??
Hometown: Jericho
Likes: Bones
Weapon: Teeth
Desperation Attack: None

Speed: ??
Magic Power: ??
Defense: ??
Evade: ??
Age: 9
Weight: 83 lbs
Blood Type: ??
Treasure: Spiked collar
Dislikes: Strangers
Class: Doberman

SPECIAL ABILITY-DOGBLOCK/TAKEDOWN/MAD DOG

Cerberus can block and counter physical attacks directed at his master.



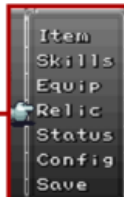
BASIC CONTROLS

These are the basic controls for the game. For more specific information, see the other sections of this booklet, follow the on-screen cues or ask on the ff6hacking.com website or its many affiliated pages.

+CONTROL PAD

- ◆ Move character
- ◆ Move cursor

The character or cursor will move in the direction the +Control Pad is pressed.



SELECT

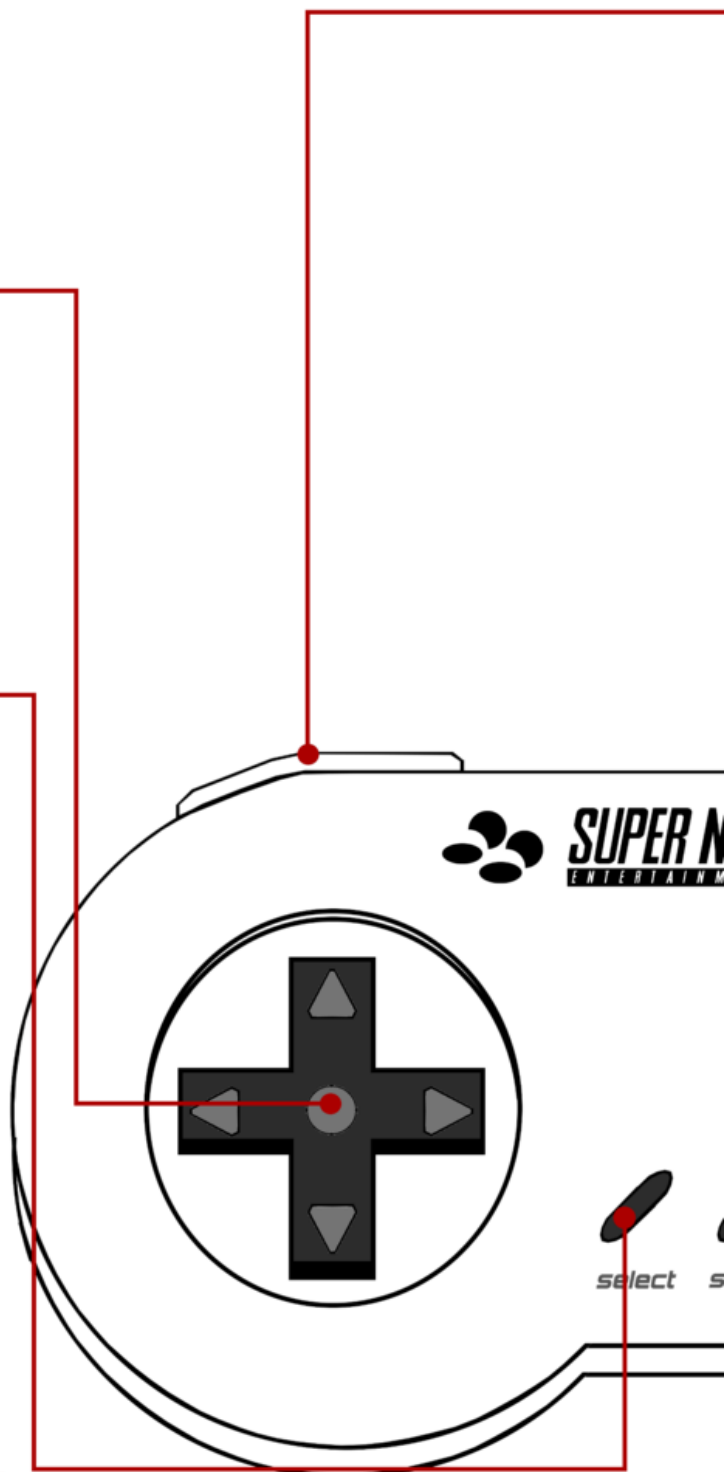
- ◆ This button is not used in return of the dark sorcerer, it is therefore free to be mapped to turbo via emulators.

START+SELECT+R+L

- ◆ Return to the title screen.

START

- ◆ Pause/Resume battle
- ◆ Show/Hide world map



L/R BUTTONS

- ◆ Scroll through lists
- ◆ Cycle through pages
- ◆ Select multiple targets for a spell
- ◆ Use the with the Control Pad for high speed turns while flying.



Within menus, these buttons can be used to cycle through the characters in your party.

L+R BUTTON

- ◆ Press and hold to flee from battle.

X BUTTON

- ◆ Open main menu
- ◆ Go amidship while flying
- ◆ Skip character's turn in battle

A BUTTON

- ◆ Confirm
- ◆ Examine
- ◆ Talk
- ◆ Board airship
- ◆ Vehicle forward

"Clear your conscience, the end of the world is coming."



This button is the primary button used for gathering information.

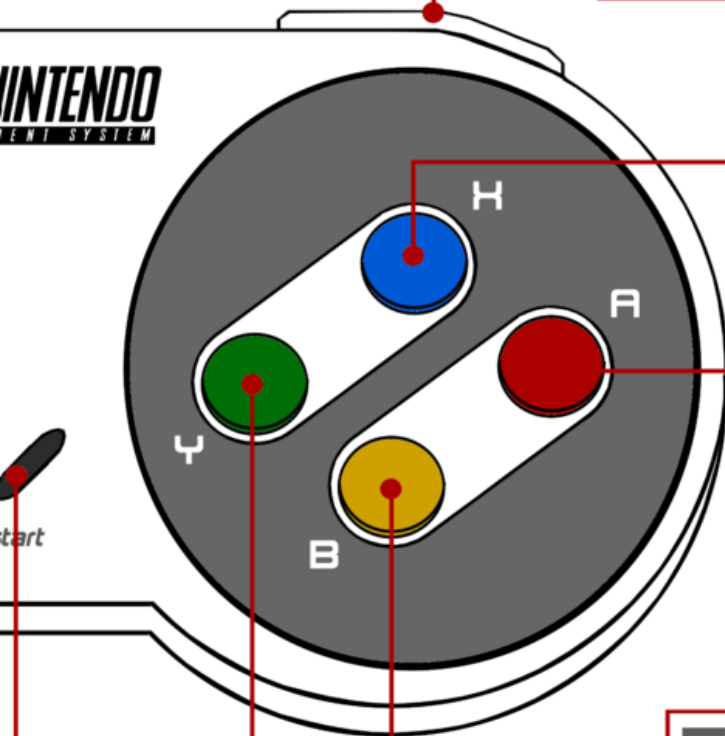
B BUTTON

- ◆ Cancel
- ◆ Dash
- ◆ Dismount chocobo
- ◆ Land airship

(Press and hold to move faster in towns and dungeons.)

Y BUTTON

- ◆ Switches between three parties
- ◆ Hold this Button down and use the Control Pad to move in all directions while flying.



GETTING STARTED

Insert the Final Fantasy Return of the dark sorcerer cartridge into your Super Nintendo/Retro console emulator system and turn the power on.

Patch the Final Fantasy III (U)(V1.0) rom with the files found on <http://www.rotDs.webs.com/> and load the rom with the emulator of your choice.

Make sure your ROM is clean, meaning there has been no previous modifications.
Do not patch over previous RotDs versions.

If you are having a freezing issue in battle it's because you used the wrong patch for your ROM, for instance you may have patched a headerless ROM with the patch intended for a headered ROM, or visa-versa.

If you are not sure what patch to use/what version your ROM is, try the no header patch, as that is the most common ROM out there.

Starting a Game

Once the splash screen appears, press any button to commence the game. Depending on whether there is a save file, you will either begin at the games opening or given an option to load a previous save file.



New Game

As soon as the actual game starts, a choice of difficulty must be made...

Casual - Higher Gil and experience drops, weaker monsters, stronger characters

Standard - Somewhere in the middle of the highest and lowest settings

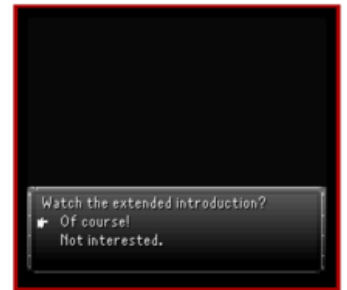
Insane - Lower Gil and experience drops, stronger monsters, weaker characters

Your selection will remain with you for the entirety of the game, so choose wisely!



Once the initial welcome to the game scene has played out you will be offered a choice of watching an extended introduction to the game!

This is the prologue of the main story and helps fill in some of the backstory for certain characters. It is recommended to watch it on your first playthrough however it is optional and not watching it has no repercussions later in the game.



Name Entry

As you progress through the game, you will be prompted to enter names for certain characters.

Name Entry Screen Controls

+Control Pad	Move cursor
A Button	Enter selected letter
B Button	Backspace
START	Confirm name and exit menu

Support characters cannot be named, this includes those that would join the party later (providing the right items are found)...



Load Game

This option allows you to continue a previously saved game. Use the +Control Pad to select one of the three save files.



Saving a Game

You must save your game before quitting if you want to continue playing later without losing any of the progress you have made. Select "Save" from the main menu to save your game. You can save at save point or anywhere on the overworld map and maintain up to three saved games. At Save Points you can also use a [Sleeping Bag] or [Tent]. If you should perish, you'll automatically be able to play from your last save. Though any GP, treasures, etc. you acquired will have to be located again, your Level and Exp. data will be retained however.



Save States

Save states allow the player to instantly save progress even during cutscenes or battles, this is only possible via emulators or emulator consoles. Included below are three popular Super Nintendo emulators and the method each uses for this function.

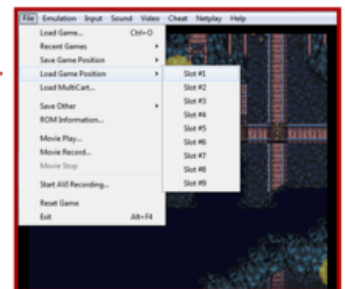
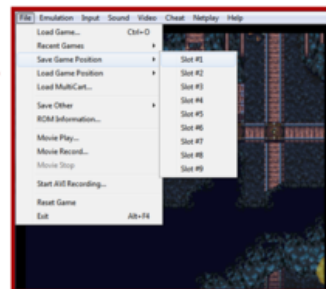
Zsnes Save States

Using the Zsnes emulator it is possible to save anywhere in the game. First select the save slot out of a possible 10. Next save to that state slot and finally load the number state you saved.



Snes9X Save States

A similar process to Zsnes but missing the slot selection. Save game position to a total of 9 slots then load said slot.



Higan Save States

A similar process to Zsnes but missing the slot selection. Save game position to a total of 9 slots then load said slot.



Warning - Do not use save data or save states from other non-rotDs FFVI saves, as this will cause file corruptions and crashes!

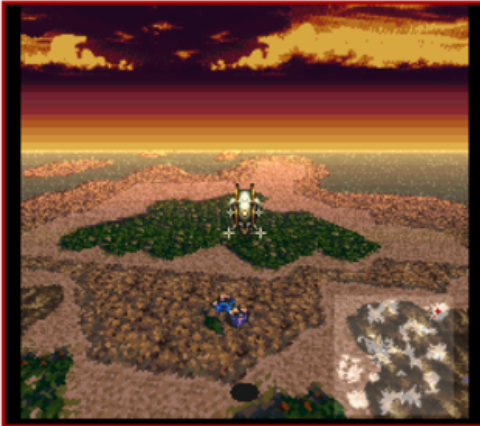
GAME INTERFACE

Final Fantasy VI Return of the Dark Sorcerer utilizes four different types of view during the course of the game.



EXPLORATION (OVERWORLD/TOWNS/DUNGEONS)

Most of the story will unfold on these maps as you travel around the world on your adventures.



EXPLORATION (AIRSHIP/CHOCOBO/BOAT)

Many times you will find yourself using various vehicles to circumvent the harsh terrains of the world. Being in one such vehicle makes the camera view that of mode?



MENUS

Pressing X from any map will open the main menu, where you can make any necessary preparations for your adventure.



BATTLE

The battle screen appears if you encounter enemies while exploring. Select commands from the menu to fight.

