

ROTDS: The Frozen Esper Part 1

This is a game worthy of a larger walk through and a broader fan base. My first recommendation is savor everything, talk to all the NPCs, watch the opening, take your time and absorb the experience. Pro action replay and game shark cheats will work on this hack but only use them as a last resort. This game does push the player to their limits. At the beginning, it seems magitek armor attacks like magma beam do half damage in the backrow, so move Vicks and wedge to the front. Aurora can remain in the back and use Aerods and magitek missile to their FULL effect, her beams will be weaker but Magitek Missile typically outdamages them even considering weaknesses. Take advantage of The Bio attack and Aerods for group encounters and magma beam for your first encounters. Another tip for this part is Auroras magic. Her magitek armor is stronger than any of her spells here, so you can use all her MP for healing with cure outside of battle. The magitek armies have revitalize which will fully heal and remove status and life force to revive you for in battle.

Weaknesses:

Most enemies are weak to fire in this section. Several like the Frostfurs and Prinnies are immune to Bio Blaster but vulnerable to Aerods

Prinnies are weak to Thunder

Frostfur: Weak to Fire, immune to bio beam

Goblin: Weak to Thunder

Floater: Weak to Ice, immune to Fire

Hidden Stuff!



Boss 1: Fireweaver

The first boss is the Fireweaver. Like the original, but he's Fire elemental, so have Vicks and wedge use ice beam, have a aurora hit with magitek missile, healing when necessary. Even with the Ice Weakness, Magitek Missile is stronger than her Frozen Beam! When he hides his head, it's good time to use your turns to put in magitek barrier which I believe is both protect and shell, and heal up. He hits back super hard with "wildfire" if you hit the abdomen. Patiently wait for the head again and then attack! The next boss is first toughie of the game.

Boss 2: Tritoch

This time tritoch wakes up and attacks you! If you can you will see his weakness is poison, but this particular weakness is unique. You can give him 3 levels of poison, bringing him to the 3rd level causes him to unleash the poison in your team. Have Vicks/wedge only poison him twice, there will be residual poison damage that will add up greatly over time to help. Keep yourself healed, barriered and alive, and you'll eventually prevail. If he forces you into the back row, it is worth going back to the front since his physical attacks are quite weak.



Next part, you can roam freely, check the clock in the house aurora awakes in to find an elixir and the statue to get a sword. You can avoid the chests to get a better item later, I'm not sure

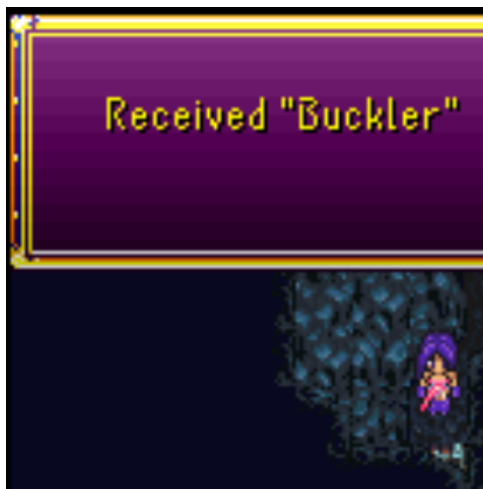
what they are however. The first chest you come across contains a Buckler, it will help you right now but you may want to hold off for a better item down the line, Aurora won't be alone for long. You can liberally cast your spells, at only 4mp per attack she should have enough to make it through this short section:



Frostfur: Weak to Fire

Goblin: Weak to Thunder

Floater: Weak to Ice



You can get a Buckler and a Stamina tab from the chests here now, but later on they will change to better items. Its up to you if you wish to wait

The part where cloud saves you I recommend having one team charge the boss and other 2 defend aurora one of the moogles can steal so use that to your advantage to gather free items. Another can use miracle and is a weak attacker, so have him heal everyturn. Keep cloud in the front row and use his limits, the 2nd is a very strong counter attack that triggers when your hit. But generally against this boss, you want to focus him down because he can summon more enemies for you to fight. Kill all his enemies except one, and then focus him so he can't summon more. That means having cloud use Fight instead of Limit. After this section look at the beginners lounge and enjoy! There are a few items here. The developers are here too be sure to talk to them! You may find that his standard attack instant kills them randomly. Dont forget to try and steal an Assault Helm from the main general!

You will also meet Neko, the talking cat. His stuff is overpriced, so don't bother with it at this point, you will find the same things cheaper really soon.

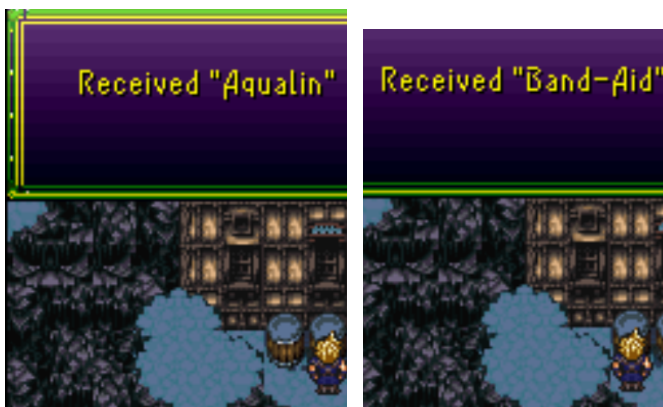
Sand Sting: Weak to Ice

Slime: No weakness

Killer Bee: Fire

Sun Spider: Ice

Hidden Stuff



You will also find 1800 gold within a chest in the beginner's lounge

Part 2: The Desert

The most important thing to remember for the davenport section is in the room where the old nun tells you the story of Serin and Ronan as children, behind her is a tool in a chest called **cosmic fang**, the equivalent of noise blaster. DONT MISS IT, it will make things a lot easier. There are a few hidden items here, check the book shelves and down in the Jail you will find a couple of consumable items in the corners. Stock up on basic healing items and most especially Recharges and Aqualins as you have no other way to revive or cure poison, and you will need them. As you progress through to the desert and turtle cave it's good time to learn the merit of using the spell Scan. Knowing the enemy weakness is key, for example the scorpion enemies are weak to Ice, the crawlers in the cave are weak to fire and the flying bug enemies in the cave are weak to lightning. Aurora has a pretty high amount of spell usage since the cost if the spells are low, so make use of weaknesses. If you don't wanna waste a turn to scan, save state, scan, then load state and hit the weakness!

Treasures Chests: Karma Jolt, Recharge, 800 Gil, 2000 gil (x2, behind throne room)



Rabite: Fire
Sun Spider: Ice
Scorpion: Ice

When fighting the Mecha soldiers, Use Cosmic Fang and have Aurora shock them death. Have another cosmic fang ready for when Cloud uses Braver.

Head to the cave to the south after you beat them.

Axe Baby: Poison

Wallmaster: Fire

Killer Bee: Fire

Cursed Doll: Poison

I skipped the chests in here, you can save state and decide if you want them now or save for later. You will be back here soon.

Mini Boss: Zombie

The zombie boss has no weakness! Keep your HP high with Cure and attack. He can zombify a party member which is pretty rough. Remember Karma Jolt you got in Dalzenia if you need here!.

Make your way North to the cottage for a rest in Ronan's Cabin



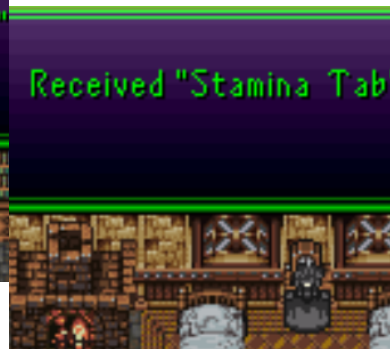
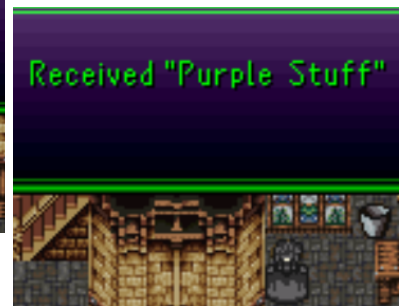
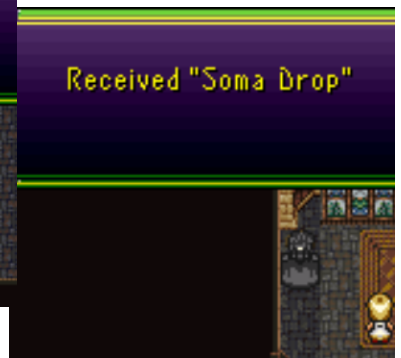
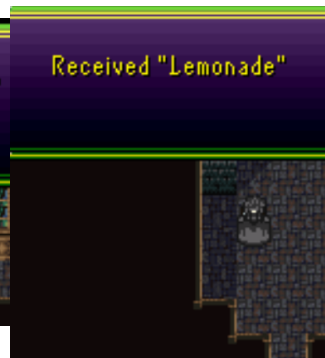
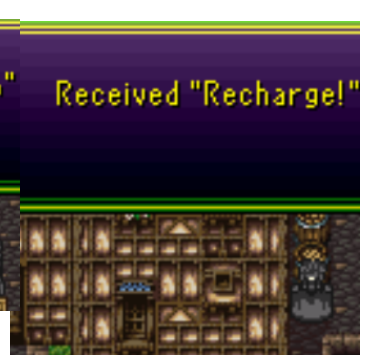
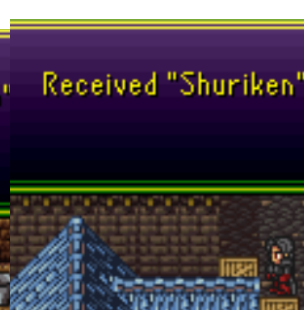
Lasher: Fire

Bugbear: Ice

Moblin: Poison

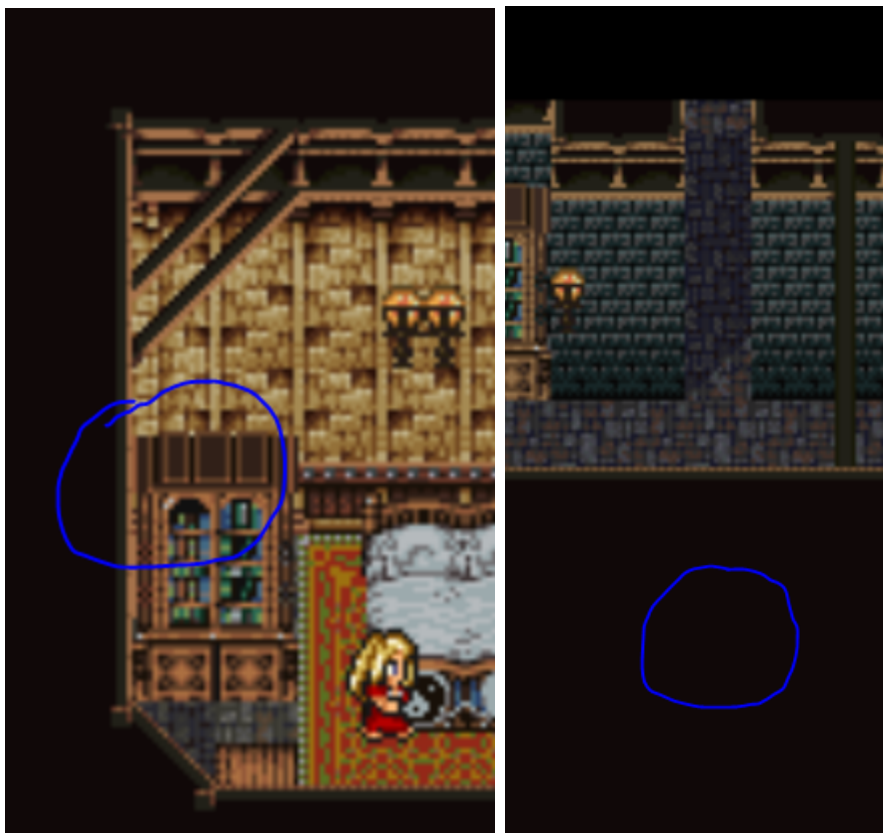
Hunter: ice

Seascape Town





Insane amount of Hidden Treasures here! There also 2 really good Relics, the Dwarf Bracer and Speed Boots which are hidden in the area where Celes is being kept in the original, down in the basement of the town mansion. It can be acquired now or later in Cloud's quest.



In the latest version there is a dog blocking your way into this area when you first arrive here, you'll have to wait for Cloud's sidequest to get the items now

After raiding Seascapes of its many treasures and Gil, buy armor upgrades for everyone and only one weapon, The Dispel rod. Cloud and Serin won't need weapon upgrades since and Serin will be almost exclusively using his tools, Cloud will be using Limit.

In my opinion the Vambrace isn't worth it, at least for Cloud. It doesn't affect his limit strength it seems from testing. Rune Blade is a good buy for Cloud since it further boosts his evasion

Spiral Mountain

Beast- No weakness

Nemesis- Ice

Vega- fire

Cockatrice- Wind

Maneater-Fire

Blue Beast-Fire

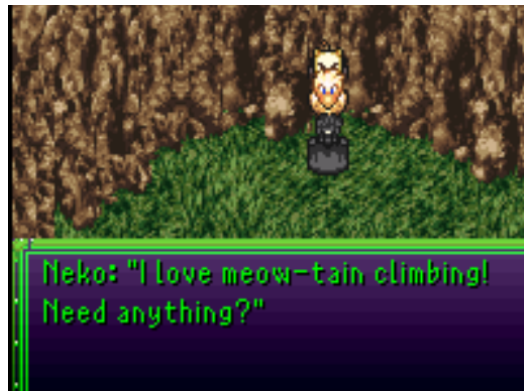
Assassin-Fire

Purchase 5-10 Status heal items each, there are a lot of enemies here who can poison/hex and petrify you. If you get stuck with one and can't heal you might have to return to town

Be sure to get all the chests here as they are pretty good. You'll receive an excellent new tool for Serin and a new weapon for Cloud. If you gathered the items in town for Aurora she can learn Vanish, Dispel and Teleport from her equipment while exploring the mountain. The Poison Nova for Serin is effective on Nemesis and Cockatrice, while the poison side effect is always helpful.

Use Aurora's MP liberally, since there is a save point not too far off that offers a chance to use a Snuggie and recover her mp. Remember to have her heal everyone to full before using the Snuggie.

I'd advise making sure Cloud reaches Level 12 before facing the boss, since he learns a useful new limit at this level, Blade Beam. Blade Beam allows Cloud to go to the backrow and deal similar damage to Braver. It also applies the "Seizure" status which works similarly to poison



On the way to boss you will meet Neko the merchant chat. The tiger mask and Ninja gear for Cloud is good, if not a little expensive. Mystic Sword is not very helpful at this point in the game as you don't have the MP supply to use the criticals and Aurora is better off in the backrow using magic.



You will face the saibamen first. They are weak to thunder, which includes Poison Nova. I recommend having Aurora using Shock on one at a time, not both, and focus them down one at a time. They have annoying attack that can Berzerk you, so focusing on one and killing it quick can help. There isn't much you can do to defend against the Berzerk

It's not a very hard fight, don't be afraid to use your Lemonades here on Aurora, you won't need to save them as you will have alternative methods of restoring mp such as Osmose.

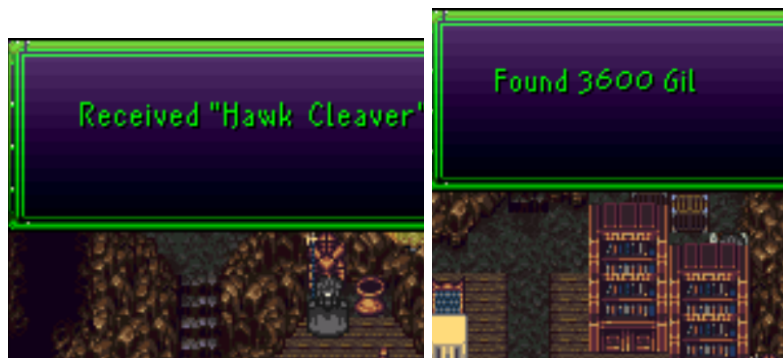


Raditz!. He has a weakness to poison you can exploit with Virus, and a wind weakness you can exploit with Poison Nova. Aurora may want to spend most turns casting Cure on everyone however! His physical attacks

are strong, so use the backrow for everyone and have Cloud utilize Blade Beam.

After you defeat Raditz and exit Mt Koltz, make your way East to the returner's hide out.

There are a lot of hidden goodies here! The Hawk cleaver being the most important one



The random boxes lying around having small items you can gather, but don't miss out on this hard to see chest containing 3600 gold! After speaking to Astral, don't miss the room up North with 3 chests, including a White Cape and Paladin icon.

In the most recent version, Hawk Cleaver was changed to a silver spear

I didn't take images but there are a ton of hidden goodies and gil to be found here as well. Check all the vases, boxes and what not and see what you can find.

It also isn't a bad idea to stock on some recharges. They are expensive, 10 of them will run you 6,000, which is why a smart idea to scavenge for free money. You may need them desperately in the upcoming journey

Before leaving, the top room has 3 chests with a Paladin icon and White Cape. Good relics to have at this stage of the game

With Astral, if you answer yes the first time or second time, you receive a mithril glove which grants Auto Protect

If you refuse all 3 times, you can receive the Mystic Ring, which is Auto-Shell. This is the better Relic IMO since being the backrow mitigates your physical damage already, and it boosts the ever important Magic Stat

Metal Crab-Thunder

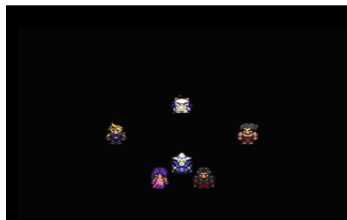
Pterogon-Wind

Skulltera- Ice
Merman-None

Head straight at the first junction to receive a Monkey's Paw (recover HP with each step)



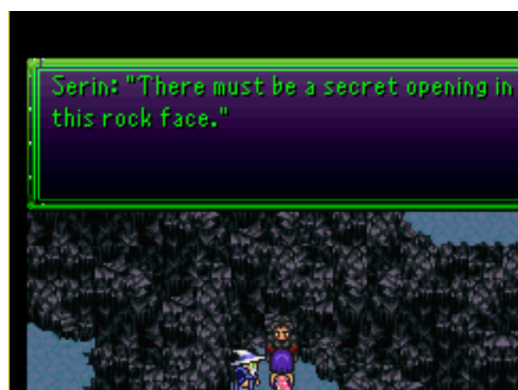
Ultros! He's creepy looking this time. He has a weakness to Fire and Thunder. Turns out Astral does have a thunder rod, though you may need him to heal every turn to be safe. Abuse Aurora's spells, Poison Nova and Fists of Thunder. Play it safe and he'll go down eventually. He can do a lot of damage, so be careful and stay at full HP. This fight takes awhile, just keep at it!



Once you make it to Choose your Path part, I recommend doing Astral's part first, followed by Cloud then finally Ronan. You can go in any order you'd like however.

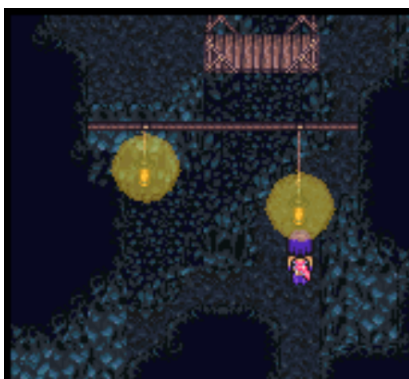
Getting back to Fraust is a bit longer here because of the map changes. You need to all the way down on the map, head west a it, and then walk the way back up again toward Fraust.

When you arrive, heal yourself in the beginner's lounge



Use the secret opening here to the left of beginner's lounge to get in, and prepare for surprise.

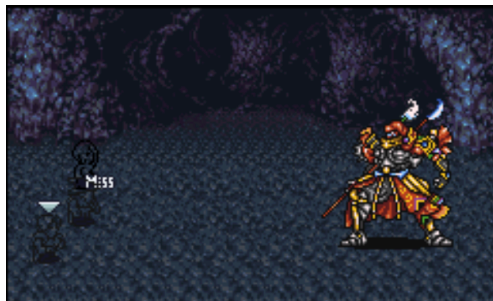
I'd recommend having Aurora cast vanish on everyone before heading too far in, keep Astral in the backrow, and move Serin and Aurora to the front.



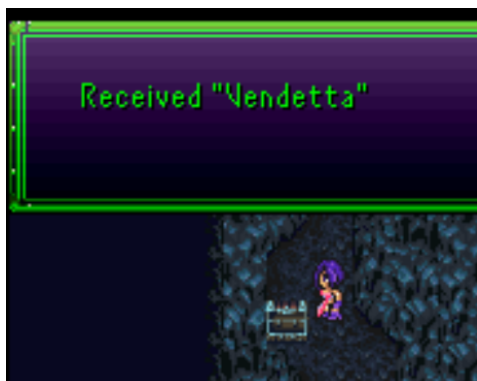
You cant cast Vanish outside of battle, so do it on before going onto this bridge in a battle



You will be attacked from behind by Gilgamesh! A new boss added to this hack. If you followed the above advice, he won't be able to harm you as all his attacks are physical. He can however cast confuse and hex which will break Vanish. He has a weakness to Ice magic, so have Aurora use Icicle, and now Astral can actually attack since Miracle breaks Vanish, you shouldn't need the healing anyway. Gilgamesh may eventually cast Aquatic Breath and break Vanish on everyone, from that point on use Astral's Miracle to keep HP up!



He will eventually cast Protect and Shell. Now's a good time to use Aurora's Dispel spell she should have learned by now to remove those bonuses. Once again, don't be afraid to use Lemonades, they are only useful during the early section of the game anyway. After Aquatic Breath is used, move Astral to the backrow and have Aurora heal as back up.



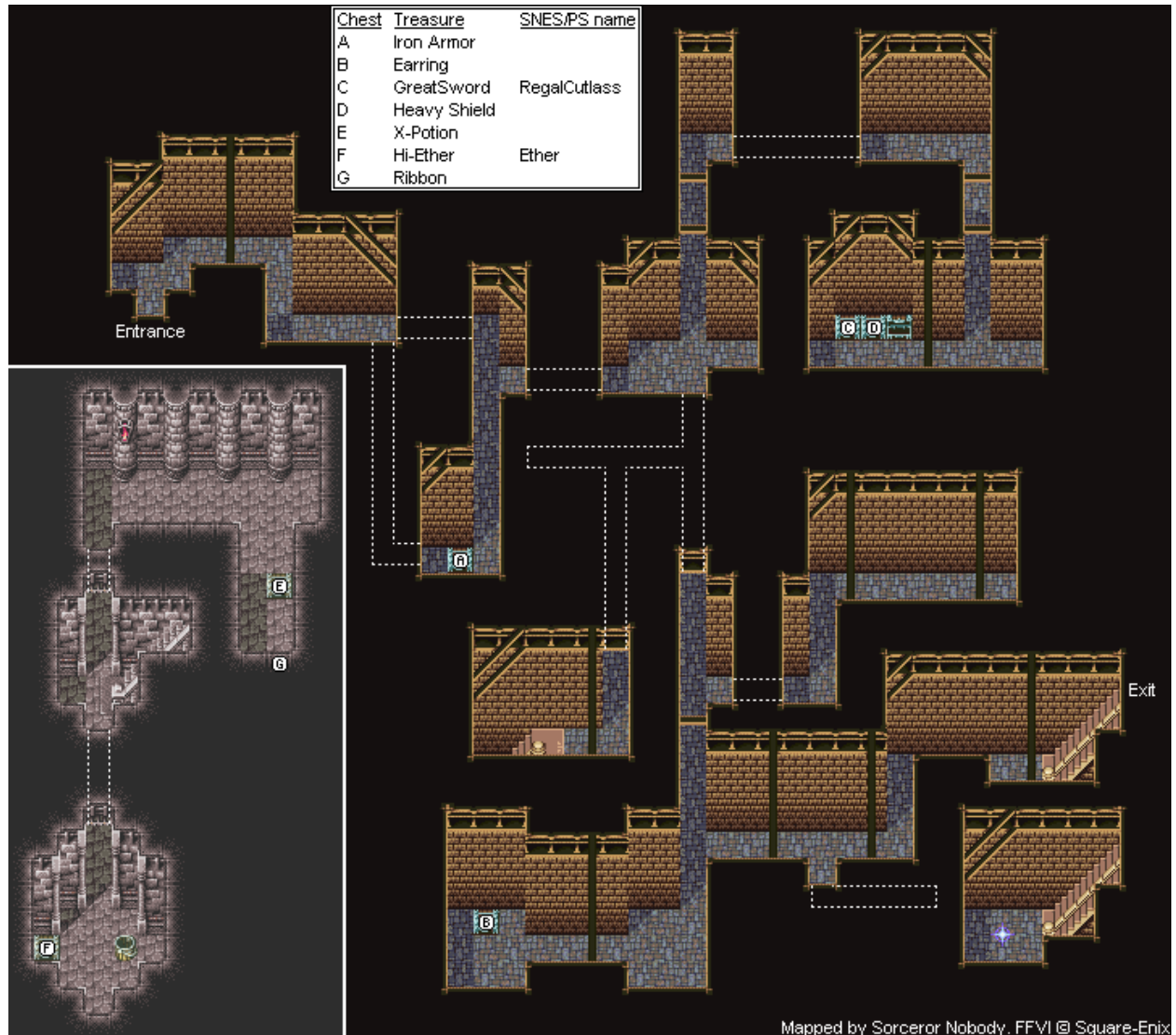
After beating him, make sure you acquire the Vendetta, it is in the first doorway you find after getting past the light walking sequence. It's a good weapon for Cloud and a reason why I suggest doing this path before going to Cloud's path



WHAT IS THIS?

Choose Cloud's quest next, you can give him the Vendetta, the double damage to humans is very helpful during this part of the game. However, if you want to stick with using Blade Beam, keep him equipped with Rune Blade and stick him in the backrow. Make sure as you go through that you buy plenty of supplies here, and I mean plenty. Stock up on at least 10 of each status healing item, and 30-40 pizzas, and 20 or so Recharges. Yea...it's costly and it may sound crazy, but you're gonna need it for Ronan's quest, which is considerably more difficult than the other 2. This quest is not much different than the original. Just be sure to get the Dwarf Bracer and Speed Boots if you missed them before. You will find the Vendetta more useful than Cloud's limits against the human enemies here!

Tifa and Cloud will soon have a FF7 reunion make sure you equip her before moving on



The passages are the same! But the items are different. The Griffin Eye is the most important item to get here, it's similar to the Ribbon in the original game. I didn't screenshot but there is a well Hidden Omnielixir hidden in the very bottom crevice of the room

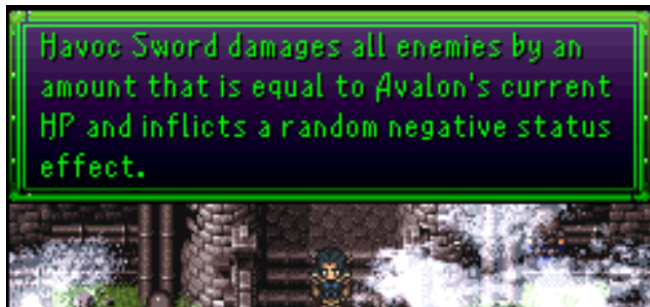
Once you leave here and go through the cave, be ready for a boss battle! I'd recommend keeping Cloud and Tifa in the Backrow for the fight, the fight comes right after healing spring with the turtle, don't forget to recover!



Tifa knows both Protect and Shell, take her first few turns applying them to Cloud and herself. Calamity can poison you, but remember that Tifa's reels when they fail give a small heal and recover status for the entire party, so use her reels when poisoned. Have Cloud attack with Blade Beam While Tifa supports with healing and occasional icicle spells. Being a robot, Calamity is weak to Water and Bolt, which Tifa has access to via her volt knuckle and her reels. Use dispel when Calamity uses Magitek Barrier to remove his Protect/Shell status

Also don't worry about equipment, everything you have on will be available to you in Ronan's quest.

Ronan's quest is filled with incredible custom made events, interesting new characters with terrific backstories. Be sure to take the time to experience it all and don't rush! Make sure you gather some Shruikens from Neko in the town close by, they will come in useful very soon!



When Avalon is introduced, the battle can be quite challenging without some luck. The Havoc attack applies a status effect, and does it's damage based off Avalon's max HP. When fighting the shadow knight take advantage of the Drain spell to oth damage

him and heal yourself, and hit him with Havoc as much as possible so that you can get a good effect like Hex or Confuse to help you through the fight.



Back at the camp with Ronan, Hit the Chest rather than kick it to get the item without a difficult battle with the dog who can vanish himself, forcing you to use Galic gun to reveal him. This treasure is easier if you sneak around the left side, as the soldier guarding is a very tough battle for Ronan by himself



Head a little south and there will be an event with Oboro joining your party.



You will then battle with Kefka. Make sure you have Ronan equipped with the Griffin Eye, as he uses a lot of status magic. Oboro will deal more damage with shruikens than Ronan can do with Combo. Afterwards, in the tent to the northwest is 5200 coins and a Tai Chi cap from a Monster in a Box called Telstar. Use Shruikens and Fists of Thunder to take him out and get the cap, which boosts your HP by 10%. Ideal for Avalon when he later joins you.

After the event at the castle, You will finally meet up with Avalon. Use your Monkey Paw relic to heal between battles to conserve on Pizza!



This final battle is a bit tough, you can use one of your Water or Fire scrolls to soften the enemies up and make it easier. Save the Bolt one though if you have it, it will come in handy later. This is a very challenging battle, it may take a few tries to get through it.

In the battles leading out of here with the Magitek armor, you'll also receive a 2nd Tai chi cap! The mecha enemies are weak to thunder, so you use the Thunder beam and Poison storm for large groups. Once Avalon joins you, I'd recommend giving him your Stamina tabs, he is the most likely character to utilize the regen effect

The ghost forest isn't obvious, you'll see it north of the camp after you leave. If you go too far you'll find the Castle, there is nothing there you can do atm. There are some events in the forest I don't want to spoil, but you will get a new character called "Reaper". His skill list has information added that tells you what his "spirits" do. The Ember spirit is very useful in this area since all the enemies have a Holy and Fire weakness. You can also place Ronan in the back row and use the Holy elemental Galic Gun



Make sure you stock up on those shrukiens again, they are cheaper here, and get plenty of Karma Jolts, they allow you to recover from Zombie Status, which is very common on this train. I got about 30 of them. Buy a few snuggies so you can restore Avalon's mp at save points.



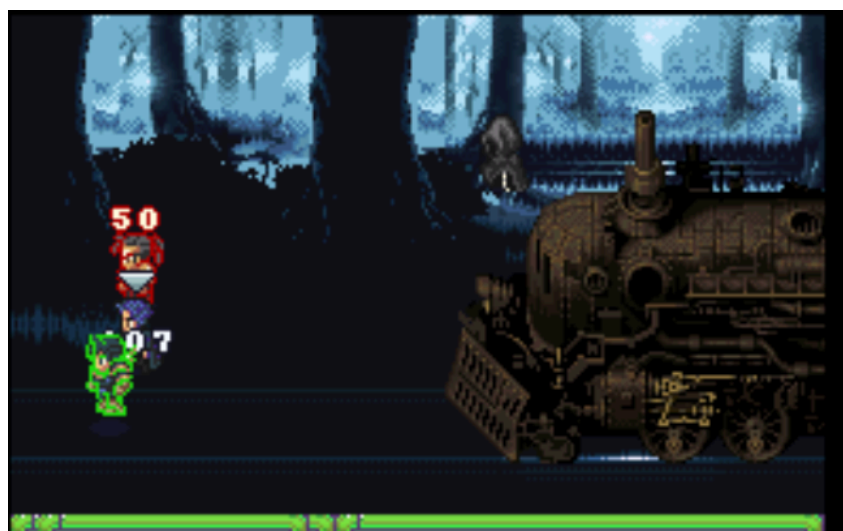
This latch here is VERY important. Climb up that latter, drop down the hatch. You'll hear a DISTANT sound. Run all the way to the rightmost car for a save point, and a hidden chest now visible. Avalon now knows the Cure spell, which will greatly reduce your Pizza costs, as he can keep everyone healed outside of battle now. This makes this part of the game much less stressful!





This guy is TOUGH! He's weak to Fire, but take advantage of Reaper's spirit that give him bonus. Like Juggernaut Mecha grant protect, Marauder grants Shell and does a fire attack, and when HP is low, Zombie can cast drain. Ronan's Galic gun is worthless, he's immune to it. Through Ronan into the front row and use his Suplex, and have Oboro Throw and Avalon use Havoc and Drain when HP gets low.

There are a lot of events and character development following this. Remove Arc's equipment before turning off the train. You need to hit the 1st and the 3rd lever to shut it down.



Move everyone into their opposite row before starting, since it will be flipped at the start. The phantom train shouldn't really be harmed until you defeat Mr Grim, focus your attacks on him. Havoc is probably your best bet, you might need some luck as it misses, and shrukiens can hit for consistent damage. He is under Image status, but is vulnerable to most statuses, so Havoc can really mess him

up if you hit him with a good status effect



Soon after you will jump down the falls and be attacked by Starmie and a group of Staryu. If you saved your Bolt Scrolls, nows the time to use them! Fist of Thunder/Volt knuckle also are excellent here

Generally speaking in the Serpent Trench portion of the game, keep going right to collect most of the treasures that are available. Everything is fairly straight forward, just do your best to keep yourself healthy cause while in the trench you cannot heal inbetween battles, that's the most difficult part of this.

At Township, check all the barrels and boxes for goodies, I won't be showing where they all are here. Buy at least 2 Zolom Fangs (Maybe even 4 for Tifa) They are very useful in the parts coming up.

When you get into the 3 Team scenario...get ready for a surprise!



The secret shop here has some good stuff available if you have the money for it!

I recommend making 2 teams of 4, and leaving Arc in solo team of 1. Have 1 team rush to Kefka and the other defend in front of Astral, with Arc off to the side. Sorry Arc...you're just not very useful...yet! I don't have pictures of Kefka and didn't get a chance to scan a weakness because I wasn't using Aurora for the battle



If Ronan learned the Rising Phoenix Blitz, use it for this battle, it will help take out his little minions. I used Galic Gun, had Tifa utilize her Reels, Oboro throw shruikens and Avalon spam Havoc for the battle. Pizzas and Cures from Avalon and Tifa should be sufficient in keeping your team alive.

After the cut scene, you will be asked to choose 4 new party members. They won't be equipped after this fight, so make sure you unequip the people you intend to not use so you can make use of their gear! I'd recommend Tifa for her useful spells, Cure will save you a lot of money on healing items, her Dispel will be useful against the boss, and she has access to good weapons. Serin just received Psycho Blade from Kefka and soon a new powerful tool, so he's also a good choice to bring. After that you can bring whoever else you'd like, Ronan can be a huge asset if

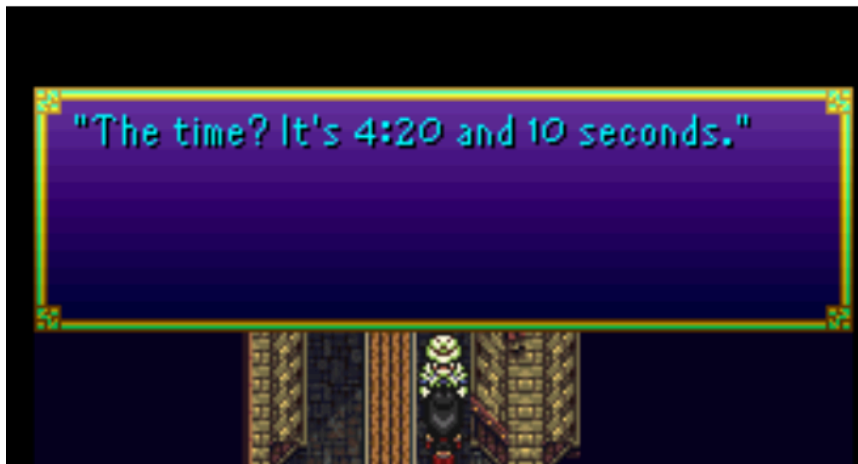
he has Fire Dance, as well as Cloud's limits. Arc's Runic doesn't offer a lot of offensive benefits, but he can pretty safe and effective in the backrow with Throwing Knives you will find soon.

Directly south of the house in Fraust you start in is a another building with a lot of treasures! Be sure to collect them all and raid the Fraust stores that are now open. Items of note are the Mithril Shields and Zolom and Titan Claws.

Once you're ready, take the long walk from Fraust back to the Durandal, and take it underground to Stardust Valley. There are several hidden items (always check clocks for elixers) but the most important is the thunder rod in the this house in Stardust valley



In Psycho city, to save you some “time” check the screenshot below for the time on the clock!
They actually tell the truth in THIS version. Go up the first building to find a Necronomicon which
revives a player at full HP.





This door is hidden in Psycho City, by the top of the town where the Tonberry is, head left and you'll run into a new area. The Spooky Record is acquired in the town immediately after the Starmie/Staryu fight. You must send the Wounded soldiers letters for him. You need to sleep at the inn after each letter to move onto the next letter. It is a bit tedious, but there is some funny dialog to be had. The Catastrophe is worth it though

This will earn you the Nanoflare in the top left of the town. There is also a tonberry you can fight here for a powerful item, but may be difficult for you to conquer at this point and time.

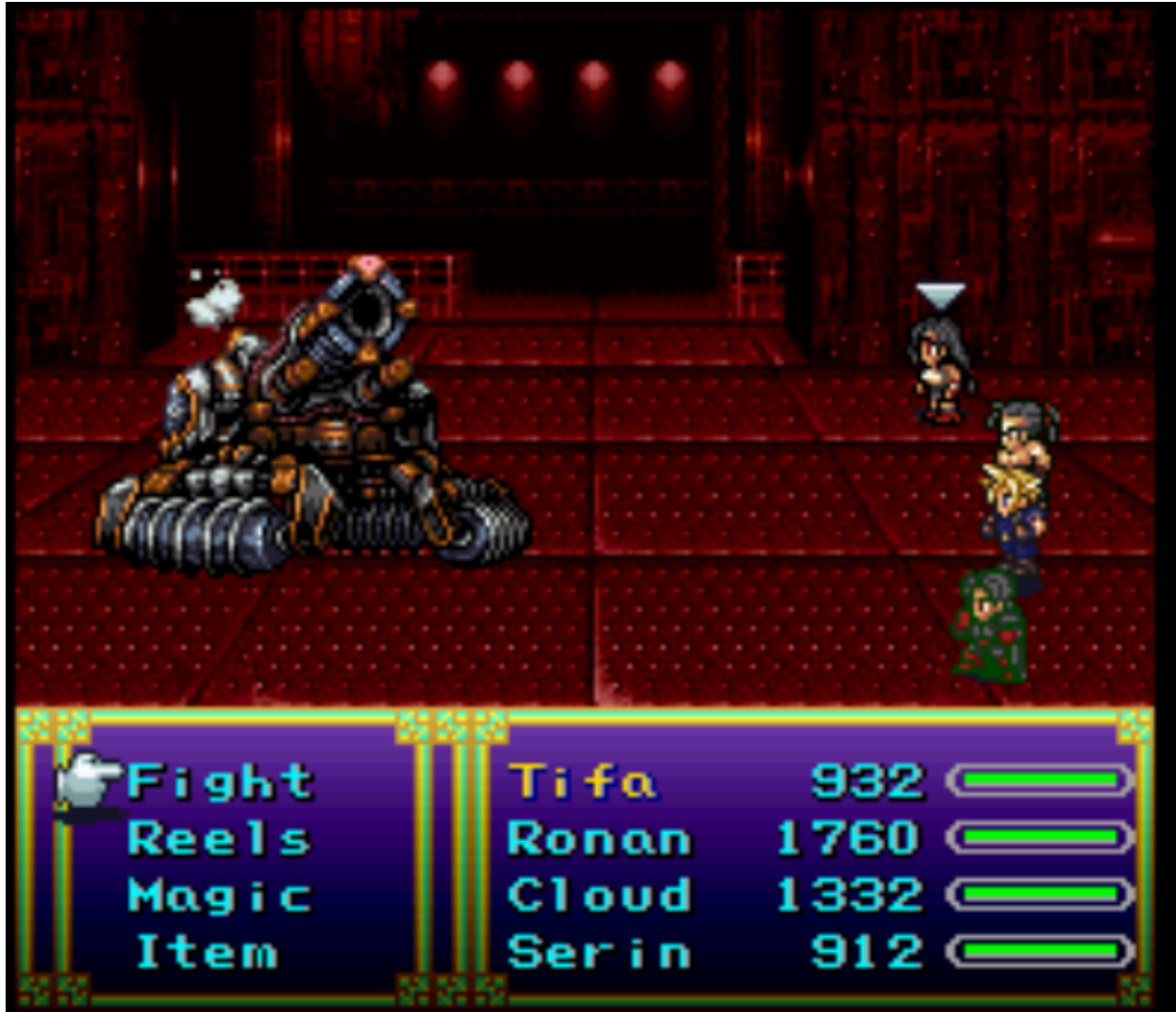
On your way climbing the tower (and a familiar boss at the top) you'll find a Blazing Claw, which will be helpful along with the Nanoflare for it's Fire element against the boss.



Keep up the fire offense, and if you have Tifa in your party, use Dispel” when Yeti gains Hidden stats! The slow spell can also help if you have it against him.

Now you’ll have access to your first espers, offering you basic spells. Also now that you have espers, head way south from Psycho city to a small house where an old man disguised as an Esper lives. He will offer you one of 3 elemental weapons. The Fire weapon probably exploits the most weaknesses, and Arc can use it effectively for the next part of the game. The Ice weapon is probably the overall best though in terms of who can use it and the Mag+ effect. Following the Opera events you’ll end up in a battle with Ultros 2.0 whom is weak to Fire. The way you approach the battle depends on your team, if you have Ronan, use Blazing Claw or Rising Phoenix, have Cloud use omnislash or blade beam, Arc can use Fire or Molten Axe if you got them.

In the next section of the game, like the original, you’ll enter the “magitek factory”. There are a lot of enemies with Fire and Bolt weaknesses here, making Ronan especially useful with his access to both through his Blitz, as well as Serin through tools. If you chose to have 3 party members and recruited Oboro, he can also be an asset with bolt and fire scrolls. In the small house at the beginning of “Vector” before entering the factory is an option to change party members for 1000 G. Be sure to acquire all the equipment throughout the factory as there is a lot of very useful weapons and armor, and you will one of each of the Taser Mace, Molten Axe and Ice Sword that the man forged for you earlier.



Ifrit and Shiva are easy knowing they are weak to the opposite element. This guy however is a big pain in the ass! He will attack WITH the element he is currently weak to, but it's constantly switching. Cloud and Serin can cause consistent damage with non elemental attack such as Braver and Psycho Blade, have any others use Cure until an element they can exploit comes up. If you brought Avalon, Havoc can also provide consistent damage, Oboro can use shurikens and Arc could do well with the Mystic sword in the front row.

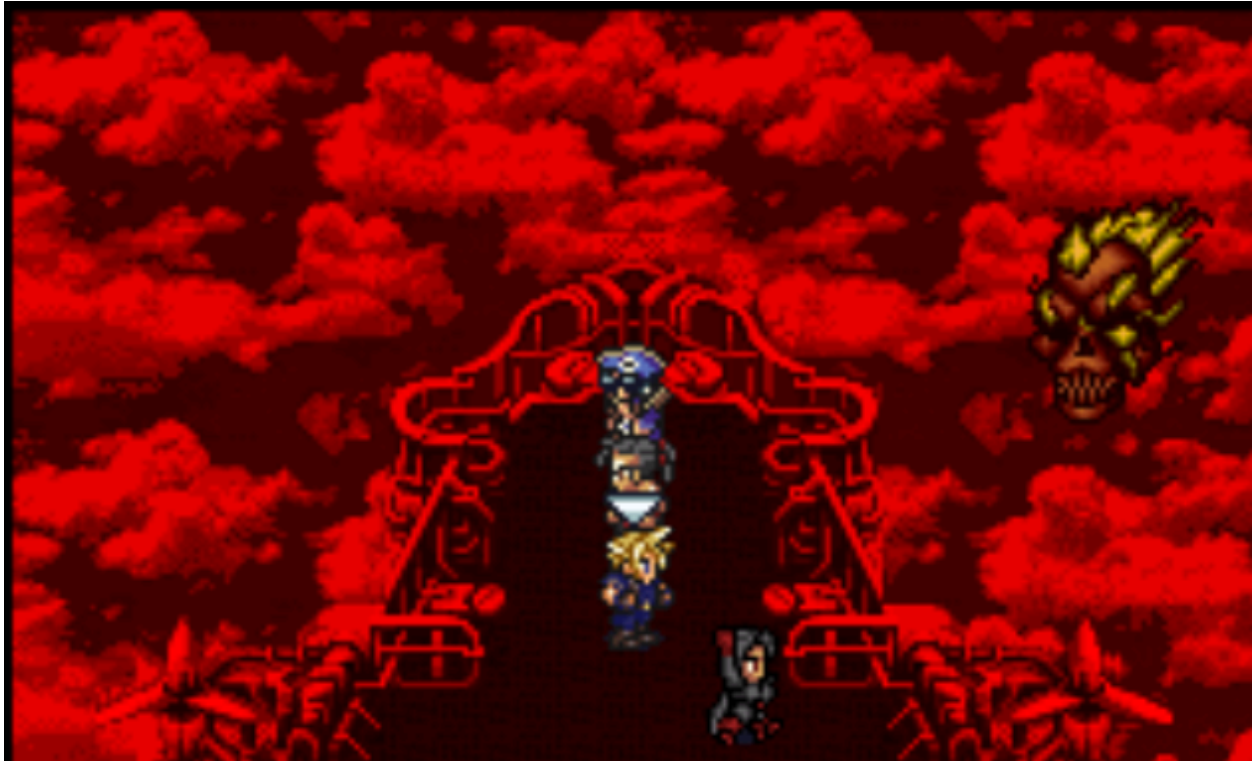
Weaknesses

Madroader-Earth

Magwheeler-Ice

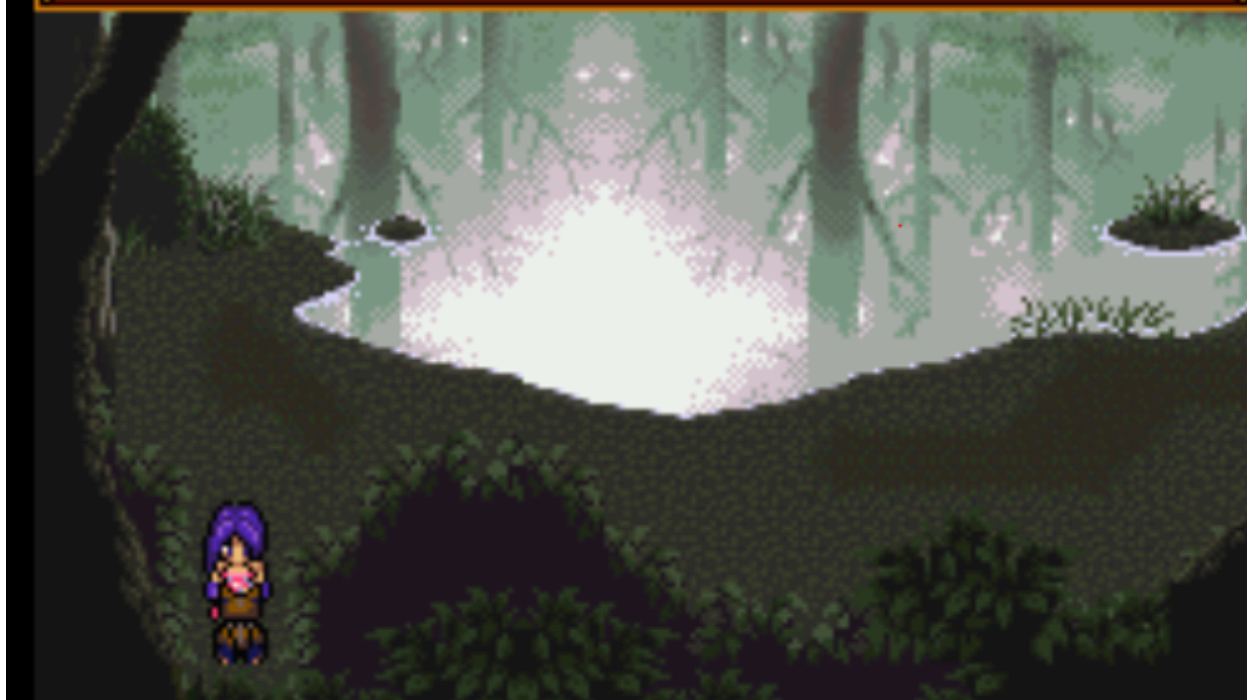
DAMN..the boss here is brutal. The trick is to avoid Delta attack, which can only be done when both the crystals are up. Destroy either the Fire and/or Ice crystal with their counter element.

The Ice crystal will probably be easier since you have more access to fire attacks at this stage. Avoid Magic attacks, as it will cause a Counter Attack..and it seems even Reflect causes the same effect so don't use Reflect for this fight! Status Immunity (especially zombie through Holy amulet and Griffin Eye) will be useful here as well.



The skull enemies are Undead and thus weak to holy (Ronan is AWESOME here with Galic gun) Otis comes wit the spell Splash which hits Flame skull hard, and Nanoflare will nail Shock Skull. Otherwise, if you learned Ice and Fire spells from your Espers, they'll pay off well for this fight.

Gave the dog one of the dancing
skeleton's bones.





Stardust Valley

“In any case, bonus clip afterwards! Taking the bones from the Dreadfiend fight to the dog in Starlight Village will make him move, allowing you to go forward and claim the Catastrophe, an Aether for Serin that can either do damage to one target or attempt to instantly kill it outright. I suppose it's ok, but I tend to favor Nanoflare unless the target resists/nullifies/absorbs fire.”

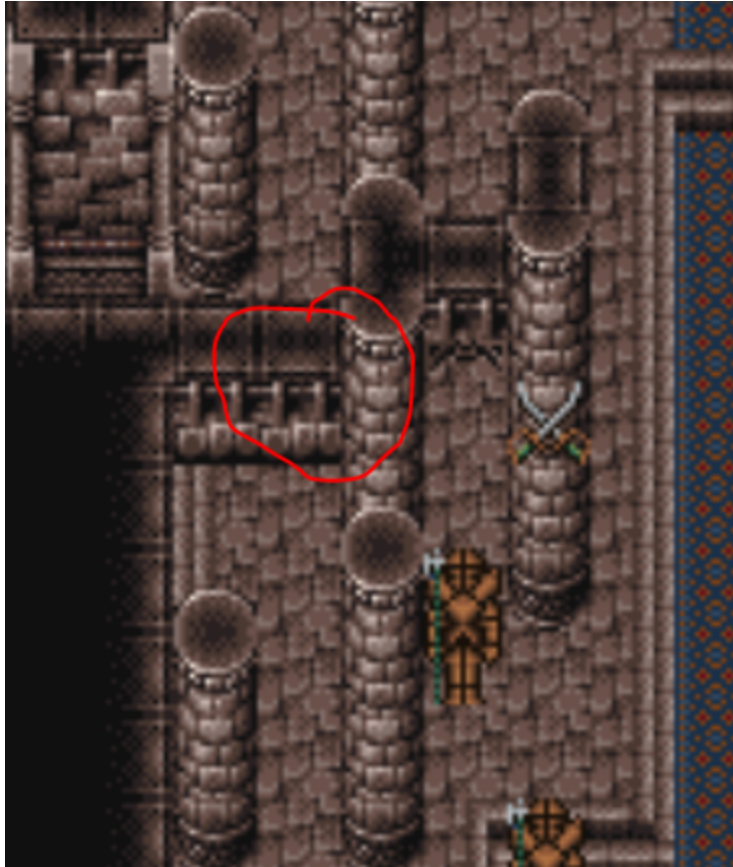


Eidolon-Ice/Holy
Revenant- Ice/Holy

Wraith-Water/Ice

Titanoba-Fire/Holy

Scorpio: No Weakness



Hidden Switch to Doomtrain

Room with Soul Calibur contains Red and Blue Essense