

Battle Animation Commands

The first two bytes of an animation script are a header that determines the speed and alignment of the animation. The real script starts after that. Of this, animation speed is the high nibble of the first byte. Alignment is the highest 3 bits of the second byte. All of the other bits appear to be unused. After this header, the bytes of the animation script behave as follows:

| | |
|---|---|
| \$00-\$1F | Show frame number [\$00-\$1F] |
| \$20-\$7F | - |
| \$80 xx | \$C878 Command \$80 Subcommands |
| | \$00 \$D9BE quadra slam/quadra slice |
| | \$01 \$D9A9 |
| | \$02 \$D981 |
| | \$03 \$D995 |
| | \$04 \$D96E Randomize vector angle and |
| position (init fire dance sprites) | |
| | \$05 \$D938 bum rush |
| | \$06 \$D907 init tornado (w wind/spiraler) |
| | \$07 \$D8F2 move tornado to thread position |
| (w wind/spiraler) | |
| | \$08 \$D8EB move thread to vector position (w |
| wind/spiraler) | |
| | \$09 \$D879 update character/monster sprite |
| tile priority for tornado (w wind/spiraler) | |
| | \$0A \$D82B white/effect magic intro |
| | \$0B \$D7E3 Update Esper Pre-Animation Balls |
| Position | |
| | \$0C \$D753 move to first sprite thread |
| position | |
| | \$0D \$D7C4 |
| | \$0E \$D79D |
| | \$0F \$D779 |
| | \$10 \$D73E move to target position |
| | \$11 \$D727 Randomize vector angle |
| | \$12 \$D734 init polar movement |
| | \$13 \$D6E5 toggle imp graphics for target |
| (imp) | |
| | \$14 \$D6BD make target vanish (vanish) |
| | \$15 \$D698 move circle to thread position |
| | \$16 \$D68E |
| | \$17 \$CBC1 update sprite layer priority |
| based on target | |
| | \$18 \$D677 Load Sketched Monster Palette |
| | \$19 \$D62E sketch |
| | \$1A xx \$CB74 |
| | \$1B \$CB5D transform into magicite |
| | \$1C \$CB6A decrement screen brightness |
| | \$1D \$CB61 transform into magicite |
| | \$1E \$D56B scroll bg3 for pearl |

| | | |
|---|---------------------|---|
| pearl (horizontal) | \$1F | \$D5FC init bg3 hdma scroll data for |
| pearl (vertical) | \$20 | \$D59F init bg3 hdma scroll data for |
| Priority | \$21 | \$D54E Update Rotating Sprite Layer |
| | \$22 | \$D4F2 pearl wind |
| | \$23 | \$D4BE pearl wind |
| | \$24 | \$D49B Clear BG3 HDMA scroll data |
| | \$25 | \$D4AD Clear BG1 HDMA scroll data |
| | \$26 xx | \$D493 Enable/Disable Character Color |
| Palette Updates (x: 1 = disable, 0 = enable) | | |
| | \$27 xx | \$D48B Hide/Show Characters for Esper |
| Attack (x: 1 = hide, 0 = show) | | |
| | \$28 --oo---- | \$D45C Affects all characters o: sprite priority |
| | \$29 xx | \$D454 Hide/Show Cursor sprites (esper |
| attack) | | |
| | \$2A xx | \$D44C load animation palette xx, sprite |
| | \$2B xx | \$D43C load animation palette xx, bg1 |
| (inferno) | | |
| | \$2C xx | \$D444 load animation palette xx, bg3 |
| (justice, earth aura) | | |
| | \$2D xxxx yyyy zzzz | \$D423 Jump based on battle type xxxx: jump location if normal |
| attack | | |
| | | yyyy: jump location if back |
| attack or (side attack and attacker is character 3 or 4) | | zzzz: jump location if pincer |
| attack or (side attack and attacker is character 1 or 2 or monster) | | |
| | \$2E xx yy | \$D3E4 Move sprite to (\$xx, \$yy) |
| | \$2F | \$D3AF |
| | \$30 xx | \$D38E load animation palette xx for |
| character 1 | | |
| | \$31 xx | \$D365 move in wide vertical sine wave |
| with speed xx (hope song, sea song) | | |
| | \$32 xxxx yyyy | \$D33E Jump to xxxx if facing left, yyyy |
| if facing right | | |
| | \$33 xx | \$D2D2 update rainbow gradient lines |
| | \$34 | \$D28D copy monster palettes to |
| character palettes (hope song) | | |
| | \$35 | \$D27A use character palettes for |
| monster sprite data (hope song) | | |
| | \$36 | \$D267 restore palettes for monster |
| sprite data (hope song) | | |
| | \$37 | \$D256 clear fixed color value hdma data |
| (\$2132) | | |
| | \$38 | \$D24D enable high priority bg3 |
| (justice) | | |
| | \$39 xx | \$D1E6 update blue gradient lines (S. |

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|--|------------------|---|
| Cross, Carbunkl, Odin/Raiden) | | |
| | \$3A xx | \$D1DE set gradient line intensity to xx |
| animation palette | \$3B | \$D1B0 Set target's color palette to |
| | \$3C | \$D18A Set target's color palette to |
| normal | \$3D | \$D12E quadra slam/quadra slice |
| | \$3E xx | \$D126 Set main screen designation |
| (\$212C) | \$3F | \$D0E0 sonic dive |
| | \$40 -----mmm | \$D0D3 Set screen mode (\$2105) m: screen mode |
| (positive is smaller) and move (dx,dy) | \$41 cx cy dx dx | \$D06D Shrink/Grow BG1 by (cx,cy) |
| | \$42 -----vh | \$D064 Set MODE7 Settings register |
| (\$211A) | | v: vertical flip h: horizontal flip |
| | \$43 | \$D00B moon song/charm |
| | \$44 | \$CFCC fire beam/bolt beam/ice beam |
| | \$45 xx | \$CFC0 Set BG1/BG2 Mask Settings |
| Hardware Register (\$2123) | | |
| | \$46 | \$CFB9 |
| | \$47 | \$CFAA |
| | \$48 | \$CF8D clear |
| | \$49 | \$CF7F ink hit/virite |
| | \$4A | \$CF6A disable stepping forward to |
| attack for all characters | | |
| | \$4B | \$D2CC update red/yellow gradient lines |
| (megazerk) | | |
| | \$4C | \$CF45 move triangle to thread position |
| | \$4D | \$CF1C set vector from triangle to |
| target | | |
| | \$4E | \$CF15 clear frame offset |
| | \$4F | \$CEF0 move to attacking character |
| position | | |
| | \$50 xx | \$CE9A |
| | \$51 | \$CE62 rippler |
| | \$52 | \$CE29 stone |
| | \$53 | \$CDDF r.polarity |
| | \$54 | \$CDC4 r.polarity |
| | \$55 | \$CD72 quasar |
| | \$56 | \$CD28 goner |
| | \$57 xx | \$CD1F set bg3/bg4 window mask settings |
| (\$xx -> \$2124) | | |
| | \$58 xx | \$CD17 change circle shape to xx |
| | \$59 | \$CD12 goner/flare star |
| | \$5A | \$CD0D mind blast |
| | \$5B | \$CD08 mind blast |
| | \$5C | \$CD03 mind blast |
| | \$5D | \$CCDF |

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|---|---------------|--|
| | \$5E | \$CC98 overcast |
| | \$5F xx | \$CC93 Increase/Decrease Blue Backdrop |
| Gradient (used by Overcast) | | |
| | \$60 aabbccdd | \$CC3F Toggle attacker status (aa = |
| status 1, etc.) (morph/revert) | | |
| | \$61 xx yy zz | \$CC1A |
| | \$62 | \$CBF5 evil toot/fader |
| | \$63 xx | \$D361 move in narrow vertical sine wave |
| with speed xx (evil toot) | | |
| | \$64 | \$CBE5 purifier/inviz edge |
| | \$65 | \$CBE0 change rainbow palette |
| | \$66 | \$CBDB shock wave |
| | \$67 | \$CBD6 Load Extra Esper Palette |
| (purifier) | | |
| | \$68 | \$CBD1 purifier |
| | \$69 | \$CBB6 update sprite layer priority |
| based on attacker | | |
| | \$6A | \$CBAC align bottom of thread with |
| bottom of target (ice 3) | | |
| | \$6B | \$CBB1 l? pearl |
| | \$6C | \$CB5A overcast |
| | \$6D | \$CB56 disable battle menu |
| | \$6E | \$CB51 |
| | \$6F | \$CB4D |
| | \$70 | \$CB43 |
| | \$71 | \$CB34 restore character palettes |
| (purifier/hope song) | | |
| | \$72 xx | \$CB48 Branch forward xx if attack |
| didn't miss | | |
| | \$73 xx | \$CB1D Set graphics for dice roll (xx = |
| die index) | | |
| | \$74 | \$CAB8 |
| | \$75 | \$CAE5 super ball |
| | \$76 | \$CAD6 seize |
| | \$77 | \$CADB seize |
| | \$78 | \$CAE0 discard |
| | \$79 | \$CAC2 Characters Run to Left Side of |
| Screen (takes 56 loops to reach other side) | | |
| | \$7A | \$CAC7 Characters Run to Right Side of |
| Screen | | |
| | \$7B | \$CACC Flip All Characters (after |
| running to opposite side of screen) | | |
| | \$7C | \$CAD1 Swap Target and Attacker |
| | \$7D xx | \$CABD Branch forward xx bytes if dragon |
| horn effect is active | | |
| | \$7E | \$CAA1 Flip Target Character Vertically |
| | \$7F | \$CA9D Hide all monsters |
| | \$80 | \$CA65 boss death |
| | \$81 | \$CA61 |
| | \$82 | \$CA3D boss death |

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|-----------------------|---------|--|
| | \$83 | \$CA38 |
| | \$84 | \$CA29 chadarnook exit |
| | \$85 | \$CA24 chadarnook exit |
| on sprite X position) | \$86 xx | \$CA0F Play Sound effect xx (pan based |
| on sprite Y position) | \$87 xx | \$C9F7 Play Sound effect xx (pan based |
| | \$88 | \$C9C9 |
| | \$89 xx | \$C9C1 |
| Priority to 0 | \$8A | \$C9A9 Set Target Monster Sprite |
| | \$8B | \$C9A5 Play Ching Sound effect |
| | \$8C xx | \$CA09 Play Sound effect xx (pan center) |
| \$81 xx yy | \$F347 | Change attacking character's graphic to \$xx if facing left, \$yy if facing right |
| \$82 xx yy | \$F33F | Change targetted character's graphic to \$xx if facing left, \$yy if facing right |
| \$83 dddxxxxx | \$F377 | Move Thread |
| | | d: direction (0 = down/forward, 1 = down, 2 = down/back, 3 = forward, 4 = back, 5 = up/forward, 6 = up, 7 = up/back) |
| | | x: distance - 1 |
| \$84 xx | \$F7B3 | Set Animation Speed to xx |
| \$85 | \$F89D | Move Thread to Attacker Position |
| \$86 dddxxxxx | \$F491 | Move Attacker (data same as command \$83) |
| \$87 dddxxxxx | \$F476 | Move Target (data same as command \$83) |
| \$88 xx | \$F71D | Jump forward with weapon for "Fight" command (xx = frame index) |
| \$89 xx | \$F7BC | Loop start (loop xx times) |
| \$8A | \$F82F | Loop end |
| \$8B xx | \$F7E6 | Animated loop start (loop xx times, increment frame offset each loop, start at frame 0) |
| \$8C | \$F84B | Animated loop end |
| \$8D dddxxxxx | \$F263 | Move Thread if Animation is Flipped Horizontally |
| \$8E bf-----h | \$F27A | Show Thread Above/Below Other Sprites |
| | | b: show below |
| | | f: show in front |
| | | h: 1 = show with weapon hand, 0 = show opposite weapon hand |
| \$8F dddxxxxx | \$F263 | Move Thread if Animation is Flipped Horizontally |
| \$90 --oo---- | \$F255 | Set Thread's Sprite Tile Priority |
| \$91 | \$F8B4 | Move This Thread to Attacker Thread Position |
| \$92 xx yy | \$FADB | Move Thread along Vector (speed xx, code branch yy) |
| \$93 xx | \$FA3D | Set position on vector |
| \$94 | \$F8E0 | Set vector from attacker to a random location on the target (GP Rain, AutoCrossbow) |
| \$95 | \$F9E6 | Set vector from attacker to target |
| \$96 xx yy | \$FB63 | Branch if ??? (xx = bytes to branch backwards) |
| \$97 | \$FBD7 | boomerang/wing edge/full moon/rising sun |
| \$98 xx bbbbeeee | \$FBA8 | Increment graphic index offset every x frame(s), (b..e) |
| \$99 ----ppp- | \$FC37 | Set Thread Palette to p |

| | | |
|-------------------|--------------------|---|
| \$9A | \$FC40 | Set Thread Facing Direction to Match Attacker |
| \$9B | \$F31A | |
| \$9C xx | \$F2A2 | |
| \$9D xx | \$F2F1 | |
| \$9E | \$F2B6 | |
| \$9F xx | \$F7CF | Animated Loop start (loop count equal to the number of active threads, xx = 0) (autocrossbow) |
| \$A0 xx yy | \$FA4B | Jump Forward Along Vector (speed xx, code branch yy) |
| \$A1 xx yy | \$FA90 | Jump Backward Along Vector (speed xx, code branch yy) |
| \$A2 | \$F2E1 | drill |
| \$A3 xxxx | \$F1E5 | Shift Color Palette Left |
| \$A4 xxxx | \$F21D | Shift Color Palette Right |
| | aaaabbbb ccccdddd | |
| | a: | offset color |
| | b: | number of colors |
| | c: | palette index |
| | d: | speed (number of loops per shift) |
| \$A5 aabbccxyyyzz | \$F0EC | circle origin (aa,bb), (80,80) is center of screen |
| | cc: | grow speed? |
| | xx | |
| | yyyy: | max size |
| \$A6 xx yy zz | \$F094 | Move circle (\$xx,\$yy), size changes by zz (signed) |
| \$A7 | \$F088 | Update Circle? |
| \$A8 | \$F073 | Move circle to attacker |
| \$A9 xx yy | \$EFC8 | Move circle (\$xx,\$yy) (signed, based on character facing direction) |
| \$AA rgbffffff | \$EC6E | Set sprite palette 3 color subtraction (absolute) |
| | r: | affect red |
| | g: | affect green |
| | b: | affect blue |
| | f: | amount to subtract |
| \$AB rgbffffff | \$EC58 | Set sprite palette 3 color addition (absolute) |
| | r: | affect red |
| | g: | affect green |
| | b: | affect blue |
| | f: | amount to add |
| \$AC xx yy | \$EE9C | set background Scroll HDMA data |
| | 123ffffff vhaaaaaa | |
| | 1: | affect BG1 |
| | 2: | affect BG2 |
| | 3: | affect BG3 |
| | f: | frequency |
| | v: | vertical |
| | h: | horizontal |
| | a: | amplitude (max 14, must be even ???) |
| \$AD nnxxxxxx | \$EFA3 | Set BG Scroll HDMA Index |
| | n: | BG (0,1,2) |
| | x: | index |
| \$AE vh---123 | \$ED86 | Update Scroll HDMA data |

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|--------------------------|---|
| | v: vertical |
| | h: horizontal |
| | 1: affect BG1 |
| | 2: affect BG2 |
| | 3: affect BG3 |
| \$AF rgbffffff | \$EBDA Set background palette color subtraction (absolute) |
| \$B0 rgbffffff | \$EBC4 Set background palette color addition (absolute) |
| \$B1 rgbaffff | \$ECAC Set sprite palette 1 color subtraction (absolute) |
| \$B2 rgbaffff | \$EC96 Set sprite palette 1 color addition (absolute) |
| \$B3 rgbaffff | \$EC4F Add color to sprite palette 3 (relative) |
| | r: affect red |
| | g: affect green |
| | b: affect blue |
| | a: 0 = increase addition amount, 1 = decrease addition amount |
| | f: amount to increase/decrease |
| \$B4 rgbaffff (relative) | \$EC46 Subtract color from sprite palette 3 palette |
| | r: affect red |
| | g: affect green |
| | b: affect blue |
| | a: 0 = increase subtraction amount, 1 = decrease subtraction amount |
| | f: amount to increase/decrease |
| \$B5 rgbaffff | \$EBB2 Add color to background palette (relative) |
| \$B6 rgbaffff | \$EBBB Subtract color from background palette (relative) |
| \$B7 rgbaffff | \$EC84 Add color to sprite palette 1 (relative) |
| \$B8 rgbaffff | \$EC8D Subtract color from sprite palette 1 (relative) |
| \$B9 rgbffffff | \$ECEA Set monster palettes color subtraction (absolute) |
| \$BA rgbffffff | \$ECD4 Set monster palettes color addition (absolute) |
| \$BB rgbaffff | \$ECCB Add color to monster palettes (relative) |
| \$BC rgbaffff | \$ECC2 Subtract color from monster palettes (relative) |
| \$BD abcd---- | \$EAA1 Hide/Show BG1/BG3 Animation Thread Graphics |
| | a: affect bg1 |
| | b: affect bg3 |
| | c: bg1 (0 = show, 1 = hide) |
| | d: bg3 (0 = show, 1 = hide) |
| \$BE xx | \$EA98 Set Screen Mosaic to xx (\$2106) |
| \$BF xxxx | \$EA85 Jump to Subroutine \$xxxx |
| \$C0 | \$EA76 Return from Subroutine |
| \$C1 xx yy | \$EA05 xx = vector movement speed ???, yy = number of bytes to branch backwards |
| \$C2 abc----- | \$E9EB Unpause Animation |
| | a: unpause bg1 |
| | b: unpause bg3 |
| | c: unpause sprites |
| \$C3 | \$F02F Move circle to target |
| \$C4 ab----- | \$E99F Move BG1/BG3 Thread to This Thread's Position |
| | a: affect bg1 |
| | b: affect bg3 |
| \$C5 4 addresses | \$E8FB jump based on swdtech hit |

| | |
|---|---|
| \$C6 xx yy | \$E830 quadra slam/quadra slice |
| \$C7 <varies> | \$C873 Command \$C7 Subcommands |
| | \$00 xx \$C2C39B Change Attacking Character Facing |
| Direction (xx: 0 = face left, 1 = face right) | |
| | \$01 \$C2C362 reset position offsets for |
| attacking character | |
| | \$02 \$C2C31E save attacking character position |
| | \$03 \$C2C339 restore attacking character |
| position and reset offsets | |
| | \$04 \$C2C303 restore attacking character |
| position | |
| | \$05 xx \$C2C2B7 (unused) |
| | \$06 xx yy \$C2C26A |
| | \$07 \$C2C247 update character action based on |
| vector direction (walking) | |
| | \$08 xx yy \$C2C1D6 set vector target (xx,yy) from |
| attacker | |
| | \$09 \$C2C1B3 update character action based on |
| vector direction (arms up) | |
| | \$0A xx \$C2C194 (unused) |
| | \$0B xx yy zz \$C2C171 spc command |
| | \$0C xx yy \$C2C136 change actor xx graphic index to |
| yy | |
| | \$0D xx \$C2C115 |
| | \$0E xx \$C2C0F8 enable/disable screen shaking (xx |
| -> \$6285) | |
| | \$0F \$C2C0F2 (unused) |
| | \$10 xx \$C2C0B9 |
| | \$11 \$C2C0B0 disable running with L+R |
| \$C8 xx | \$E7B1 Set attacker modified graphic index |
| \$C9 xx | \$DAE4 Play sound effect xx (\$00 means play default for this |
| animation) | |
| \$CA | \$E798 |
| \$CB edddddd | \$E779 Enable/Disable Echo Sprites (4 copies of character |
| sprite) | |
| | e: 1 = enable, 0 = disable |
| | d: frame delay between echo sprites (bitmask) |
| \$CC rgbfffff | \$EC24 Set sprite palette 2 color subtraction (absolute) |
| | r: affect red |
| | g: affect green |
| | b: affect blue |
| | f: amount to subtract |
| \$CD rgbfffff | \$EC02 Set sprite palette 2 color addition (absolute) |
| | r: affect red |
| | g: affect green |
| | b: affect blue |
| | f: amount to add |
| \$CE rgbaffff | \$EBF0 Add color to sprite palette 2 (relative) |
| | r: affect red |
| | g: affect green |


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                                b: affect blue
                                a: 0 = increase addition amount, 1 = decrease addition
amount
                                f: amount to increase/decrease
$CF rgbaffff    $EBF9 Subtract color from sprite palette 2 (relative)
                                r: affect red
                                g: affect green
                                b: affect blue
                                a: 0 = increase subtraction amount, 1 = decrease
subtraction amount
                                f: amount to increase/decrease
$D0 vhftpppm    $E746 Set sprite data for all character/monster sprites
$D1 xx          $E73D Validate/Invalidate Character/Monster Order Priority
(0 = validate, 1 = invalidate)
$D2 xx yy      $F86D Set Target Position (xx,yy) doesn't actually move
target
$D3            $F044 Move Circle to Attacking Character
$D4 xxxx yy    $E722 Set Color Addition/Subtraction Data
shbo4321 mmss--cd (+$2130)
                                s: 0 = add, 1 = subtract
                                h: 0 = full add/sub, 1 = half add/sub
                                bo4321: layers affected by add/sub (b =
background)
                                m: 0
                                s: 0
                                c: 0 = fixed color add/sub, 1 = subscreen
add/sub
                                d: 0
                                ---o4321 subscreen designation ($212D)
                                o4321: layers to add/sub
$D5 -----vh    $E707 Flip Monster (v = vertical, h = horizontal)
$D6              $E6CD
$D7 xx          $E68D Move Fire Dance Sprites
$D8 xx yy zz    $E5F9 x: x speed, y: y speed, z: ???
$D9 xx          $E5F0 (bum rush)
$DA xxxx        $E528 update tornado (w wind/spiraler)
$DB xx          $E509 Branch forward xx bytes if character already stepped
forward to attack
$DC            $E43A Rotate Triangle 2D
$DD xx yy dd rr $E416 Init Triangle
$DE            $E401 move triangle to attacker position
$DF            $E3EC move triangle to target position
$E0 xx yy dd rr $E3A0 Modify Triangle
$E1 xx          $E328 show/hide attacker sprite
$E2            $DD8D
$E3            $DD42
$E4            $E286
$E5 xx yy zz    $E15D yy = number of bytes to branch backwards
$E6 xx yy zz    $E1B3 yy = number of bytes to branch backwards
$E7            $E25A
$E8 rr tt      $DCDF Move rr,tt in polar coordinates (radius,theta)

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| | |
|----------------|---|
| \$E9 xx yy | \$DC9B Move randomly (0...xx,0...yy) |
| \$EA 13--xxxx | \$DC81 Set BG Tile Data Quadrants 1 = affect bg1 3 = affect bg1 x = quadrant |
| \$EB xxxx ... | \$DC66 Jump to \$xxxx... based on thread index (number of addresses is number of threads) |
| \$EC xx | \$DC55 Change Thread Layer (0 = sprite, 1 = bg1, 2 = bg3) |
| \$ED | \$DB8F |
| \$EE --oo---- | \$E5C5 Set Target's Sprite Tile Priority |
| \$EF rr tt | \$DCD9 similar to \$E8 |
| \$F0 5 words | \$DB6C Jump based on current target index (char1, char2, char3, char4, monster) |
| \$F1 xx | \$E2C0 |
| \$F2 | \$F980 Set a trajectory from target center to attacker |
| \$F3 5 words | \$DB64 Jump based on current attacker index (char1, char2, char3, char4, monster) |
| \$F4 -----t | \$F30F Set Sprite Layer Priority |
| \$F5 | \$F7FC Loop End (loop until no threads are active) |
| \$F6 | \$E4A2 Rotate Triangle 3D |
| \$F7 xx | \$DB50 Wait until vertical scanline position xx |
| \$F8 xxxx yyyy | \$DB31 Jump to either xxxx or yyyy if magitek mode is enabled |
| \$F9 xx yy zz | \$DAF9 |
| \$FA xxxx | \$DB23 Jump to \$xxxx |
| \$FB rgbffffff | \$ED4C Set character palettes color subtraction (absolute) r: affect red g: affect green b: affect blue f: amount to subtract |
| \$FC rgbffffff | \$ED12 Set character palettes color addition (absolute) r: affect red g: affect green b: affect blue f: amount to add |
| \$FD rgbaffff | \$ED00 Add color to character palettes (relative) r: affect red g: affect green b: affect blue a: 0 = increase addition amount, 1 = decrease addition amount f: amount to increase/decrease |
| \$FE rgbaffff | \$ED09 Subtract color from character palettes (relative) r: affect red g: affect green b: affect blue a: 0 = increase subtraction amount, 1 = decrease subtraction amount f: amount to increase/decrease |
| \$FF | End of Animation |

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