

# Overworld Character Script Commands

## Graphical Actions (00-7F):

00-3F	\$EE7922	Graphical Actions
40-7F	\$EE7932	Graphical Actions, flipped horizontally

## Movement (80-AB):

100nnn<sup>dd</sup>

d: direction (0: up, 1: right, 2: down, 3: left)

n: number of steps (1 is added to this, so 1-8 steps possible)

always 100

Movement table in tiles:

## Conditionals (B0-BF):

ci: sbbbbbbb bbbbi<sup>iii</sup>

i: bit index (0-7)

b: byte (added to \$1E80)

s: if 1, check that bit is set; else, check that bit is clear

Summary:



CD	Turn character right
CE	Turn character down
CF	Turn character left
D0	Show character
D1	Hide character
D2 nnnn xx yy mm mm	Load map nnnn, position (xx, yy), mode
D3 nnnn xx yy mm mm	Load map nnnn, position (xx, yy), mode
D4 aaaaaa	If (\$08 & 0x80 == 0), goto \$aaaaaa
D5 xx aaaaaa	If (\$F6 != xx), goto \$aaaaaa
D8	Unfade screen
D9	Fade screen
DD	Hide mini-map
DF	Show mini-map
E0 xx	Pause for xx units
FC	Change character to ship graphic
FD	Show Figaro Castle submerging
FE	Show Figaro Castle emerging
FF	End Map Script

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