

Shop Data

Overview

Info for shop salesmen. Shops are triggered through event command:

Event Command	Description
\$9B XX	Invoke shop XX (see list)

Offsets

Description	Value
Base offset (SNES)	\$C47AC0
Block size	\$09
Number of blocks	\$0080
Total size	\$0480

Data

Offset	Description
\$00	Shop type and shop cost
	Shop Type:
	\$00 (blank)
	\$01 Weapon
	\$02 Armor
	\$03 Item
	\$04 Relics
	\$05 Vendor
	Shop Cost:
	\$00 Prices x1 (normal)
	\$08 Prices x1.5
	\$10 Prices x2 (double)
	\$18 Prices x0.5
	\$20 Prices x0.5 if female leads, x1.5 otherwise
	\$28 Prices x0.5 if male leads, 1.5x otherwise)
	\$30 Prices x0.5 if Edgar leads, 1.0x otherwise
	\$38 Unused / glitches
\$01	Item 1
\$02	Item 2
\$03	Item 3
\$04	Item 4
\$05	Item 5
\$06	Item 6
\$07	Item 7

Offset	Description
\$08	Item 8

List of Shops

Index	Data Offset	Description
\$00	\$C47AC0	Narshe weapons (before Magitek factory)
\$01	\$C47AC9	Narshe armor (before Magitek factory)
\$02	\$C47AD2	Narshe relics (before Magitek factory)
\$03	\$C47ADB	Narshe items (before Magitek factory)
\$04	\$C47AE4	Figaro castle items (before Kefka arrives)
\$05	\$C47AED	South Figaro weapons (WoB)
\$06	\$C47AF6	South Figaro armor (WoB)
\$07	\$C47AFF	South Figaro relics (WoB)
\$08	\$C47B08	South Figaro items (WoB)
\$09	\$C47B11	Mobliz weapons
\$0A	\$C47B1A	Mobliz armor
\$0B	\$C47B23	Mobliz relics
\$0C	\$C47B2C	Mobliz items
\$0D	\$C47B35	Nikeah weapons (WoB)
\$0E	\$C47B3E	Nikeah armor (WoB)
\$0F	\$C47B47	Nikeah items (WoB)
\$10	\$C47B50	Nikeah relics (WoB)
\$11	\$C47B59	Kohlinghen weapons (WoB)
\$12	\$C47B62	Kohlinghen armor (WoB)
\$13	\$C47B6B	Kohlinghen items (WoB)
\$14	\$C47B74	Jidoor weapons (WoB)
\$15	\$C47B7D	Jidoor armor (WoB)
\$16	\$C47B86	Jidoor items (WoB)
\$17	\$C47B8F	Jidoor relics (WoB)
\$18	\$C47B98	Albrook items (WoB)
\$19	\$C47BA1	Albrook weapons (WoB)
\$1A	\$C47BAA	Albrook armor (WoB)
\$1B	\$C47BB3	Vector weapons
\$1C	\$C47BBC	Vector armor
\$1D	\$C47BC5	Tzen weapons (WoB)
\$1E	\$C47BCE	Tzen armor (WoB)
\$1F	\$C47BD7	Tzen items (WoB)
\$20	\$C47BE0	Tzen relics (WoB)
\$21	\$C47BE9	Thamasa Weapon (WoB)
\$22	\$C47BF2	Thamasa Armor (WoB)
\$23	\$C47BFB	Thamasa Item (WoB)
\$24	\$C47C04	Returners' Hideout Item
\$25	\$C47C0D	WoB Maranda Weapon

Index	Data Offset	Description
\$26	\$C47C16	WoB Maranda Armor
\$27	\$C47C1F	Gau's father's house, Imperial Soldier: Vendor
\$28	\$C47C28	Albrook: Relics (WoB)
\$29	\$C47C31	Narshe: Weapon (After Vector)
\$2A	\$C47C3A	Narshe: Armor (After Vector)
\$2B	\$C47C43	Narshe: Relics (After Vector)
\$2C	\$C47C4C	Narshe: Item (After Vector)
\$2D	\$C47C55	Thamasa Relics (WoB)
\$2E	\$C47C5E	Blackjack: Item
\$2F	\$C47C67	Figaro Castle: Item (2nd Time)
\$30	\$C47C70	WoR Albrook: Item
\$31	\$C47C79	WoR Albrook: Weapon
\$32	\$C47C82	WoR Albrook: Armor
\$33	\$C47C8B	WoR Albrook: Relics
\$34	\$C47C94	WoR Tzen: Weapon
\$35	\$C47C9D	WoR Tzen: Armor
\$36	\$C47CA6	WoR Tzen: Item
\$37	\$C47CAF	WoR Tzen: Relics
\$38	\$C47CB8	WoR Nikeah: Weapon
\$39	\$C47CC1	WoR Nikeah: Armor
\$3A	\$C47CCA	WoR Nikeah: Item
\$3B	\$C47CD3	WoR Nikeah: Relics
\$3C	\$C47CDC	WoR South Figaro: Weapon
\$3D	\$C47CE5	WoR South Figaro: Armor
\$3E	\$C47CEE	WoR South Figaro: Relics
\$3F	\$C47CF7	WoR South Figaro: Item
\$40	\$C47D00	Figaro Castle: Item (WoR)
\$41	\$C47D09	WoR Kohlingen: Weapon
\$42	\$C47D12	WoR Kohlingen: Armor
\$43	\$C47D1B	WoR Kohlingen: Item
\$44	\$C47D24	Narshe: Weapon (WoR)
\$45	\$C47D2D	Narshe: Armor (WoR)
\$46	\$C47D36	Narshe: Relics (WoR)
\$47	\$C47D3F	Narshe: Item (WoR)
\$48	\$C47D48	Thamasa: Weapon (WoR)
\$49	\$C47D51	Thamasa: Armor (WoR)
\$4A	\$C47D5A	Thamasa: Item (WoR)
\$4B	\$C47D63	Thamasa: Relics (WoR)
\$4C	\$C47D6C	WoR Jidoor: Weapon
\$4D	\$C47D75	WoR Jidoor: Armor
\$4E	\$C47D7E	WoR Jidoor: Item
\$4F	\$C47D87	WoR Jidoor: Relics
\$50	\$C47D90	WoR Maranda: Weapon
\$51	\$C47D99	WoR Maranda: Armor
\$52	\$C47DA2	Figaro Castle: Tool (1st Time)

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Index	Data Offset	Description
\$53	\$C47DAB	Figaro Castle: Tool (2nd Time)
\$54	\$C47DB4	Figaro Castle: Tool (WoR)
\$55	\$C47DBD	Phantom Train (ghost): Item

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