

Battle Backgrounds

Data Format

Byte \$00-\$02		Three pointers to BG Graphics	The first three bytes are pointers to GFX sets. If pointer 1 or 2 is \$FF, it will use second half of set 0 (tiles \$80-\$FF). This is why GFX pointer 1 is often the same as GFX pointer 0. Byte \$03 is a tile assembly pointer and byte \$04 is always the same, hence it is not repeated in the table. Byte \$05 is the palette ID and if bit 7 is set it mean the background has the wavy (heat) effect. For a Dance reference table see below.			
---	\$00-\$FE	Pointer (3 * value + \$E71650)				
---	\$FF	Use second half of uncompressed BG Graphics 0				
Byte \$03		Tile Assembly pointer (2 * value + \$E71848)				
Byte \$04		Tile Assembly pointer (always a copy of \$03)				
Byte \$05		Palette Index (3 * 16 colors)				
---	\$00-\$7F	Pointer (96 * value + \$E70150)				
---	\$80-\$FF	Pointer (96 * value + \$E70150) + wavy BG	ID	Name	ID	Name
			\$00	Wind Song	\$04	Earth Blues
			\$01	Forest Nocturne	\$05	Water Rondo
			\$02	Desert Aria	\$06	Dusk Requiem
			\$03	Love Sonata	\$07	Snowman Jazz

Background Data

ID	Description	GFX Ptr0	GFX Ptr1	GFX Ptr2	Tileset Ptr	Wavy	Palette	Palette Off.	Dance Off.	Dance
\$00	Grass	\$E71686	\$E71689	\$E7168C	\$E71848	F	\$00	\$E70150	\$ED8E5B	\$00
\$01	Brown Forest	\$E7181E	\$E7181E	\$E7169B	\$E71860	F	\$31	\$E713B0	\$ED8E5C	\$01
\$02	Desert, WoB	\$E71698	\$E716A7	\$E71698	\$E7185E	T	\$0B	\$E70570	\$ED8E5D	\$02
\$03	Green Forest	\$E7181E	\$E7181E	\$E7169B	\$E71860	F	\$0C	\$E705D0	\$ED8E5E	\$01
\$04	Building	\$E71860	\$E71860	\$E716DD	\$E7188A	F	\$23	\$E70E70	\$ED8E5F	\$03
\$05	World of Ruin	\$E71686	\$E7168C	\$E716A1	\$E71862	F	\$0D	\$E70630	\$ED8E60	\$00
\$06	The Veldt	\$E71686	\$E7168C	\$E716A4	\$E71864	F	\$0E	\$E70690	\$ED8E61	\$00
\$07	Falling through Clouds	\$E716F5	\$E716F8	\$E716F5	\$E71886	F	\$26	\$E70F90	\$ED8E62	\$00
\$08	Narshe Exterior	\$E7194D	\$E71650	\$E71653	\$E7184A	F	\$01	\$E701B0	\$ED8E63	\$03
\$09	Grey Cave	\$E71803	\$E71803	\$E7166B	\$E7184C	F	\$02	\$E70210	\$ED8E64	\$06
\$0A	Brown Cave	\$E71803	\$E71803	\$E7166B	\$E7184E	F	\$03	\$E70270	\$ED8E65	\$06
\$0B	Mountain Top	\$E717F1	\$E717F1	\$E71659	\$E71850	F	\$04	\$E702D0	\$ED8E66	\$04
\$0C	Mountain Cave	\$E717F4	\$E717F4	\$E7165C	\$E71852	F	\$05	\$E70330	\$ED8E67	\$06
\$0D	Raft on a River	\$E717F7	\$E717F7	\$E7165F	\$E71854	F	\$06	\$E70390	\$ED8E68	\$05
\$0E	Imperial Base	\$E717FA	\$E717FA	\$E71662	\$E71856	F	\$07	\$E703F0	\$ED8E69	\$02
\$0F	On Top of Train Car	\$E7168F	\$E7166E	\$E71665	\$E71858	F	\$08	\$E70450	\$ED8E6A	\$01
\$10	Inside of Train Car	\$E71800	\$E71800	\$E71668	\$E7185A	F	\$09	\$E704B0	\$ED8E6B	\$03
\$11	Blue/Purple Cave	\$E71803	\$E71803	\$E7166B	\$E7184E	F	\$02	\$E70210	\$ED8E6C	\$06
\$12	Icy Field	\$E71686	\$E71689	\$E7168C	\$E71866	F	\$0F	\$E706F0	\$ED8E6D	\$07
\$13	Bright Town	\$E7194D	\$E71650	\$E71653	\$E71868	F	\$10	\$E70750	\$ED8E6E	\$03
\$14	Imperial Castle	\$E71848	\$E71848	\$E716AA	\$E7186A	F	\$11	\$E707B0	\$ED8E6F	\$03

ID	Description	GFX Ptr0	GFX Ptr1	GFX Ptr2	Tileset Ptr	Wavy	Palette	Palette Off.	Dance Off.	Dance
\$15	Floating Island	\$E7184B	\$E7184B	\$E716AD	\$E7186C	F	\$12	\$E70810	\$ED8E70	\$04
\$16	Kefka's Domain(exterior)	\$E7184E	\$E7184E	\$E716B0	\$E7186E	F	\$13	\$E70870	\$ED8E71	\$04
\$17	Opera Stage	\$E71851	\$E71851	\$E716B3	\$E71870	F	\$14	\$E708D0	\$ED8E72	\$03
\$18	Opera House Rafters	\$E71851	\$E71851	\$E716B6	\$E71872	F	\$15	\$E70930	\$ED8E73	\$03
\$19	Flaming House	\$E71854	\$E71854	\$E716B9	\$E71874	T	\$16	\$E70990	\$ED8E74	\$03
\$1A	Castle	\$E716BC	\$E716BC	\$E716BC	\$E71876	F	\$17	\$E709F0	\$ED8E75	\$03
\$1B	Magitek Research Fac.	\$E71845	\$E71845	\$E716BF	\$E71878	F	\$18	\$E70A50	\$ED8E76	\$03
\$1C	Colosseum	\$E7168C	\$E71692	\$E7168C	\$E7187A	F	\$19	\$E70AB0	\$ED8E77	\$00
\$1D	Magitek Factory	\$E71845	\$E71845	\$E716BF	\$E71890	F	\$18	\$E70A50	\$ED8E78	\$03
\$1E	Village	\$E7194D	\$E71650	\$E71653	\$E7187E	F	\$1B	\$E70B70	\$ED8E79	\$00
\$1F	Waterfall	\$E71704	\$E71650	\$E71650	\$E71880	F	\$1C	\$E70BD0	\$ED8E7A	\$05
\$20	Owzer's House	\$E71860	\$E71860	\$E716DD	\$E71882	F	\$2B	\$E71170	\$ED8E7B	\$03
\$21	Running on Train Tracks	\$E7181E	\$E7181E	\$E7169B	\$E71884	F	\$1E	\$E70C90	\$ED8E7C	\$01
\$22	Bridge near Sealed Gate	\$E71869	\$E71869	\$E716EC	\$E7187C	F	\$1A	\$E70B10	\$ED8E7D	\$06
\$23	Underwater	\$E717F1	\$E717F1	\$E716E6	\$E7188E	T	\$24	\$E70ED0	\$ED8E7E	\$05
\$24	Zozo	\$E7186F	\$E7186F	\$E716F2	\$E71892	F	\$25	\$E70F30	\$ED8E7F	\$03
\$25	Airship, WoB, centered	\$E716F5	\$E716F8	\$E716FB	\$E71894	F	\$26	\$E70F90	\$ED8E80	\$00
\$26	Tomb	\$E716FE	\$E71728	\$E71701	\$E71896	F	\$27	\$E70FF0	\$ED8E81	\$06
\$27	Doma	\$E7185A	\$E7185A	\$E716C2	\$E71898	F	\$28	\$E71050	\$ED8E82	\$06
\$28	Kefka's Domain(interior)	\$E7184E	\$E7184E	\$E716B0	\$E7189A	F	\$29	\$E710B0	\$ED8E83	\$06
\$29	Airship, WoR, right	\$E716F5	\$E716F8	\$E716FB	\$E718A8	F	\$33	\$E71470	\$ED8E84	\$00
\$2A	Red Cave	\$E71803	\$E71803	\$E7166B	\$E7184E	F	\$21	\$E70DB0	\$ED8E85	\$06
\$2B	Light Building	\$E71860	\$E71860	\$E716DD	\$E7188A	F	\$22	\$E70E10	\$ED8E86	\$03
\$2C	MagResFac Cart	\$E71725	\$E71722	\$E71650	\$E718A2	F	\$2F	\$E712F0	\$ED8E87	\$06
\$2D	Fanatics' Tower	\$E7186F	\$E7186F	\$E7171F	\$E7185C	F	\$0A	\$E70510	\$ED8E88	\$03
\$2E	Cyan's Dream World	\$E7172B	\$E7172E	\$E71650	\$E718A6	T	\$32	\$E71410	\$ED8E89	\$03
\$2F	Desert, WoR	\$E71698	\$E716A7	\$E71698	\$E7185E	T	\$34	\$E714D0	\$ED8E8A	\$02
\$30	Airship, WoB, right	\$E716F5	\$E716F8	\$E716FB	\$E718A8	F	\$26	\$E70F90	\$ED8E8B	\$00
\$31	Unused	\$E71650	\$E71653	\$E71656	\$E71848	F	\$00	\$E70150	\$ED8E8C	\$00
\$32	Unused	\$E717FD	\$E717FD	\$E716E3	\$E7188C	F	\$00	\$E70150	\$ED8E8D	\$06
\$33	Statue 1 (Doom)	\$E71707	\$E7170A	\$E71707	\$E7189C	F	\$2C	\$E711D0	\$ED8E8E	\$06
\$34	Statue 2 (Poltergeist)	\$E7170D	\$E71710	\$E7170D	\$E7189E	F	\$2D	\$E71230	\$ED8E8F	\$06
\$35	Statue 3 (Goddess)	\$E71713	\$E71716	\$E71713	\$E718A0	F	\$2E	\$E71290	\$ED8E90	\$06

ID	Description	GFX Ptr0	GFX Ptr1	GFX Ptr2	Tileset Ptr	Wavy	Palette	Palette Off.	Dance Off.	Dance
\$36	Kefka's Background	\$E71719	\$E7171C	\$E71719	\$E718A4	F	\$30	\$E71350	\$ED8E91	\$00
\$37	Tentacles	\$E716D7	\$E716BC	\$E716D7	\$E71888	T	\$20	\$E70D50	\$ED8E82	\$03

Graphic Offsets

Start	End	Size	Description
E7ABE7	E7B859	3186	Graphics from Narshe/Figaro
E7B85A	E7BFE2	1929	Graphics from Thamasa
E7BFE3	E7C899	2231	Graphics from Narshe Mines
E7C89A	E7CF04	1643	Graphics from Desert
E7CF05	E7D212	0782	Battle Background
E7D213	E7DB78	2406	Battle Background
E7DB79	E7E2B5	1853	Graphics from Imperial Base
E7E2B6	E7E77B	1222	Graphics from Phantom Train Roof
E7E77C	E7EEC8	1869	Graphics from Phantom Train Interior
E7EEC9	E7F77F	2231	Graphics from Cave
E7F780	E802B3	2868	Battle Background
E802B4	E80E49	2966	Battle Background
E80E4A	E81A41	3064	Battle Background
E81A42	E82149	1800	Graphics from Colosseum
E8214A	E82E58	3343	Battle Background
E82E59	E835C1	1897	Graphics from Desert
E835C2	E83ECA	2313	Battle Background
E83ECB	E845AE	1764	Battle Background
E845AF	E84A76	1224	Graphics from WoB Veldt
E84A77	E8512D	1719	Graphics from Ruined Castle
E8512E	E858B6	1929	Graphics from Vector Palace
E858B7	E85CB5	1023	Battle Background
E85CB6	E86960	3243	Battle Background
E86961	E872BA	2394	Graphics from Opera Stage
E872BB	E875DE	0804	Graphics from Opera rafters
E875DF	E87C67	1673	Battle Background
E87C68	E88858	3057	Battle Background
E88859	E88F6E	1814	Graphics from Magitek Lab/Vector
E88F6F	E89625	1719	Graphics from Ruined Castle
E89626	E8A617	4082	Tentacles Battle Background
E8A618	E8AC6A	1619	Graphics from Zozo Indoors/Jidoor Paintings
E8AC6B	E8B3F3	1929	Battle Background
E8B3F4	E8BAB5	1730	Sealed Cave bridge
E8BAB6	E8C1E7	1842	Zozo outdoors
E8C1E8	E8CC7F	2712	Battle Background
E8CC80	E8D3CE	1871	Battle Background
E8D3CF	E8D566	0408	Battle Background
E8D567	E8E620	4282	Final Kefka Espers part 1

E8E621	E8F74B	4395	Final Kefka Espers part 1
E8F74C	E9074A	4095	Final Kefka Espers part 2
E9074B	E9189D	4435	Final Kefka Espers part 2
E9189E	E9E8D9	4156	Final Kefka Espers part 3
E9E8DA	E937D6	3837	Final Kefka Espers part 3
E937D7	E9481E	4168	Final Kefka
E9481F	E9582A	4108	Final Kefka
E9582B	E95A63	0569	Battle Background
E95A64	E9616D	1802	Burning House
E9616E	E964C1	0852	Cyan Dream

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