

Song Header

Byte	Description
	2 bytes preceding data in the ROM are the length of the song
\$00-\$01	Song Start Address
\$02-\$03	Song End Address
\$04-\$13	Voice Start Addresses (8 tracks, 2 bytes each)
\$14-\$23	Voice Start Addresses (alternate start position, 8 tracks, 2 bytes each)
\$24-EOF	Song Data (Music Commands)

The addresses will point relative to the start of the song header (byte \$00 in the table).

List of Music Tracks

The song names with '()' brackets are ambient sounds not present in the official soundtrack cd.

Song Index	ROM Offset	Song Name
\$00	\$C85C7A	(Silence)
\$01	\$C85CA0	The Prelude
\$05	\$C8641E	Awakening
\$06	\$C86733	Terra
\$07	\$C86D69	Shadow
\$08	\$C870C5	Strago
\$09	\$C874BF	Gau
\$0A	\$C878F8	Edgar & Sabin
\$0B	\$C87CAF	Coin Song
\$0C	\$C88028	Cyan
\$0D	\$C88438	Locke
\$0E	\$C8889A	Forever Rachel
\$0F	\$C88BED	Relm
\$10	\$C88F56	Setzer
\$11	\$C8956F	Epitaph
\$12	\$C89829	Celes
\$13	\$C89B62	Techno de Chocobo
\$14	\$C8A5D4	The Decisive Battle
\$15	\$C8AD36	Johnny C Bad
\$03	\$C8B49D	Opening Theme #2
\$16	\$C8B7B8	Kefka
\$17	\$C8BFE8	The Mines of Narshe
\$18	\$C8C24C	The Phantom Forest
\$04	\$C8C882	Opening Theme #3
\$19	\$C8CEC1	Wild West
\$1A	\$C8D330	Save Them!
\$1B	\$C8DA56	The Empire 'Gestahl'
\$1C	\$C8DDBF	Troops March On

Song Index	ROM Offset	Song Name
\$1D	\$C8E16B	Under Martial Law
\$1E	\$C8E357	(Water Flowing)
\$1F	\$C8E3E2	Metamorphosis
\$20	\$C8EA48	Phantom Train
\$21	\$C8EFA6	Another World of Beasts
\$22	\$C8F472	Grand Finale #2
\$23	\$C8FA15	Mt. Koltz
\$24	\$C8FE43	Battle Theme
\$25	\$C9054B	(Fanfare, slow)
\$26	\$C905E9	The Wedding #1
\$27	\$C90A66	Aria de Mezzo Carattere
\$2A	\$C9149C	Kids Run Through the City Corner
\$2D	\$C91A4C	Gogo
\$2E	\$C91EDD	Returns
\$2F	\$C9268F	Fanfare
\$30	\$C92997	Umaro
\$31	\$C92E0B	Mog
\$32	\$C93258	The Unforgiven
\$33	\$C937FF	The Fierce Battle
\$34	\$C93FAE	The Day After
\$35	\$C94465	Blackjack
\$36	\$C94AB3	Catastrophe
\$37	\$C94D6F	The Magic House
\$38	\$C95316	(Nighty Night)
\$39	\$C953DB	(Wind)
\$3A	\$C954C5	(Waves)
\$3B	\$C95557	Dancing Mad #1
\$3C	\$C962C9	(Phantom Train Stopping)
\$3D	\$C963CD	Spinach Rag
\$3E	\$C96903	Rest in Peace
\$3F	\$C96A6E	(Chocobos Running)
\$40	\$C96B19	(Walking out of Zozo)
\$41	\$C96BC2	Overture #1
\$42	\$C970DA	Overture #2
\$43	\$C971C9	Overture #3
\$44	\$C97A06	The Wedding #2
\$45	\$C97CEB	The Wedding #3
\$46	\$C97F7C	The Wedding #4
\$02	\$C983DB	Opening Theme #1
\$47	\$C98842	Devil's Lab
\$48	\$C98C99	(Esper Attack)
\$49	\$C98CE8	(Cranes)
\$4A	\$C98D85	(Burning House)
\$2B	\$C98E14	?? [Crazy Old Man's House]
\$28	\$C990B6	The Serpent Trench

Song Index	ROM Offset	Song Name
\$29	\$C993A2	Slam Shuffle
\$2C	\$C9975F	Grand Finale #1
\$4B	\$C997DF	New Continent
\$4C	\$C99DBF	Searching for Friends
\$4D	\$C9A24F	Fanatics
\$4E	\$C9A3D8	Last Dungeon
\$4F	\$C9AC51	Dark World
\$50	\$C9AE9F	Dancing Mad #3
\$52	\$C9B9B9	Dancing Mad #2
\$53	\$C9BAF9	Ending Theme #1
\$54	\$C9DF3F	Ending Theme #2

Indexes \$51, \$55-\$FF are empty.

RAM addresses

Currently loaded song index is (in most cases) stored to [Save RAM](#) address \$1F80. The game loads a new song index from [Field RAM](#) address \$053C. This can be utilized by finding an exit where a song changes (eg. Classroom entrance) and poking the memory address \$053C; this causes the game to load the poked song index when the exit is used.

From:

<https://www.ff6hacking.com/wiki/> - **ff6hacking.com wiki**

Permanent link:

<https://www.ff6hacking.com/wiki/doku.php?id=ff3:ff3us:doc:asm:list:music&rev=1526146078>

Last update: **2019/02/12 12:22**

