

Field Events

Keys

ID	Description
ASM	event pointers stored in code
NPC	event pointers stored in NPC data (\$C41D52)
MAP	event pointers stored in Map Event Triggers (\$C40342)
ENT	event pointers stored in Entrance Event Pointers (\$D1FA00)
SUB	event pointers stored in other events (subroutines in the following banks)

Event List

ASM / Airship

CA/0000: ASM	C0 bank Return (void pointer for ASM)
CA/0001: ASM	C0/A4E8 Wait for keypress then dismiss dialog
CA/0003: ASM	C0/BE90 Game Initialization Event
CA/0008: ASM	C0/4C8E "Received Item"
CA/000C: ???	"Learned Spell", Never used
CA/0010: ASM	C0/4C7B "Found GP"
CA/0014: ASM	C0/4CA9 "Empty!"
CA/0018: ASM	C0/C441 random encounter
CA/0034: ASM	C0/C65F use tent
CA/0039: ASM	C0/C670 Warp/Warp Stone > \$CA/0108
CA/0040: ASM	C0/4C9E "Monster-in-a-box!"
CA/004F: ASM	EE/B26C (EE/02E2) Tent (world map)
CA/0059: ASM	EE/B26F (EE/2092) Enter Blackjack (ground entrance)
CA/0068: ASM	EE/B269 (EE/6ECD) Airship Deck
CA/0078: SUB	enter Falcon
CA/007F: ASM	EE/B275 (EE/938E) Enter Kefka's Tower
CA/0088: ASM	EE/B272 (EE/93B3) Enter Phoenix Cave
CA/008F: ASM	EE/B278 (EE/0441) Enter Gogo's Lair
CA/0096: ASM	EE/B27B (EE/01A3) Doom Gaze Defeated
CA/009D: MAP	Falcon, upper deck: Doom Gaze killed, receive Bahamut
CA/00EA: SUB	use tent
CA/0108: SUB	Warp stone in areas entered with airship (Pheonix Cave, Kefka's Tower)
CA/014F: SUB	Warp stone from Pheonix Cave > \$CC/0FF6
CA/0154: SUB	Warp stone from Kefka's Tower > \$CC/1001
CA/0159: SUB	Resets turtles in Darill's Tomb 1 (used with warp stone)
CA/015E: MAP	Darkness, Tent: Sleep in tent on world map
CA/0182: SUB	Strago: "The Espers and magic will disappear"
CA/0190: SUB	Celes: "The Espers and magic will disappear"
CA/0198: SUB	"Right. We're going in!" > \$CA/02D5
CA/01A2: MAP	Falcon, upper deck: "Right. We're going in!"

CA/03BA: MAP	Kefka's Tower, exterior: Main Area
CA/03C9: MAP	Kefka's Tower, exterior: Main Area
CA/03D8: MAP	Kefka's Tower, exterior: Main Area
CA/03E7: SUB	
CA/0405: MAP	Falcon (World of Ruin)
CA/0429: SUB	?
CA/0456: SUB	?
CA/0469: SUB	?
CA/048A: SUB	?
CA/0553: SUB	?
CA/055D: SUB	?
CA/0F80: NPC	Cyan's Dream: ?? GFX \$8A
CA/1379: NPC	Kefka's Tower, Kefka's lair: Kefka
CA/1AA6: SUB	Umaro action
CA/1AB3: SUB	Umaro action
CA/23EC: SUB	?
CA/2F80: NPC	Crescent Mountain, caves: ?? GFX \$7C
CA/3F13: NPC	Falcon, below decks: Terra
CA/3F1B: NPC	Falcon, below decks: Locke
CA/3F23: NPC	Falcon, below decks: Cyan
CA/3F2B: NPC	Falcon, below decks: Shadow
CA/3F33: NPC	Falcon, below decks: Edgar
CA/3F3B: NPC	Falcon, below decks: Sabin
CA/3F43: NPC	Falcon, below decks: Celes
CA/3F4B: NPC	Falcon, below decks: Strago
CA/3F53: NPC	Falcon, below decks: Relm
CA/3F5B: NPC	Falcon, below decks: Setzer
CA/3F63: NPC	Falcon, below decks: Mog
CA/3F6B: NPC	Falcon, below decks: Gau
CA/3F73: NPC	Falcon, below decks: Gogo
CA/3F7B: NPC	Falcon, below decks: Umaro

Darill's Tomb

CA/3F83: MAP	Daryll's Tomb
CA/3FF3: MAP	Daryll's Tomb--Basement 2
CA/4004: MAP	Daryll's Tomb--Basement 2
CA/4015: MAP	Daryll's Tomb--Basement 2
CA/4026: MAP	Daryll's Tomb--Basement 2
CA/4037: MAP	Daryll's Tomb--Basement 2
CA/41A3: MAP	Daryll's Tomb--Basement 2
CA/41C3: MAP	Daryll's Tomb--Basement 3 (rooms with visible switches / downstairs rooms)
CA/41E0: MAP	Daryll's Tomb--Basement 3 (rooms with visible switches /

downstairs rooms)
 CA/4216: MAP Daryll's Tomb--Basement 3 (rooms with visible switches / downstairs rooms)
 CA/422E: MAP Daryll's Tomb--Basement 2
 CA/4259: MAP Daryll's Tomb--Basement 2
 CA/4278: MAP Daryll's Tomb--Basement 3 (rooms with visible switches / downstairs rooms)
 CA/428D: MAP Daryll's Tomb--Basement 3 (rooms with visible switches / downstairs rooms)
 CA/42C0: MAP Daryll's Tomb--Basement 3 (rooms with visible switches / downstairs rooms)
 CA/42F1: MAP Daryll's Tomb--Basement 2
 CA/435D: MAP Daryll's Tomb--Basement 2
 CA/43D9: NPC Darill's Legacy: Enter the Tomb "SETZER: Watch your step."
 CA/44BA: MAP Daryll's Tomb--Long Staircase to the Falcon

CA/533F: SUB Timer expires:
 CA/536B: NPC Solitary Island, beach: Pidgeon tweets
 CA/5370: NPC Solitary Island, inside house: Cid, in bed
 CA/54BA: NPC Solitary Island, north cliffs: Pidgeon, Celes jumps off the cliff
 CA/55E9: NPC Solitary Island, beach: Find Palidor magicite
 CA/55F9: MAP Solitary Island--Cliff
 CA/55FE: NPC Solitary Island, inside house: Cid, back to health
 CA/5762: NPC Solitary Island, beach: Fish A caught
 CA/5769: NPC Solitary Island, beach: Fish B caught
 CA/5770: NPC Solitary Island, beach: Fish C caught
 CA/5777: NPC Solitary Island, beach: Fish D caught
 CA/598F: SUB Timer expires
 CA/5A16: MAP Setzer's Airship, flying through the sky
 CA/5A6C: MAP Floating Island
 CA/5E23: SUB Loading screen
 CA/5E2C: SUB
 CA/5E33: SUB Game Initialization Event
 CA/5E8E: SUB Game Initialization Event: Game Intro
 CA/5EB3: COM Simply returns (void pointer for NPC, ENT or SUB)
 CA/5EB5: MAP WoB: Figaro Castle, east/west
 CA/5EC2: MAP WoB: Figaro Castle, east/west
 CA/5ECF: MAP WoB: Vector, before/after esper attack
 CA/5EE3: MAP WoB: Cave to South Figaro, pre/post Celes
 CA/5F0B: MAP WoR: Figaro Castle, east/west
 CA/5F39: MAP WoR: Solitary Island, north cliffs
 CA/5F48: MAP Opera House, lobby
 CA/5F69: MAP Opera House, lobby

Figaro Castle

CA/5F9F: NPC Figaro Castle: Figaro Guard
 CA/6601: NPC Figaro Castle: Figaro Guard (throne room)

CA/661F: NPC	Figaro Castle: Figaro Guard	"Go see the king!"
CA/6623: NPC	Figaro Castle: Edgar (throne room)	
CA/6786: NPC	Figaro Castle: Figaro Guard	"I heard the Empire is using something .."
CA/6794: NPC	Figaro Castle: Figaro Guard	"Gestahl has harnessed the power of magic."
CA/679E: NPC	Figaro Castle: Figaro Guard	"You must be tired! How about a rest?"
CA/67A2: NPC	Figaro Castle: Figaro Guard salesman	
CA/67C0: NPC	Figaro Castle: Figaro Guard salesman	
CA/67E6: NPC	Figaro Castle: Heavy Armor or Old Man	
CA/6807: NPC	Figaro Castle, switch room and prison: Figaro Guard	
CA/681F: NPC	Figaro Castle, switch room and prison: Pirate	
CA/6823: NPC	Figaro Castle, switch room and prison: Pirate	
CA/6827: NPC	Figaro Castle, switch room and prison: Pirate	
CA/682B: NPC	Figaro Castle, switch room and prison: Figaro Guard	
CA/682F: NPC	Figaro Castle, switch room and prison: Old Man	
CA/6A28: NPC	Figaro Castle: Dead Figaro Guard	
CA/6C12: NPC	Figaro Castle: Young Woman	"Though EDGAR showers his attentions .."
CA/6C20: NPC	Figaro Castle: Young Woman	"He recently tried to hit on .."
CA/6C46: NPC	Figaro Castle, library: Scholar	
CA/6C5E: NPC	Figaro Castle, library: Scholar	
CA/6C76: NPC	Figaro Castle, west tower (Edgar's room): Young Girl	
CA/6C85: NPC	Figaro Castle, west tower (Edgar's room): Well-Dressed Young Woman (Nanny)	
CA/6EE6: NPC	Figaro Castle: Imperial Soldier	
CA/6EF2: NPC	Figaro Castle: Imperial Soldier	
CA/6F02: NPC	Figaro Castle: Kefka	
CA/6F60: NPC	Figaro Castle: Locke	
CA/700E: NPC	Figaro Castle: Locke	
CA/714C: MAP	Figaro Castle: Walk towards entrance	
CA/7171: MAP	Figaro Castle, outdoors	
CA/71AF: NPC	Figaro Castle: Figaro Guard	
CA/71BF: MAP	Figaro Castle: Need a rest	
CA/7590: NPC	Figaro Castle: Figaro Guard	"Figaro and the Empire are allies!"
CA/75B4: NPC	Figaro Castle: Figaro Guard	"Figaro Castle is the most modern .."
CA/75D8: NPC	Figaro Castle: Figaro Guard	"Weapons and items manufactured .."
CA/75DC: NPC	Figaro Castle: Figaro Guard	"The Empire has smashed the 3 cities .."
CA/75EE: NPC	Cave to South Figaro, outside west entrance (WoB): Figaro Guard	
CA/7674: MAP	Cave to South Figaro, main cave / short tunnel (WoB post-Celes)	

CA/7688: MAP	Cave to South Figaro, main cave / short tunnel (WoB post-Celes)
CA/769C: MAP	Cave to South Figaro: Locke "What is that noise"
CA/76B3: MAP	??
CA/76CA: MAP	??
CA/76E1: MAP	??
CA/7775: NPC	Cave to South Figaro (WoR): Sigfried
CA/7782: MAP	Cave to South Figaro, second cave beyond the turtle (WoR)

South Figaro Area

CA/77AD: NPC	South Figaro (WoB): Young Man
CA/77B1: NPC	South Figaro (WoB): Older Shopkeeper
CA/77B5: NPC	South Figaro (WoB): Young Boy
CA/77B9: NPC	South Figaro (WoB): Young Man
CA/77BD: NPC	South Figaro (WoB): evil guy?
CA/77C1: NPC	South Figaro (WoB): Young Man
CA/77C5: NPC	South Figaro (WoB): Young Girl
CA/77D3: NPC	South Figaro (WoB): Young Boy
CA/77D7: NPC	South Figaro, docks: Sailor
CA/77EC: MAP	South Figaro, docks
CA/7860: NPC	South Figaro: salesman, Older Shopkeeper
CA/786C: NPC	South Figaro: salesman, Older Shopkeeper
CA/7878: NPC	South Figaro: Relic salesman, Older Shopkeeper
CA/7884: NPC	South Figaro: Item salesman, Older Shopkeeper
CA/7890: NPC	South Figaro: Young Man "The Empire attacked Figaro Castle?"
CA/7894: NPC	South Figaro: Innkeeper, Older Shopkeeper
CA/78DC: NPC	South Figaro: Merchant "Equip relics to gain a variety of abilities!"
CA/7913: MAP	South Figaro-Duncan's House, basement
CA/793E: MAP	South Figaro-Duncan's House, basement
CA/794A: MAP	South Figaro-Duncan's House
CA/798E: MAP	South Figaro-Duncan's House
CA/79D7: NPC	South Figaro, rich house: Young Man
CA/79F8: NPC	South Figaro, rich house: Young Boy
CA/79FC: NPC	South Figaro, rich house: Young Girl
CA/7A14: NPC	South Figaro, rich house: Young Woman
CA/7A18: NPC	South Figaro, rich house: Young Woman
CA/7A36: NPC	South Figaro: Chocobo jokey, Older Shopkeeper
CA/7A8D: NPC	Chocobo squeek
CA/7A90: NPC	South Figaro, duncan's house: Old Woman
CA/7B34: MAP	South Figaro-Large House
CA/7B46: MAP	South Figaro (World of Balance)
CA/7B55: MAP	South Figaro-Large House
CA/7B66: MAP	South Figaro-Large House
CA/7B77: MAP	South Figaro-Large House
CA/7B88: NPC	South Figaro, duncan's house: Old Man "Bring me some cider, and maybe I'll talk to you."
CA/7BC9: NPC	South Figaro, duncan's house: Young Boy
CA/7BCD: NPC	South Figaro, duncan's house: Young Boy

CA/7C3A:	NPC	South Figaro: Shadow
CA/7D01:	NPC	South Figaro: Interceptor
CA/7D13:	NPC	South Figaro: Old Man
CA/7D1D:	NPC	South Figaro: Older Shopkeeper
CA/7D2B:	NPC	South Figaro: Old Man
CA/7D4D:	NPC	South Figaro: Pirate
CA/7D65:	NPC	South Figaro: Dancer
CA/7D7D:	NPC	South Figaro: Merchant
CA/7E06:	NPC	South Figaro, duncan's house: Merchant
CA/7E28:	NPC	South Figaro: Young Girl
CA/7E2C:	NPC	South Figaro (WoB): Imperial Soldier
CA/7E3C:	NPC	South Figaro (WoB): Imperial Soldier
CA/7E46:	NPC	South Figaro (WoB): Imperial Soldier
CA/7E5E:	NPC	South Figaro (WoB): Imperial Soldier
CA/7E7B:	NPC	South Figaro (WoB): Imperial Soldier
CA/7E9A:	NPC	South Figaro (WoB): Imperial Soldier
CA/7ED1:	NPC	South Figaro: Imperial Soldier in cafe
CA/7EDB:	NPC	South Figaro: Imperial Soldier in cafe
CA/7EE5:	NPC	South Figaro: Imperial Soldier in cafe
CA/7EEF:	NPC	South Figaro: Young Man in arsenal
CA/7EF9:	NPC	South Figaro: Young Boy in arsenal
CA/7F03:	NPC	South Figaro: Young Woman in item shop
CA/7F11:	NPC	South Figaro: Imperial Soldier in rich house
CA/7F15:	NPC	South Figaro: Imperial Soldier in rich house
CA/7F19:	NPC	South Figaro: Imperial Soldier in rich house basement
CA/7F78:	MAP	South Figaro (WoR)
CA/7F85:	MAP	South Figaro, docks
CA/7F92:	MAP	South Figaro, Inn and Relic Shop
CA/7F9F:	MAP	South Figaro-Large House
CA/7FAC:	MAP	South Figaro-Large House
CA/7FB9:	MAP	South Figaro-Duncan's House
CA/7FC6:	MAP	??
CA/7FD3:	MAP	??
CA/7FE0:	MAP	South Figaro-Duncan's House
CA/7FED:	MAP	South Figaro-Duncan's House
CA/7FFA:	MAP	South Figaro-Duncan's House
CA/8007:	MAP	??
CA/8014:	MAP	South Figaro-Duncan's House
CA/8021:	MAP	??
CA/802E:	NPC	South Figaro (WoR): Pirate
CA/8032:	NPC	South Figaro (WoR): Pirate
CA/803A:	NPC	South Figaro (WoR): ???
CA/803E:	NPC	South Figaro (WoR): Young Man
CA/8042:	NPC	South Figaro (WoR): Young Man
CA/8053:	NPC	South Figaro (WoR): Young Woman
CA/806B:	NPC	South Figaro (WoR): Merchant
CA/806F:	NPC	South Figaro (WoR): Young Boy
CA/8073:	NPC	South Figaro (WoR): Old Woman

CA/8077: NPC	South Figaro (WoR): Old Man
CA/8085: NPC	South Figaro:
CA/8089: NPC	South Figaro:
CA/808D: NPC	South Figaro: Edgar at Inn?
CA/80BF: MAP	Sabin's house: Edgar "Flowers, his favourite"
CA/80CF: MAP	Sabin's house: Edgar "And this, his favourite tea"
CA/80DF: MAP	Sabin's house: Edgar "These dishes!"
CA/80EF: MAP	Sabin's house: Edgar "What's that smell?"
CA/8198: NPC	Sabin's house: old man
CA/820F: MAP	Mt. Kolts: Sabin's shadow climbing part 1
CA/8230: MAP	Mt. Kolts with Fog: Sabin's shadow climbing part 2
CA/8252: MAP	Mt. Kolts: Sabin's shadow climbing part 3
CA/8267: MAP	Mt. Kolts-last area (where Vargas is)
CA/828F: NPC	Mt. Kolts: Vargas
CA/8468: NPC	Cave to South Figaro, outside west entrance (WoB): Imperial Soldier
CA/8473: NPC	Mt. Kolts, north entrance: Imperial Soldier
CA/847E: NPC	Mt. Kolts, south entrance: Imperial Soldier
CA/84AB: NPC	Scenario select: Locke (party shall meet at Narshe)
CA/854F: NPC	South Figaro (WoB): Imperial Soldier
CA/856F: NPC	South Figaro (WoB): Imperial Soldier
CA/858F: NPC	South Figaro (WoB): Imperial Soldier
CA/85E2: NPC	South Figaro (WoB): Imperial Soldier
CA/85E6: NPC	South Figaro (WoB): Merchant in Relic Shop
CA/8632: MAP	South Figaro-Large House, basement
CA/868B: MAP	South Figaro-Large House, basement
CA/869C: MAP	South Figaro-Large House, basement
CA/8837: NPC	South Figaro: Celes in chains (free her!), rich house basement
CA/8973: MAP	South Figaro-Duncan's House
CA/89AF: MAP	Cave to South Figaro: Locke and Celes battle
CA/8AC4: MAP	Serpent Trench--Caves
CA/8C41: MAP	Serpent Trench--Caves
CA/8C94: MAP	Serpent Trench--Caves
CA/8CAE: MAP	Serpent Trench--Caves

Nikeah

CA/8CBB: NPC	Nikeah: docks, Sailor "goto South Figaro?"
CA/8EE5: NPC	Nikeah: Innkeeper
CA/8F23: NPC	Nikeah: Weapon salesman, Older Shopkeeper
CA/8F2F: NPC	Nikeah: Relic salesman, Kid "You took one look at me .."
CA/8F3E: NPC	Nikeah: Armor salesman, Merchant
CA/8F4A: NPC	Nikeah: Item salesman, Young Man
CA/8F56: NPC	Nikeah: Young Man "Looks like junk, but"
CA/8F64: NPC	Nikeah: Young Man "Have any imported goods?"
CA/8F72: NPC	Nikeah: Young Woman Red dress "The land to the east .."
CA/8F80: NPC	Nikeah: Young Woman Blue dress "Move along, now."
CA/8F8E: NPC	Nikeah: Running Young Boy "No one can reach Nikeah unless .."

CA/8F9C: NPC	Nikeah: Old Woman "A rock slide has blocked .."
CA/8FB4: NPC	Nikeah: Chocobo jokey
CA/8FF7: NPC	Nikeah: cafe, Barkeep, "There used to be ships sailing .."
CA/9005: NPC	Nikeah: cafe, Old Woman at table "Ya met that odd man .."
CA/9009: NPC	Nikeah: cafe, Dancer "Yoo Hoo!"
CA/9189: NPC	Nikeah: cafe, Pirate "From out of nowhere .."
CA/9193: NPC	Nikeah: cafe, Pirate "Our last boss perished that day."
CA/919D: NPC	Nikeah: cafe, Pirate "The boss wants to sneak into Figaro .."
CA/91A7: NPC	Nikeah: cafe, Pirate "We'll enter da castle through .."
CA/91DA: NPC	Nikeah: Gerad "What's your problem?"
CA/927E: NPC	Gerad's Pirates, going to Figaro Castle "What're ya doin'?"
Get away!"	
CA/9282: MAP	Nikeah: docks, Following Gerad onto ship

Zozo

CA/9337: NPC	Owzer's house: Impresario "Maria!?"
CA/93EF: NPC	Owzer's house: Scholar
CA/93FA: NPC	Owzer's house: Envelope
CA/94FF: MAP	Zozo: Clock "Hand's pointin' at the two."
CA/950B: NPC	Zozo: Pirate "Zozo!? Never heard of it."
CA/950F: NPC	Zozo: Merchant "Great people, here!"
CA/9513: NPC	Zozo: Merchant "This place is dangerous!"
CA/9542: NPC	Zozo: Pigeon flys away
CA/9576: NPC	Zozo: Pirate "That clock has no minute hand."
CA/957A: NPC	Zozo: Pirate "Clock's second hand's pointin' at 30."
CA/957E: NPC	Zozo: Pirate "The seconds? They're divisible by 20!"
CA/9582: NPC	Zozo: Pirate "The second hand of my watch is pointing at four."
CA/9586: NPC	Zozo: Pirate "Girl? Haven't seen any girls here."
CA/9594: NPC	Zozo: Pirate "Phew! How long we gonna have ta do this!?"
CA/9598: NPC	Zozo: Pirate "Time? It's 4:00."
CA/959C: NPC	Zozo: Pirate "You can trust me! It's 8:00."
CA/95A0: NPC	Zozo: Pirate "10:00! Time to go home!"
CA/95A4: NPC	Zozo: Pirate "It's already 12:00."
CA/95A8: NPC	Zozo: Pirate "It's now 2:00."
CA/95AC: NPC	Zozo: Pirate "Great people, here!"
CA/95B0: NPC	Zozo: Old Man "Get in line!"
CA/95B4: NPC	Zozo: Empty
CA/95C6: MAP	Zozo
CA/95DC: MAP	Zozo
CA/95F2: MAP	Zozo
CA/9607: MAP	Zozo
CA/963D: MAP	Zozo
CA/96A9: NPC	Zozo: Some guy? "Good day, gentle folks."
CA/96BD: MAP	Zozo: Clock "Please reset the hour."

CA/971A: MAP Zozo: Open if clock correctly set
CA/9749

Esper World

CA/9D36: NPC Esper World: esper?
CA/9D68: NPC Esper World: Fairy
CA/9DCF: NPC Esper World: Strange Bird Creature
CA/9E3E: NPC Esper World: Cult Guy?
CA/9E42: NPC Esper World: Strange Bird Creature
CA/9E46: NPC Esper World: Another Wolf
CA/9E76: NPC Esper World: Another Wolf
CA/9E84: NPC Esper World: Dragon (and opera house!?)
CA/9E92: NPC Esper World: Another Wolf
CA/9EA0: NPC Esper World: Fairy
CA/9EAE: NPC Esper World: Fairy
CA/9EB2: NPC Esper World: Madonna, Young Woman
CA/9F26: NPC Esper World: Madonna, Young Woman
CA/9FA2: NPC Esper World: Madonna, Young Woman
CA/9FBF: NPC Esper World: Fairy ""
CA/A6C0: NPC Blackjack, upper deck: Book (the wheel?)
CA/A78F: MAP Esper Cave
CA/A7F5: NPC Zozo: Ramuh Magicite "We few can help save many."
CA/A890: NPC Zozo: Party at tower top "Everyone here?"
CA/AC91: NPC Zozo: Siren Magicite at tower top
CA/ACA0: NPC Zozo: Kirin Magicite at tower top
CA/ACAF: NPC Zozo: Stray Magicite at tower top

Opera House

CA/ADF1: NPC Opera House: Young Man, lobby "The Opera House's closed."
CA/ADFF: NPC Opera House: Young Man, lobby "Shriek!!! Help!HELP!!!"
CA/AE0D: NPC Opera House: Impresario in lobby "Looks like we're gonna have .."
CA/AE11: NPC Opera House: Impresario in theater "A dragon is sitting smack .."
CA/AE15: NPC Opera House: Impresario in lobby "Ah! You again!"
CA/B455: NPC Opera House (WoB): Stage Master, Young Man
CA/B484: MAP Opera House, backstage & catwalk door (WoB post-Ultros / WoR)
CA/B497: MAP Opera House, backstage & catwalk door (WoB post-Ultros / WoR)
CA/B570: MAP Opera House, backstage & catwalk door (WoB post-Ultros / WoR)
CA/B6FB: MAP Opera House, backstage & catwalk door (WoB post-Ultros / WoR)
CA/B714: NPC Opera House (WoB): Edgar "Go right ahead."

CA/B718: NPC	Opera House (WoB): Sabin	"Uh? Why's everyone singing?"
CA/B71C: NPC	Opera House (WoB): Cyan	"Going somewhere? I'm going to relax!"
CA/B720: NPC	Opera House (WoB): Gau	"Pretty song!"
CA/B724: NPC	Opera House (WoB): Impresario	"Your friend left."
CA/BAE6: MAP	Opera House, disabled backstage & catwalk door / dressing room	
CA/BAFD: MAP	Opera House, disabled backstage & catwalk door / dressing room	
CA/BD35: NPC	Opera House (WoB): Draco	"Come, Maria! Follow my lead"
CA/BE6D: MAP	Opera House--Castle Scene	
CA/BF1F: SUB	Opera House (WoB): Failed to perform the Opera,	"We messed up"
CA/BF27: NPC	Opera House (WoB): Flower bouquet, start dancing in the opera	
CA/BF31: NPC	Opera House (WoB): Ultros	"I owe you one, so I'm gonna jam .."
CA/BF3E: NPC	Opera House (WoB): Envelope in lobby	
CA/BF4B: NPC	Opera House, catwalks (WoB): Ultros	
CA/C368: NPC	Opera House, catwalks (WoB): Rat Battle A	
CA/C37B: NPC	Opera House, catwalks (WoB): Rat Battle B	
CA/C38E: NPC	Opera House, catwalks (WoB): Rat Battle C	
CA/C3A1: NPC	Opera House, catwalks (WoB): Rat Battle D	
CA/C3B4: NPC	Opera House, catwalks (WoB): Rat Battle E	

Sleeping

CA/C5C1: SUB	set CaseWord bit corresponding to number of characters in party
CA/C6AC: SUB	set Party with one character in the CaseWord
CA/C7FE: SUB	?
CA/C90B: SUB	?
CA/C9ED: SUB	?
CA/CA64: SUB	set CaseWord bit based on facing: 0:down, 1:left, 2:up, 3:right
CA/CD17: MAP	Sleep in random bed (Narshe)
CA/CD31: ???	Tent?
CA/CD3C: ???	Sleep at Inn?
CA/CD5B: SUB	Shadows Dream's: 1st dream (Baram)
CA/CDD9: SUB	Shadows Dream's: 2nd dream (train robbery)
CA/CE51: SUB	Sahdows Dream's: 3rd dream (Baram's death)
CA/CEFE: SUB	Shadows Dream's: 4th dream (Thamasa)
CA/CFBD: SUB	heals all HP/MP/Statuses except M-Tek & Dog Block

Floating Island

CA/D52B: MAP	Floating Island
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CA/D53A: MAP	Floating Island
CA/D550: MAP	Floating Island
CA/D583: MAP	Floating Island
CA/D5AC: MAP	Floating Island
CA/D62F: MAP	Floating Island
CA/D645: MAP	Floating Island
CA/D660: MAP	Floating Island
CA/D697: MAP	Floating Island
CA/D728: MAP	Floating Island
CA/D752: MAP	Floating Island
CA/D7D6: MAP	Floating Island
CA/D802: MAP	Floating Island
CA/D888: MAP	Floating Island
CA/D8AF: MAP	Floating Island
CA/D8D1: MAP	Floating Island
CA/D907: MAP	Floating Island
CA/D916: MAP	Floating Island
CA/D940: MAP	Floating Island--Save Point
CA/D9A7: NPC	Floating Island: Shadow
CA/DA30: NPC	Floating Island: Atma
CA/DA48: NPC	Floating Island: big sparkle
CA/DA55: MAP	Floating Island
CA/DAC0: MAP	Floating Island
CA/DD1E: MAP	Floating Island
CA/E402: MAP	Floating Island--being destroyed, Naughtys attack
CA/E40B: MAP	Floating Island--being destroyed, Naughtys attack
CA/E480: MAP	Floating Island--being destroyed, Naughtys attack
CA/E49D: MAP	Floating Island--being destroyed, Naughtys attack
CA/E4DA: MAP	Floating Island--being destroyed, Naughtys attack
CA/E4F4: MAP	Floating Island--being destroyed, Naughtys attack
CA/E51A: MAP	Floating Island--being destroyed, Naughtys attack
CA/E529: MAP	Floating Island--being destroyed, Naughtys attack
CA/E54B: MAP	Floating Island--being destroyed, Naughtys attack
CA/E55E: MAP	Floating Island--being destroyed, Naughtys attack
CA/577E: MAP	Floating Island--being destroyed, Naughtys attack
CA/E8AD: MAP	Floating Island--being destroyed, Naughtys attack
CA/E8C4: MAP	Floating Island--being destroyed, Naughtys attack
CA/E8DB: MAP	Floating Island--being destroyed, Naughtys attack

Entrance Events (some)

CA/E8F4: ENT	Darkness, tent & game over?: hide player, clear event bit
\$2BD	
CA/E8FF: ENT	Darkness, choose a scenario: play silence
CA/E902: ENT	Blackjack, upper deck, breaking apart (end of the WoB): hide player
CA/E90B: ENT	Falcon, upper deck, general use.
CA/EA09: ENT	South Figaro, outdoors (party being smuggled out of occupied town)

CA/EA0D: ENT	Cave to South Figaro, second cave beyond the turtle (WoR)
CA/EA5D: ENT	Figaro Castle, misc rooms
CA/EA71: ENT	Figaro Castle, library
CA/EA8F: ENT	Figaro Castle, switch room and prison
CA/EAEA: ENT	Figaro Castle, engine room
CA/EB73: ENT	Cave to South Figaro, main cave/short tunnel/east exit (WoB post-Celes)
CA/EB80: ENT	South Figaro, outdoors (WoR)
CA/EBA1: ENT	South Figaro, outdoors (WoB)
CA/EC39: ENT	South Figaro, cafe and cafe basement (always)
CA/ECA1: ENT	South Figaro, chocobo stable
CA/ECAC: ENT	South Figaro, rich house
CA/ECDC: ENT	South Figaro, below rich house, stairwell/hallway/Celes' cell
CA/ECF2: ENT	South Figaro, clockroom and Duncan's basement
CA/ED1B: ENT	South Figaro, Duncan's house / old man's house / tunnel ends
CA/ED31: ENT	Cave to South Figaro, turtle pond / up NW stairs (WoR)
CA/ED7D: ENT	South Figaro, docks
CA/ED81: ENT	Mt. Kolts, lower cliffs, without clouds
CA/ED86: ENT	Mt. Kolts, lower cliffs, with clouds
CA/ED8B: ENT	Nikeah, outdoors
CA/EDF4: ENT	Nikeah, inn
CA/EE00: ENT	Nikeah, cafe
CA/EE12: ENT	Nikeah, chocobo stable
CA/EE1E: ENT	Serpent Trench, caves
CA/EE8A: ENT	Nikeah, docks / cargo ship at sea
CA/EE96: ENT	Esper World, outdoors (Terra's flashback / Ramuh's flashback)
CA/EEC3: ENT	Esper World, cave to the exit (Terra's flashback)
CA/EF84: ENT	Esper World, caves (Terra's flashback)
CA/EF85: ENT	Zozo, outdoors
CA/EFB8: ENT	Zozo, all rooms except tower top (always)
CA/F004: ENT	Zozo, room at tower top
CA/F008: ENT	Opera House, backstage & catwalk door, enabled
CA/F011: ENT	Opera House, theater
CA/F135: ENT	Opera House, theater (overture to the opera)
CA/F14E: ENT	Opera House, catwalks over stage
CA/F182: ENT	Opera House, lobby
CA/F187: ENT	Opera House, disabled backstage & catwalk door
CA/F1A2: ENT	Darill's Tomb, outside entrance
CA/F205: ENT	Darill's Tomb, rooms with visible switches / downstairs rooms
CA/F28D: ENT	Kefka's Tower, Kefka's lair, red background
CA/F2AD: ENT	Kefka's Tower, Kefka's lair, blue background
CA/F2B5: ENT	Floating Island, outdoors, dark background (collapsing)
CA/F30A: ENT	Floating Island, outdoors, with background clouds (normal)
CA/F42D: ENT	Solitary Island, inside house
CA/F464: ENT	Solitary Island, beach with fish
CA/F468: ENT	Solitary Island, north cliffs

CA/F477: ENT	Solitary Island, beach w/o fish (Celes fails suicide/Celes rafts away)
CA/F47B: NPC	Blackjack, upper deck: Setzer
CA/F47C: ENT	Blackjack, below deck
CA/F532: MAP	Darryl's Airship, with Darryl at the helm

Returner's Hideout

CA/F64B: NPC	Returners' Hideout, main cave: Salesman, Returner
CA/F64E: NPC	Returners' Hideout: Innkeeper, Returner
CA/F68A: NPC	Returners' Hideout, main cave: Returner "King Edgar! this way, please!"
CA/F6F0: MAP	Returners' Hideout, main cave
CA/F717: MAP	Returners' Hideout, main cave
CA/F745: MAP	Returners' Hideout, main cave
CA/F76E: NPC	Returners' Hideout, main cave: Returner "Did you speak with Banon?"
CA/F784: NPC	Returners' Hideout, main cave: Returner "Not even the Empire'd think..."
CA/F93A: ENT	Returners' Hideout, entrance
CA/F94E: ENT	Returners' Hideout, rooms
CA/F999: NPC	Returners' Hideout, bedroom / storeroom: Returner
CA/F9A9: NPC	Returners' Hideout, bedroom / storeroom: Edgar
CA/F9AF: NPC	Returners' Hideout, main cave: Sabin
CA/FAB8: NPC	Returners' Hideout, entrance: Banon "last ray of hope?"
CB/002B: MAP	Returners' Hideout, main cave
CB/0080: NPC	Returners' Hideout, main cave: Meeting and Empire attacks South Figaro
CB/0412: MAP	Returners' Hideout, save point / bedroom / storeroom
CB/0462: ENT	Returners' Hideout, tunnel to Lete River: play waterfall
CB/0469: ENT	Lete River, outdoors
CB/047C: ENT	Lete River, river caves
CB/051C: MAP	Lete River, inner caves
CB/055C: MAP	Lete River, inner caves
CB/059F: NPC	Lete River: Ultros/Young Man
CB/094E: NPC	Banon, Edgar, Terra scenario: Scenario select NPCs
CB/0A1C; NPC	Sabin's scenario: Sabin in scenario select

Gau's Father's House

CB/0A5F: NPC	Gau's father's house: Shadow
CB/0B10: NPC	Gau's father's house: Interceptor
CB/0B3F: ENT	Gau's father's house, outdoors (WoB)
CB/0B7E: NPC	Gau's father's house: Imperial Soldier on chocobo, salesman

Imperial Camp

CB/0BB7:	MAP	Imperial Camp
CB/0BEB:	ENT	Imperial Camp (before Doma is poisoned)
CB/0C2F:	MAP	Imperial Camp (Before Doma is poisoned)
CB/0C47:	MAP	Imperial Camp (Before Doma is poisoned)
CB/0C5E:	MAP	Imperial Camp (Before Doma is poisoned)
CB/0D87:	SUB	Imperial Camp: Battle random Imperial Soldier
CB/0D9B:	NPC	Imperial Camp: Imperial Soldier encounter
CB/0DA6:	???	Imperial Camp: Imperial Soldier encounter (perhaps unused)
CB/0DB3:	NPC	Imperial Camp: Dog (be nice to the dog)
CB/0DBE:	NPC	Imperial Camp: Chest "Kick it/Hit it"
CB/0EED:	MAP	Imperial Camp (Before Doma is poisoned)
CB/0EF8:	MAP	Imperial Camp (Before Doma is poisoned)
CB/0F03:	MAP	Imperial Camp (Before Doma is poisoned)
CB/0F19:	MAP	Imperial Camp (Before Doma is poisoned)
CB/0F2E:	MAP	Imperial Camp: General Leo's scenes
CB/1032:	MAP	Imperial Camp: Kefka's scenes
CB/1104:	MAP	Imperial Camp (Before Doma is poisoned)
CB/1112:	MAP	Imperial Camp (Before Doma is poisoned)
CB/1126:	NPC	Imperial Camp: Kefka
CB/11CB:	MAP	Imperial Camp (Before Doma is poisoned)
CB/11DA:	MAP	Imperial Camp (Before Doma is poisoned)
CB/11E9:	NPC	Imperial Camp: Imperial Soldier
CB/1283:	MAP	Doma Castle: Cyan finds his family dead
CB/13B9:	MAP	Imperial Camp (After Doma is poisoned)
CB/13EB:	MAP	Imperial Camp: Cyan takes out the camp
CB/1483:	NPC	Imperial Camp: Cyan "SABIN: May I give you a hand?!"
CB/1646:	???	Imperial Camp: Sabin decides to steal Magitek Armor
CB/16A2:	MAP	Imperial Camp (After Doma is poisoned)
CB/16BF:	MAP	Imperial Camp (After Doma is poisoned)
CB/18D9:	MAP	Imperial Camp (After Doma is poisoned)
CB/16DC:	MAP	Imperial Camp (After Doma is poisoned)
CB/1915:	MAP	Imperial Camp (After Doma is poisoned)
CB/1935:	MAP	Imperial Camp (After Doma is poisoned)
CB/1955:	NPC	Imperial Camp: Imperial Soldier "End of the line!"
CB/1985:	NPC	Imperial Camp: Imperial Soldier "End of the line!"
CB/19AF:	NPC	Imperial Camp: Imperial Soldier "There's nowhere to run!"
CB/19E6:	NPC	Imperial Camp: Imperial Soldier "Who said anything about running?!"
CB/1A11:	MAP	Imperial Camp (After Doma is poisoned)
CB/1A1A:	MAP	Imperial Camp (After Doma is poisoned)
CB/1A23:	???	Imperial Camp: Exit the camp

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