

FF6 Advance (E) ROM map

This is the ROM Map of the European version of FF6A.

Legend

- PTR = Pointer
- DATA = Game Specific Format Data
- GFX = Graphics
- PAL = Palette
- SPRITE = Sprite Graphics
- TEXT-M = Text using the [Menu Table](#)
- TEXT-B = Text using the [Battle Table](#)
- TEXT-V = Text using the [Various Text Table](#)
- PTR-M = TEXT-M Pointer
- PTR-B = TEXT-B Pointer
- PTR-V = TEXT-V Pointer

Notes

Each number of text entries for a specific type is multiplied by 5 since there is 5 languages. A text entry always has the same order: English, German, French, Italian and Spanish. Text pointers number are also multiplied by 5 and all text pointers are 4 bytes long.

Start	End	Type	Description
000158	000181	PTR	Pointers to Map Animation Properties (+\$000182)
000182	000721	DATA	Map Animation Properties (variable * 20 entries)
000722	00072F	PTR	Pointers to Map BG3 Animation Properties (+\$000730)
000730	0007A7	DATA	Map BG3 Animation Properties (variable * 6 entries)
0007A8	00081F	DATA	Palette Animation Data (6 bytes * 20 entries)
007FF8	007FFB	DATA	Level factor adjustment from average (4 bytes: add 0, 2, 5, subtract 3)
007FFC	008004	DATA	Bitfields to add SwdTechs/Blitzes (8 bytes, one per Blitz/SwTech)
009AA4	009AAB	DATA	Event Command \$50-\$53 color param p related data (p & 0x10 != 0, 4 words, index = p & 0x03)
009AAC	009AB3	DATA	Event Command \$50-\$53 color param p related data (p & 0x04 != 0, 4 words, index = p & 0x03)
009AB4	009ABB	DATA	Event Command \$50-\$53 color param p related data (p & 0x08 != 0, 4 words, index = p & 0x03)
00A86C	00A87B	DATA	Event Command \$61 color param p related data (8 words, index = p * 2)
00A86C	00A87B	DATA	Event Command \$61 color param p related data (8 words, index = p * 2)
00BD50	00BD5F	DATA	HP to add / subtract table, Event Command \$8B (8 words)
00C0C0	00C0CD	DATA	MP to add / subtract table, Event Command \$8C (8 words, unused data)
00DE08	00DE27	DATA	Event Command \$E2 data (16 words, binary encoding, index = active party lead char ID)
00F098	00F0B9	DATA	Song cue points for event command \$F9 (17 words, song \$45: The Wedding Waltz #3)

Start	End	Type	Description
00F0BA	00F0DB	DATA	Song cue points for event command \$F9 (17 words, song \$27: Aria de Mezzo Caraterre)
00F0DC	00F0FB	DATA	Song cue points for event command \$F9 (16 words, song \$53: Ending Theme #1)
010C74	010DBD	DATA	Pointers to map character gfx(2 bytes, 165 entries)
010C74	010DBD	DATA	Bank pointer and number of bytes to Copy for map character gfx (2 bytes, 165 entries)
01CE98	01CED0	DATA	Map Color Math Data (3 bytes * 19 entries)
03030C	03040B	DATA	Unknown Data (64 bytes, 32 bytes, 128 bytes, 32 bytes)
030418	030E57	DATA	New Event Triggers (8 bytes * 328 entries)
030E5A	03129A	DATA	New NPC Data (11 bytes * 99 entries)
0312A6	03129A	DATA	New Small Exits (6 bytes * 72 entries)
047594	047693	DATA	World of Balance Tile Properties (2 bytes * 128 entries)
047694	047793	DATA	World of Ruin Tile Properties (2 bytes * 128 entries)
051640	05169B	DATA	Sine/Cosine Table (unsigned)
0991B2	0994B1	---	Free Space (768 bytes)
165A34	165A3F	FONT	Small Font A Font Header
165A40	165B3F	FONT	Small Font A Unknown Data (2 bytes * 128 entries)
165B40	165EA3	PTR	Small Font A Pointers (4 bytes * 217 entries) (+\$165A34)
165EA4	166AAF	FONT	Small Font A Character Data (various * 217 entries)
166AB0	166ABB	FONT	Big Font Font Header
166ABC	166BBB	FONT	Big Font Unknown Data (2 bytes * 128 entries)
166BBC	1670DF	PTR	Big Font Pointers (4 bytes * 329 entries) (+\$166AB0)
1670E0	169A72	FONT	Big Font Character Data (various * 329 entries)
48E9B6	48EB15	---	Free Space (352 bytes)
48ECB6	48EE65	---	Free Space (432 bytes)
491080	49108B	FONT	Small Font B Font Header
49108C	49118B	FONT	Small Font B Unknown Data (2 bytes * 128 entries)
49118C	4914EF	PTR	Small Font B Pointers (4 bytes * 217 entries) (+\$491080)
4914F0	4921C7	FONT	Small Font B Character Data (various * 217 entries)
4A1A40	4A20DF	GFX	Wallpaper 1 (1696 bytes)
4A20E0	4A223F	---	Free Space (352 bytes)
4A34DC	4A3B7B	GFX	Wallpaper 2 (1696 bytes)
4A3B7C	4A3CDB	---	Free Space (352 bytes)
4A3CDC	4A437B	GFX	Wallpaper 3 (1696 bytes)
4A437C	4A44DB	---	Free Space (352 bytes)
4A44DC	4A4B7B	GFX	Wallpaper 4 (1696 bytes)
4A4B7C	4A4CDB	---	Free Space (352 bytes)
4A4CDC	4A537B	GFX	Wallpaper 5 (1696 bytes)
4A537C	4A54DB	---	Free Space (352 bytes)
4A54DC	4A5B7B	GFX	Wallpaper 6 (1696 bytes)
4A5B7C	4A5CDB	---	Free Space (352 bytes)
4A5CDC	4A637B	GFX	Wallpaper 7 (1696 bytes)
4A637C	4A64DB	---	Free Space (352 bytes)
4A64DC	4A6B7B	GFX	Wallpaper 8 (1696 bytes)
4A6B7C	4A6CDB	---	Free Space (352 bytes)

Start	End	Type	Description
4A8130	51FFFF	---	Free Space (32 464 bytes)
53B6CC	53FFFF	---	Free Space (18 740 bytes)
5CFBA4	5CFFFF	---	Free Space (1116 bytes)
58FF64	5CF9A3	GFX	Monster/Eesper Sprites (Variable * 459 entries)
5F78EE	5F7C3A	DATA	Monster Sketch Attacks (2 bytes * 423 entries)
5FCE18	5FD017	DATA	Monster Rage Attacks (2 bytes * 256 entries)
5FE55E	5FE83D	PAL	Portrait Palettes (32 bytes * 23 entries)
5FE83E	60301D	GFX	Portraits (800 bytes * 23 entries)
61E902	61FFFF	---	Free Space (5586 bytes)
62A000	62A47F	DATA	Shop Data (9 bytes * 128 entries)
62A480	62A5D4	DATA	Esper Data (11 bytes * 31 entries)
62A5D8	62A617	DATA	Battle Command Data (2 bytes * 32 entries)
62A618	62AA53	DATA	Colosseum Data (4 bytes * 271 entries)
62AA54	62AAB5	DATA	MP modification constants by level (98 elements)
62AAB8	62AAF7	DATA	Dance Index for each Battle Background (64 elements)
62AAF8	62Aafa	DATA	Starting Lores (3 bytes, 1 bit per lore)
62AAFC	62AB1B	DATA	Terra Natural Magic List (32 byte, 16 * level-magic word)
62AB1C	62AB3B	DATA	Celes Natural Magic List (32 byte, 16 * level-magic word)
62AB3C	62AB9B	DATA	Blitz Codes (8 items, 11+1 bytes each)
62AB9C	62ABAB	DATA	Imp Item Indexes (16 elements)
62ABB0	62ABB7	DATA	Battle Background Index to change to for each Dance (8 elements)
62ABB8	62ABBF	DATA	Bushido learning levels (8 elements)
62ABC0	62ABC7	DATA	Blitz learning levels (8 elements)
62ABC8	62AC8B	DATA	Level up data (2 bytes * 98 entries)
62AC8C	62ACAB	DATA	Starting Rages (32 elements)
62ACAC	62B22B	DATA	Character Initial Statistics (22 bytes * 64 entries)
62B22C	62B239	DATA	Desperation Attacks (14 elements, unused?)
62B23C	62B61B	DATA	Pointers to Chest Data (2 bytes * 432 entries)
62B61C	62BC33	DATA	Chest Data (5 bytes * 312 entries)
62BC34	62CC1E	DATA	Magic Data (14 bytes * 290 entries)
62CC20	62CC3F	DATA	Dance Data (4 bytes * 8 entries)
62CC40	62EC1F	DATA	Item Data (30 bytes * 271 entries)
62EC28	62EC89	DATA	HP Modification Constants by Level (98 elements)
62ED9C	62FFFF	---	Free Space (4708 bytes)
63000C	63E81A	DATA	Battle Animation Frame Data Part A (variable size frames, 2 bytes per tile)
63E81B	62F7F8	DATA	Attack Animation Data (6 bytes * 677 entries)
63F7F9	640F02	PTR	Unknown Pointers (2 bytes * 1475 entries)
640F03	64C245	DATA	Battle Animation Graphics (2bpp)
64C246	64E245	DATA	2bpp Battle Animation Tile Formation (64 bytes * 128 entries)
64F225	64FFFF	---	Free Space (3548 bytes)
650000	650097	PAL	Floating Continent Rising Palette (16 colors)
6501BB	65023A	PAL	Opening / Intro Palettes (16 colors * 4 entries)
650256	6502F5	PAL	Opening Clouds Palettes (16 colors * 5 entries)
6503DB	65053A	PAL	Opening / Intro Palettes (16 colors * 10 entries)
65076F	6507EE	PAL	Opening / Intro Palettes (16 colors * 4 entries)

Start	End	Type	Description
6507EF	6507F6	PAL	Unknown Palette (4 colors)
6507F7	650856	PAL	Opening / Intro Palettes (16 colors * 3 entries)
6507F7	6797FF	GFX	Battle Animation Graphics (3bpp)
679800	679873	PTR	Pointers to Battle Event Data (2 bytes * 58 entries)
679874	67D0FF	DATA	Battle Event Data
67E008	67EED3	DATA	Battle Animation Frame Data Part B (variable size frames, 2 bytes per tile)
67EED4	67EF6B	PTR	Unknown Pointers (2 bytes * 75 entries)
67EF6C	67FFFF	---	Free Space (4244 bytes)
680000	6E187F	GFX	Map Graphics (3122 Tiles)
6E1880	6E502F	DATA	Map Properties (33 bytes * 432 entries)
6E7004	6E7ACF	DATA	Monster Graphics Properties (6 bytes * 459 entries)
6E7AD0	6EAAF8	PAL	Monster Palettes (16 bytes * 764 entries)
6ED1B0	6ED3AF	PAL	Wallpaper Palettes (32 bytes * 8 entries)
6EAA90	6EB5AF	DATA	Monster Graphic Maps (8 or 32 bytes * ??? entries)
71BC50	71C2EB	DATA	Monster Items Stolen and Dropped (4 bytes * 423 entries)
71C2EC	71C493	DATA	Monster Special Attack Animation Index (1 byte * 423 entries)
726C3A	7272D5	DATA	Monster Control Attacks (4 bytes * 423 entries)
737A3E	73AF1D	DATA	Monster Stats (32 bytes * 423 entries)

Menu Text Pointers

Start	End	Type	Description
800000	800003	PTR	TEXT-M Pointers Base Offset (offset = ptr + \$800000)
800004	800007	ASCII	"TEXT" in ASCII
800008	80000A	DATA	Number of TEXT-M Entries (nbr*5*4 + \$800010 = TEXT-M start)
80000B	80000B	DATA	Number of Languages? (\$05)
80000C	80000F	PTR	Pointer to TEXT-B & TEXT-V Pointers Base Offset (+800000)
800010	800023	PTR-M	Pointers to Naming Screen characters (Rename Card) (5 entries)
800024	80176B	PTR-M	Pointers to misc menu terms and descriptions (1490 entries)
80176C	801C6B	PTR-M	Pointers to misc Actor names (320 entries)
801C6C	801EC3	PTR-M	Pointers to Command names (150 entries)
801EC4	801EEB	PTR-M	Pointers to <end> character (\$06) (10 entries)
801EEC	803417	PTR-M	Pointers to Item names (1355 entries)
803418	80357F	PTR-M	Pointers to Class names (90 entries)
803580	804CDB	PTR-M	Pointers to Attack names (1495 entries)
804CDC	80527B	PTR-M	Pointers to Location names (360 entries)
80527C	80528F	PTR-M	Pointers to "Merchant" name (5 entries)
805290	80739B	PTR-M	Pointers to Monster names (2115 entries)
80739C	807517	PTR-M	Pointers to Rare item names (95 entries)
807518	80766B	PTR-M	Pointers to Level up descriptions (85 entries)
80766C	8076F7	PTR-M	Pointers to <end> character (\$06) (35 entries)
8076F8	8078D7	PTR-M	Pointers to Lore descriptions (120 entries)
8078D8	808E03	PTR-M	Pointers to Item descriptions (1355 entries)
808E04	80923B	PTR-M	Pointers to Magic descriptions (270 entries)
80923C	8092DB	PTR-M	Pointers to Bushido descriptions (40 entries)
8092DC	80937B	PTR-M	Pointers to Blitz descriptions (40 entries)

Start	End	Type	Description
80937C	809533	PTR-M	Pointers to Rare item descriptions (110 entries)
809534	80974F	PTR-M	Pointers to Esper descriptions (135 entries)
809750	8097B3	PTR-M	Pointers to <end> character (\$06) (25 entries)
8097B4	809A0B	PTR-M	Pointers to Status effect names (150 entries)
809A0C	809B87	PTR-M	Pointers to Esper bonuses (95 entries)
809B88	809DCB	PTR-M	Pointers to Spell and item descriptions (145 entries)
809DCC	809E6B	PTR-M	Pointers to Dance names (40 entries)
809E6C	80A04B	PTR-M	Pointers to Lore names (120 entries)
80A04C	80C1F7	PTR-M	Pointers to Location names (2155 entries)
80C1F8	80C247	PTR-M	Pointers to <end> character (\$06) (20 entries)
80C248	80C5F3	PTR-M	Pointers to Bestiary subscreen terms (235 entries)
80C5F4	80CD87	PTR-M	Pointers to Song titles (485 entries)
80CD88	80D043	PTR-M	Pointers to Closing credits, part 2 through 5 (175 entries)
80D044	80D07F	PTR-M	Pointers to new spell names (15 entries)
80D080	80D0CF	PTR-M	Pointers to new esper names (20 entries)
80D0D0	80D10B	PTR-M	Pointers to new spell descriptions (15 entries)
80D10C	80D15B	PTR-M	Pointers to new esper descriptions (20 entries)
80D15C	80D1FB	PTR-M	Pointers to Dance descriptions (40 entries)
80D1FC	80D3DB	PTR-M	Pointers to Blitz, Bushido, and Magitek names (120 entries)

Menu Text

Start	End	Type	Description
80D3DC	80D68D	TEXT-M	Naming Screen characters (Rename Card) (5 entries)
80D68E	8136CC	TEXT-M	Misc menu terms and descriptions (1490 entries)
8136CD	813DF0	TEXT-M	Actor names (320 entries)
813DF1	81423D	TEXT-M	Command names (150 entries)
81423E	814247	TEXT-M	<end> character (\$06) (10 entries)
814248	818FF1	TEXT-M	Item names (1355 entries)
818FF2	81932B	TEXT-M	Actor titles (90 entries)
81932C	81D40A	TEXT-M	Attack names (1495 entries)
81D40B	81E689	TEXT-M	Location names (unused?) (360 entries)
81E68A	81E6B8	TEXT-M	"Merchant" name (5 entries)
81E6B9	8238B2	TEXT-M	Monster names (2115 entries)
8238B3	823D2A	TEXT-M	Rare item names (95 entries)
823D2B	82479D	TEXT-M	Level up descriptions (85 entries)
82479E	8247C0	TEXT-M	<end> character (\$06) (35 entries)
8247C1	8267C3	TEXT-M	Lore descriptions (120 entries)
8267C4	8387D1	TEXT-M	Item descriptions (1355 entries)
8287D2	83B57A	TEXT-M	Magic descriptions (270 entries)
82B57B	83C109	TEXT-M	Bushido descriptions (40 entries)
82C10A	83C9FB	TEXT-M	Blitz descriptions (40 entries)
82C9FC	83DBA4	TEXT-M	Rare item descriptions (110 entries)
82DBA5	83FB32	TEXT-M	Esper descriptions (135 entries)
82FB33	82FB4B	TEXT-M	<end> character (\$06) (25 entries)
82FB4C	82FECF	TEXT-M	Status effect names (150 entries)

Start	End	Type	Description
82FED0	84026D	TEXT-M	Esper bonuses (95 entries)
84026E	841419	TEXT-M	Spell and item descriptions (“Use on whom?” screen) (145 entries)
84141A	84169A	TEXT-M	Dance names (40 entries)
84169B	841BDA	TEXT-M	Lore names (120 entries)
841BDB	848AD5	TEXT-M	Location names (2155 entries)
848AD6	848AE9	TEXT-M	<end> character (\$06) (20 entries)
848AEA	849221	TEXT-M	Bestiary subscreen terms (235 entries)
849222	84AA41	TEXT-M	Song titles (485 entries)
84AA42	84DAC0	TEXT-M	Closing credits, parts 2 through 5 (175 entries)
84DAC1	84DB5F	TEXT-M	New spell names (15 entries)
84DB60	84DC15	TEXT-M	New esper names (20 entries)
84DC16	84DF61	TEXT-M	New spell descriptions (15 entries)
84DF62	84E3F2	TEXT-M	New esper descriptions (20 entries)
84E3F3	84F0FB	TEXT-M	Dance descriptions (40 entries)
84F0FC	84F60B	TEXT-M	Blitz, Bushido, and Magitek names (120 entries)

Battle & Various Text Pointers

Start	End	Type	Description
84F60C	84F60F	PTR	TEXT-V and TEXT-B Pointers Base Offset (offset = ptr + \$84F60C)
84F610	84F613	ASCII	“TEXT” in ASCII
84F614	84F616	DATA	Number of TEXT-VB Entries (nbr*5*4 + \$84F61C = TEXT-VB start)
84F617	84F617	DATA	Number of Languages? (\$05)
84F618	84F61B	PTR	Pointers to End of File (+84F60C)
84F61C	84F62F	PTR-V	Pointers to Naming Screen Alphabet (5 entries)
84F630	85F4F3	PTR-V	Pointers to Dialogues (16 305 entries)
85F4F4	8615FF	PTR-B	Pointers to Monster Special Attack Names (2115 entries)
861600	86227F	PTR-B	Pointers to Monster Quotes (800 entries)
862280	8629D7	PTR-B	Pointers to <end> character (\$0F) (470 entries)
8629D8	8629EB	PTR-B	Pointers quote: “Wait a minute!” (5 entries)
8629EC	862FB3	PTR-B	Pointers to <end> character (\$0F) (370 entries)
862FB4	8643B3	PTR-B	Pointers to Battle Event dialogue (1280 entries)
8643B4	8655AB	PTR-B	Pointers to Battle messages (1150 entries)
8655AC	8657B3	PTR-B	Pointers to <command \$C58B><end> (\$C58B0F) (130 entries)
8657B4	865A33	PTR-B	Pointers to <end> character (\$0F) (160 entries)
865A34	866F5F	PTR-B	Pointers to Item names (battle) (1355 entries)
866F60	8683FF	PTR-B	Pointers to <end> character (\$0F) (1320 entries)
868400	869BFB	PTR-B	Pointers to Attack names (battle) (1535 entries)
869BFC	86A1C3	PTR-B	Pointers to <end> character (\$0F) (370 entries)
86A1C4	86A1D7	PTR-B	Pointers to <command \$C58B><end> (5 entries)
86A1D8	86A79F	PTR-V	Pointers to Location names (map load) (370 entries)
86A7A0	86AA1F	PTR-V	Pointers to <end> character (\$0F) (160 entries)
86AA20	86ADF3	PTR-B	Pointers to Command names (245 entries)
86ADF4	86AE93	PTR-B	Pointers to <end> character (\$0F) (40 entries)
86AE94	86AF5B	PTR-V	Pointers to Opening credits (50 entries)
86AF5C	86B0EB	PTR-V	Pointers to <end> character (\$0F) (100 entries)

Start	End	Type	Description
86B0EC	86B0FF	PTR-V	Pointers to Kanji enumeration (5 entries)
86B100	86B113	PTR-V	Pointers to Kanji strings (5 entries)
86B114	86D21F	PTR-V	Pointers to Monster names (bestiary) (2115 entries)
86D220	86D25B	PTR-V	Pointers to Bestiary Screen terms (15 entries)
86D25C	86D283	PTR-V	Pointers to Language Screen terms (10 entries)
86D284	86D3AF	PTR-V	Pointers to Closing credits, part 1 (75 entries)
86D3B0	86D3D7	PTR-V	Pointers to <end> character (\$0F) (10 entries)

Battle & Various Text

Start	End	Type	Description
86D3D8	86D693	TEXT-V	Naming Screen Alphabet (5 entries)
86D693	9B69A7	TEXT-V	Dialogues (16 305 entries)
9B69A8	9BBF61	TEXT-B	Monster Special Attack Names (2115 entries)
9BBF62	9C5E06	TEXT-B	Monster Quotes (800 entries)
9C5E07	9C5FDC	TEXT-B	<end> character (\$0F) (470 entries)
9C5FDD	9C6046	TEXT-B	Quote: "Wait a minute!" (5 entries)
9C6047	9C61B8	TEXT-B	<end> character (\$0F) (370 entries)
9C61B9	9D8C9A	TEXT-B	Battle Event dialogue (1280 entries)
9D8C9B	9DC1C2	TEXT-B	Battle messages (1150 entries)
9DC1C3	9DC348	TEXT-B	<command \$C58B><end> (\$C58B0F) (130 entries)
9DC349	9DC3E8	TEXT-B	<end> character (\$0F) (160 entries)
9DC3E9	9E06F6	TEXT-B	Item names (battle) (1355 entries)
9E06F7	9E0C1E	TEXT-B	<end> character (\$0F) (1320 entries)
9E0C1F	9E4C0A	TEXT-B	Attack names (battle) (1535 entries)
9E4C0B	9E4D7C	TEXT-B	<end> character (\$0F) (370 entries)
9E4D7D	9E4D8B	TEXT-B	<command \$C58B><end> (\$C58B0F) (5 entries)
9E4D8C	9E6396	TEXT-V	Location names (map load) (370 entries)
9E6397	9E6436	TEXT-V	<end> character (\$0F) (160 entries)
9E6437	9E6880	TEXT-B	Command names (battle, apply only to Pray and Shock) (245 entries)
9E6881	9E6894	TEXT-B	<end> character (\$0F) (40 entries)
9E6895	9E723B	TEXT-V	Opening credits (50 entries)
9E723C	9E7254	TEXT-V	<end> character (\$0F) (100 entries)
9E7255	9E76B4	TEXT-V	Kanji enumeration (\$C2A2-\$C2BF, \$C380-\$C3BF, \$C480-\$C490) (5 entries)
9E76B5	9E7709	TEXT-V	Kanji string, 7 symbols (5 entries)
9E770A	9EC903	TEXT-V	Monster names (bestiary) (2115 entries)
9EC904	9EC992	TEXT-V	Bestiary Screen terms (15 entries)
9EC993	9ECA43	TEXT-V	Language Screen terms (10 entries)
9ECA44	9ED274	TEXT-V	Closing credits, part 1 (75 entries)
9ED275	9ED27E	TEXT-V	<end> character (\$0F) (10 entries)
9ED27F	9ED27F	—	End of file

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