

FF6 Advance (J) ROM Map

Start	End	Type	Description
047524	047723	DATA	World of Balance Tile Properties (2 bytes * 256 entries)
047724	047923	DATA	World of Ruin Tile Properties (2 bytes * 256 entries)
520000	53B3E7	DATA	Location Tile Assembly (Variable * 75 entries)
53B3E8	53B4CB	PTR	Pointers to Location Tile Assembly (3 bytes * 75 entries)
548446	58FF64	DATA	Location Map Data (Variable * 390 entries)
5F589A	5F58EF	PTR	Pointers to Location Tile Properties (2 bytes * 43 entries)
5F5EF0	5F6231	PTR	Pointers to Event triggers
5F6232	5F78ED	DATA	Event Triggers (5 bytes each)
5F78EE	5F7C3B	DATA	Monster Sketch Commands (2 bytes * 423 entries)
5FCE18	5FD017	DATA	Monster Rage Commands (2 bytes * 384 entries)
5FD9D4	5FDF68	DATA	Long Entrance Triggers (variable * 513 entries)
605014	608D2E	DATA	World of Balance Map Layout (compressed)
608D2F	60B539	GFX	World of Balance Map Graphics (compressed)
60D7CC	60FF43	GFX	World of Ruin Map Graphics (compressed)
60FF44	613204	DATA	World of Ruin Map Layout (compressed)
61B928	61C33B	DATA	Auxiliary Battle Properties (4 bytes * 645 entries)
61C33C	61E906	DATA	Monster Formation Data (15 bytes * 645 entries)
62A000	62A47F	DATA	Shop Data (9 bytes * 128 entries)
62A480	62A5D4	DATA	Esper Data (11 bytes * 31 entries)
62A618	62AA53	DATA	Colosseum Battle Data (4 bytes * 271 entries)
62AA54	62AAB5	DATA	MP modification constants by level (98 elements)
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)
62ABB8	62ABC7	DATA	Blitz and SwdTech skills learned by level (1 byte)
62AC8C	62ACAB	DATA	Starting Rages (1 byte * 32 entries)
62ACAC	62B22A	DATA	Character Initial Statistics (22 bytes * 64 entries)
62B23C	62B2BB	DATA	Ragnarok Metamorphosis Packages (4 bytes * 26 entries)
62B61C	62BC33	DATA	Chest data (5 bytes * 312 entries)
62BC34	62CC1D	DATA	Magic Data (14 bytes * 291 entries)
62B61C	62BC33	DATA	Chest Data (5 bytes * 312 entries)
62BC34	62CC1D	DATA	Magic Data (14 bytes * 291 entries)
62CC64	62D6EF	ITEM	Weapon Data (30 bytes * 90 entries)
62D6F0	62D8B1	ITEM	Shield Data (30 bytes * 15 entries)
62D8B2	62DBDB	ITEM	Helmet Data (30 bytes * 27 entries)
62DBDC	62DF7D	ITEM	Armor Data (30 bytes * 31 entries)
62DF7E	62E06D	ITEM	Tool Data (30 bytes * 8 entries)
62E06E	62E103	ITEM	Skean Data (30 bytes * 5 entries)
62E104	62E775	ITEM	Relic Data (30 bytes * 55 entries)
62E776	62EA45	ITEM	Item Data (30 bytes * 24 entries)
62EA46	62EA63	ITEM	"Empty" (30 bytes)
62EA64	62EC25	ITEM	New Equipment (30 bytes * 15 entries)
62EC28	62EC89	DATA	HP Modification Constants by Level (1 byte * 98 entries)
679800	679873	PTR	Pointers to Battle Event Scripts (2 bytes * 58 entries)

Start	End	Type	Description
679874	679CFF	DATA	Battle Events Scripts
6E1880	6E5FFF	DATA	Map Properties (33 bytes * 432 entries)
711190	71198F	DATA	Monster Formation Packs (8 bytes * 256 entries)
71BB9C	71C237	DATA	Monster Item Stolen and Dropped (4 bytes each * 423 entries)
71D34C	71D68D	PTR	Pointers to NPC Properties (+\$71D34C)
71D68E	7223A7	DATA	NPC Properties (variable * 416 entries)
726B86	727221	DATA	Monster Control Attacks (4 bytes * 423 entries)
727FD8	728325	PTR	AI Script Pointers (2 bytes * 423 entries)
735A82	735E9F	PTR	Pointers to Short Entrance Triggers (+\$735A82)
735EA0	737915	DATA	Short Entrance Triggers (513 entries * variable)
728326	72C9E7	DATA	Monster AI Scripts (Variable * 423 entries)
7379A6	73AE86	DATA	Monster Stats (32 bytes * 423 entries)
75BDFC	75E247	DATA	Location Tile Properties (Variable * 42 entries)
79F400	79F5FF	DATA	Magic Points Earned per Monster Formation (1 byte * 512 entries)
7A0000	7E90FA	EVENT	Event Script
7FF3FC	7FF88D	PTR	Pointers to Location map data (3 bytes * 390 entries)
7FF88E	7FFBF1	DATA	Monster Event Formation Packs (4 bytes * 217 entries)

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Last update: **2019/02/12 10:38**

