

Overworld Character Script Commands

Graphical Actions (00-7F):

00-3F	\$EE7922	Graphical Actions
40-7F	\$EE7932	Graphical Actions, flipped horizontally

Movement (80-AB):

100nnndd

| | | d: direction (0: up, 1: right, 2: down, 3: left)
 | | n: number of steps (1 is added to this, so 1-8 steps possible)
 | always 100

Movement table in tiles:

1	2	3	4	5	6	7	8	
80	84	88	8C	90	94	98	9C	Move character up
81	85	89	8D	91	95	99	9D	Move character right
82	86	8A	8E	92	96	9A	9E	Move character down
83	87	8B	8F	93	97	9B	9F	Move character left
A0								Move character right/up 1x1 tiles
A1								Move character right/down 1x1 tiles
A2								Move character left/down 1x1 tiles
A3								Move character left/up 1x1 tiles
A4								Move character right/up 1x2 tiles
A5								Move character right/up 2x1 tiles
A6								Move character right/down 2x1 tiles
A7								Move character right/down 1x2 tiles
A8								Move character left/down 1x2 tiles
A9								Move character left/down 2x1 tiles
AA								Move character left/up 2x1 tiles
AB								Move character left/up 1x2 tiles

Conditionals (B0-BF):

ci: sbbbbbbb bbbbi

| | | i: bit index (0-7)
 | | b: byte (added to \$1E80)
 | s: if 1, check that bit is set; else, check that

bit is clear

Summary:

B0 c1 aaaaaa	if(c1), goto aaaaaa
B1 c1 c2 aaaaaa	if(c1 c2), goto aaaaaa
B2 c1 c2 c3 aaaaaa	if(c1 c2 c3), goto aaaaaa
B3 c1 c2 c3 c4 aaaaaa	if(c1 c2 c3 c4), goto aaaaaa
B4 c1 c2 c3 c4 c5 aaaaaa	if(c1 c2 c3 c4 c5), goto
aaaaaa	
B5 c1 c2 c3 c4 c5 c6 aaaaaa	if(c1 c2 c3 c4 c5 c6),
goto aaaaaa	
B6 c1 c2 c3 c4 c5 c6 c7 aaaaaa	if(c1 c2 c3 c4 c5 c6
c7), goto aaaaaa	
B7 c1 c2 c3 c4 c5 c6 c7 c8 aaaaaa	if(c1 c2 c3 c4 c5 c6
c7 c8), goto aaaaaa	
B8 c1 aaaaaa	if(c1), goto aaaaaa
B9 c1 c2 aaaaaa	if(c1 && c2), goto aaaaaa
BA c1 c2 c3 aaaaaa	if(c1 && c2 && c3), goto aaaaaa
BB c1 c2 c3 c4 aaaaaa	if(c1 && c2 && c3 && c4), goto aaaaaa
BC c1 c2 c3 c4 c5 aaaaaa	if(c1 && c2 && c3 && c4 && c5), goto
aaaaaa	
BD c1 c2 c3 c4 c5 c6 aaaaaa	if(c1 && c2 && c3 && c4 && c5 && c6),
goto aaaaaa	
BE c1 c2 c3 c4 c5 c6 c7 aaaaaa	if(c1 && c2 && c3 && c4 && c5 && c6 &&
c7), goto aaaaaa	
BF c1 c2 c3 c4 c5 c6 c7 c8 aaaaaa	if(c1 && c2 && c3 && c4 && c5 && c6 &&
c7 && c8), goto aaaaaa	

Other (C0-FF)

C0	Set entity's speed (within the event) to
slowest	
C1	Set entity's speed (within the event) to
slow	
C2	Set entity's speed (within the event) to
normal	
C3	Set entity's speed (within the event) to
fast	
C4	Set entity's speed (within the event) to
fastest	
C7 xx xx	

Bit manipulation (C8-C9):

bbbbbbbbb bbbbbbiii

_____	_____	i: bit index (0-7)
_____	_____	b: byte (added to \$1E80)

C8 xxxx	\$EE7D46	Set event bit
C9 xxxx	\$EE7D6F	Clear event bit
CC		Turn character up

CD	Turn character right
CE	Turn character down
CF	Turn character left
D0	Show character
D1	Hide character
D2 nnnn xx yy mm mm	Load map nnnn, position (xx, yy), mode mm
D3 nnnn xx yy mm mm	Load map nnnn, position (xx, yy), mode mm
D4 aaaaaa	If (\$08 & 0x80 == 0), goto \$aaaaaa
D5 xx aaaaaa	If (\$F6 != xx), goto \$aaaaaa
D8	Unfade screen
D9	Fade screen
DD	Hide mini-map
DF	Show mini-map
E0 xx	Pause for xx units
FC	Change character to ship graphic
FD	Show Figaro Castle submerging
FE	Show Figaro Castle emerging
FF	End Map Script

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