



C0	xx	\$EE71FB	
C1	xx yy	\$EE7209	
C2	xx yy	\$EE721C	
C3	xx yy	\$EE722F	
C4	xx yy	\$EE7242	
C5	xx yy	\$EE7255	Set altitude to yy (xx?)
C6	xx yy	\$EE7268	Go forward
C7	xx yy	\$EE727B	
Bit manipulation (C8-C9): bbbbbbbbb bbbbbbiii			
<div style="text-align: center;"><div style="display: inline-block; width: 100px; border-bottom: 1px solid black;"></div><div style="display: inline-block; width: 100px; border-bottom: 1px solid black;"></div><div style="display: inline-block; width: 100px; border-bottom: 1px solid black;"></div></div> <div style="margin-left: 100px;">                                                 </div> <div style="margin-left: 100px;">i: bit index (0-7) b: byte (added to \$1E80)</div>			
C8	xxxx	\$EE7292	Set event bit
C9	xxxx	\$EE72BB	Clear event bit
CA	xx bb	\$EE72EA	Battle enemy set xx, background image bb
D0		\$EE732F	Show vehicle
D1		\$EE733A	Hide vehicle
D2	nnnn xx yy mm mm	\$EE7345	Load map nnnn, position (xx, yy), mode
D3	nnnn xx yy mm mm	\$EE73A2	Load map nnnn, position (xx, yy), mode
D8		\$EE7402	Unfade screen
D9		\$EE740B	Fade screen
DA		\$EE7412	Show flashing arrows indicating the direction you're turning
DB		\$EE7423	
DC		\$EE742E	
DD		\$EE7439	Hide mini-map
DE	xx yy	\$EE744E	
DF		\$EE7461	Show mini-map
E0	xx	\$EE7473	Pause for xx units
E1-F2		\$EE74A4	
F3		\$EE74B0	Show part of world getting zapped
F4		\$EE74C4	Change graphic to Falcon
F5		\$EE753D	Show part of world getting zapped
F6		\$EE7551	
F7		\$EE755D	Change graphic to pidgeon
F8		\$EE7568	Show part of world getting blown up
F9		\$EE7574	
FA		\$EE7580	
FB		\$EE758C	Show Airship smoking
FC		\$EE759B	Show Airship crashing
FD		\$EE75AF	Change graphic to Esper Terra
FE		\$EE75BA	Show Airship headed for Vector
FF		\$EE75C8	End map script

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