

Song Header

Byte	Description
\$00-\$01	Song Length (starting at ROM Offset + 2)
\$02-\$03	Song Start Address
\$04-\$05	Song End Address
\$06-\$15	Voice Start Addresses (alternate start position, 8 tracks, 2 bytes each)
\$16-\$25	Voice Start Addresses (alternate start position, 8 tracks, 2 bytes each)
\$26-EOF	Song Data (Music Commands)

The addresses will point relative to the start of the song header (byte \$00 in the table).

List of Music Tracks

The song names with '()' brackets are ambient sounds not present in the official soundtrack cd.

Song Index	Length	ROM Offset	Instruments Data Offset	Song Name
\$00	\$24	\$C85C7A	\$C53F95	(Silence)
\$01	\$77C	\$C85CA0	\$C53FB5	The Prelude
\$05	\$313	\$C8641E	\$C54035	Awakening
\$06	\$634	\$C86733	\$C54055	Terra
\$07	\$35A	\$C86D69	\$C54075	Shadow
\$08	\$3F8	\$C870C5	\$C54095	Strago
\$09	\$437	\$C874BF	\$C540B5	Gau
\$0A	\$3B5	\$C878F8	\$C540D5	Edgar & Sabin
\$0B	\$377	\$C87CAF	\$C540F5	Coin Song
\$0C	\$40E	\$C88028	\$C54115	Cyan
\$0D	\$460	\$C88438	\$C54135	Locke
\$0E	\$351	\$C8889A	\$C54155	Forever Rachel
\$0F	\$367	\$C88BED	\$C54175	Relm
\$10	\$617	\$C88F56	\$C54195	Setzer
\$11	\$2B8	\$C8956F	\$C541B5	Epitaph
\$12	\$337	\$C89829	\$C541D5	Celes
\$13	\$713	\$C89B62	\$C541F5	Techno de Chocobo
N/A	\$35B	\$C8A277	N/A	Omen (unlisted)
\$14	\$760	\$C8A5D4	\$C54215	The Decisive Battle
\$15	\$765	\$C8AD36	\$C54235	Johnny C Bad
\$03	\$319	\$C8B49D	\$C53FF5	Opening Theme #2
\$16	\$83E	\$C8B7B8	\$C54255	Kefka
\$17	\$262	\$C8BFE8	\$C54275	The Mines of Narshe
\$18	\$634	\$C8C24C	\$C54295	The Phantom Forest
\$04	\$63D	\$C8C882	\$C54015	Opening Theme #3
\$19	\$46D	\$C8CEC1	\$C542B5	Wild West
\$1A	\$724	\$C8D330	\$C542D5	Save Them!
\$1B	\$367	\$C8DA56	\$C542F5	The Empire 'Gestahl'

Song Index	Length	ROM Offset	Instruments Data Offset	Song Name
\$1C	\$3AA	\$C8DDBF	\$C54315	Troops March On
\$1D	\$1EA	\$C8E16B	\$C54335	Under Martial Law
\$1E	\$89	\$C8E357	\$C54355	(Water Flowing)
\$1F	\$664	\$C8E3E2	\$C54375	Metamorphosis
\$20	\$55C	\$C8EA48	\$C54395	Phantom Train
\$21	\$4CA	\$C8EFA6	\$C543B5	Another World of Beasts
\$22	\$5A1	\$C8F472	\$C543D5	Grand Finale #2
\$23	\$42C	\$C8FA15	\$C543F5	Mt. Koltz
\$24	\$708	\$C8FE43	\$C54415	Battle Theme
\$25	\$9C	\$C9054B	\$C54435	(Fanfare, slow)
\$26	\$479	\$C905E9	\$C54455	The Wedding #1
\$27	\$A34	\$C90A66	\$C54475	Aria de Mezzo Carattere
\$2A	\$5AE	\$C9149C	\$C544D5	Kids Run Through the City Corner
\$2D	\$48F	\$C91A4C	\$C54535	
\$2E	\$7B0	\$C91EDD	\$C54555	Returners
\$2F	\$306	\$C9268F	\$C54575	Fanfare
\$30	\$472	\$C92997	\$C54595	Umario
\$31	\$44B	\$C92E0B	\$C545B5	Mog
\$32	\$5A5	\$C93258	\$C545D5	The Unforgiven
\$33	\$7AD	\$C937FF	\$C545F5	The Fierce Battle
\$34	\$4B5	\$C93FAE	\$C54615	The Day After
\$35	\$64C	\$C94465	\$C54635	Blackjack
\$36	\$2BA	\$C94AB3	\$C54655	Catastrophe
\$37	\$5A5	\$C94D6F	\$C54675	The Magic House
\$38	\$C3	\$C95316	\$C54695	(Nighty Night)
\$39	\$E8	\$C953DB	\$C546B5	(Wind)
\$3A	\$90	\$C954C5	\$C546D5	(Waves)
\$3B	\$D70	\$C95557	\$C546F5	Dancing Mad #1
\$3C	\$102	\$C962C9	\$C54715	(Phantom Train Stopping)
\$3D	\$534	\$C963CD	\$C54735	Spinach Rag
\$3E	\$169	\$C96903	\$C54755	Rest in Peace
\$3F	\$A9	\$C96A6E	\$C54775	(Chocobos Running)
\$40	\$A7	\$C96B19	\$C54795	(Walking out of Zozo)
\$41	\$516	\$C96BC2	\$C547B5	Overture #1
\$42	\$ED	\$C970DA	\$C547D5	Overture #2
\$43	\$83B	\$C971C9	\$C547F5	Overture #3
\$44	\$2E3	\$C97A06	\$C54815	The Wedding #2
\$45	\$28F	\$C97CEB	\$C54835	The Wedding #3
\$46	\$45D	\$C97F7C	\$C54855	The Wedding #4
\$02	\$465	\$C983DB	\$C53FD5	Opening Theme #1
\$47	\$455	\$C98842	\$C54875	Devil's Lab
\$48	\$4D	\$C98C99	\$C54895	(Esper Attack)
\$49	\$9B	\$C98CE8	\$C548D5	(Cranes)
\$4A	\$8D	\$C98D85	\$C548D5	(Burning House)
\$2B	\$2A0	\$C98E14	\$C544F5	?? [Crazy Old Man's House]

Song Index	Length	ROM Offset	Instruments Data Offset	Song Name
\$28	\$2EA	\$C990B6	\$C54495	The Serpent Trench
\$29	\$3BB	\$C993A2	\$C544B5	Slam Shuffle
\$2C	\$7E	\$C9975F	\$C54515	Grand Finale #1
\$4B	\$5DE	\$C997DF	\$C548F5	New Continent
\$4C	\$48E	\$C99DBF	\$C54915	Searching for Friends
\$4D	\$187	\$C9A24F	\$C54935	Fanatics
\$4E	\$877	\$C9A3D8	\$C54955	Last Dungeon
\$4F	\$24C	\$C9AC51	\$C54975	Dark World
\$50	\$B18	\$C9AE9F	\$C54995	Dancing Mad #3
\$52	\$13E	\$C9B9B9	\$C549D5	Dancing Mad #2
\$53	\$2444	\$C9BAF9	\$C549F5	Ending Theme #1
\$54	\$1DAB	\$C9DF3F	\$C54A15	Ending Theme #2

Indexes \$51, \$55-\$FF are empty.

RAM addresses

Currently loaded song index is (in most cases) stored to [Save RAM](#) address \$1F80. The game loads a new song index from [Field RAM](#) address \$053C. This can be utilized by finding an exit where a song changes (eg. Classroom entrance) and poking the memory address \$053C; this causes the game to load the poked song index when the exit is used.

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