

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
0991B2	0994B1	DATA	Free Space [768 bytes (\$300)]
48E9B6	48EB15	DATA	Free Space? [352 bytes (\$160)]
48ECB6	48EE65	DATA	Free Space? [432 bytes (\$1B0)]
4A20E0	4A223F	DATA	Free Space? [352 bytes (\$160)]
4A3B7C	4A3CDB	DATA	Free Space? [352 bytes (\$160)]
4A4384	4A44E3	DATA	Free Space? [352 bytes (\$160)]
4A4B8C	4A4CEB	DATA	Free Space? [352 bytes (\$160)]
4A8130	51FFFF	DATA	Free Space [32 464 bytes (\$7ED0)]
53B6CC	53FFFF	DATA	Free Space [18 740 bytes (\$4934)]
5CFBA4	5CFFFF	DATA	Free Space [1116 bytes (\$45C)]
61E902	61FFFF	DATA	Free Space [5586 bytes (\$16FE)]
5F78EE	5F7C3A	DATA	Monster Sketch Attacks (2 bytes * 423 entries)
5FCE18	5FD017	DATA	Monster Rage Attacks (2 bytes * 256 entries)
62B23C	62B2A3	DATA	Metamorphosis Packs (4 bytes * 26 entries)
6E7004	6E79ED	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)
58FF64	5CF9A3	SPRITE	Monster/Esper Sprites (Variable * 459 entries)
6EAA90	6EB5AF	DATA	Monster Graphic Maps (8 or 32 bytes * ??? entries)
702549	702658	DATA	Free Space [272 bytes (\$110)]

Start	End	Type	Description
70377F	70387E	DATA	Free Space [256 bytes (\$100)]
705700	7057FC	DATA	Free Space [252 bytes (\$FC)]
706445	706554	DATA	Free Space [272 bytes (\$110)]
7076B0	70777A	DATA	Free Space [202 bytes (\$CA)]
709644	7096F8	DATA	Free Space [180 bytes (\$B4)]
70B610	70B676	DATA	Free Space [102 bytes (\$66)]
70F4D8	70F572	DATA	Free Space [154 bytes (\$9A)]
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	DATA	"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 (35 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)
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)

Start	End	Type	Description
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)
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)

Start	End	Type	Description
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	DATA	"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)
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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