

# 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                                                                                   |
|--------|--------|------|-----------------------------------------------------------------------------------------------|
| 000158 | 000181 | PTR  | Pointers to Map Animation Properties (+\$000182)                                              |
| 000182 | 000721 | DATA | Map Animation Properties (variable * 20 entries)                                              |
| 000722 | 00072F | PTR  | Pointers to Map BG3 Animation Properties (+\$000730)                                          |
| 000730 | 0007A7 | DATA | Map BG3 Animation Properties (variable * 6 entries)                                           |
| 0007A8 | 00081F | DATA | Palette Animation Data (6 bytes * 20 entries)                                                 |
| 007FF8 | 007FFB | DATA | Level factor adjustment from average (4 bytes: add 0, 2, 5, subtract 3)                       |
| 007FFC | 008004 | DATA | Bitfields to add SwdTechs/Blitzes (8 bytes, one per Blitz/SwTech)                             |
| 009AA4 | 009AAB | DATA | Event Command \$50-\$53 color param p related data (p & 0x10 != 0, 4 words, index = p & 0x03) |
| 009AAC | 009AB3 | DATA | Event Command \$50-\$53 color param p related data (p & 0x04 != 0, 4 words, index = p & 0x03) |
| 009AB4 | 009ABB | DATA | Event Command \$50-\$53 color param p related data (p & 0x08 != 0, 4 words, index = p & 0x03) |
| 00A86C | 00A87B | DATA | Event Command \$61 color param p related data (8 words, index = p * 2)                        |
| 00A86C | 00A87B | DATA | Event Command \$61 color param p related data (8 words, index = p * 2)                        |
| 00BD50 | 00BD5F | DATA | HP to add / subtract table, Event Command \$8B (8 words)                                      |
| 00C0C0 | 00C0CD | DATA | MP to add / subtract table, Event Command \$8C (8 words, unused data)                         |
| 00DE08 | 00DE27 | DATA | Event Command \$E2 data (16 words, binary encoding, index = active party lead char ID)        |
| 00F098 | 00F0B9 | DATA | Song cue points for event command \$F9 (17 words, song \$45: The Wedding Waltz #3)            |

| Start  | End    | Type | Description                                                                           |
|--------|--------|------|---------------------------------------------------------------------------------------|
| 00F0BA | 00F0DB | DATA | Song cue points for event command \$F9 (17 words, song \$27: Aria de Mezzo Caraterre) |
| 00F0DC | 00F0FB | DATA | Song cue points for event command \$F9 (16 words, song \$53: Ending Theme #1)         |
| 0991B2 | 0994B1 | DATA | Free Space (768 bytes)                                                                |
| 165A34 | 165A3F | DATA | Small Font A <a href="#">Font Header</a>                                              |
| 165A40 | 165B3F | DATA | Small Font A Unknown Data (2 bytes * 128 entries)                                     |
| 165B40 | 165EA3 | DATA | Small Font A Pointers (4 bytes * 217 entries) (+\$165A34)                             |
| 165EA4 | 166AAF | DATA | Small Font A <a href="#">Character Data</a> (various * 217 entries)                   |
| 166AB0 | 166ABB | DATA | Big Font <a href="#">Font Header</a>                                                  |
| 166ABC | 166BBB | DATA | Big Font Unknown Data (2 bytes * 128 entries)                                         |
| 166BBC | 1670DF | DATA | Big Font Pointers (4 bytes * 329 entries) (+\$166AB0)                                 |
| 1670E0 | 169A72 | DATA | Big Font <a href="#">Character Data</a> (various * 329 entries)                       |
| 48E9B6 | 48EB15 | DATA | Free Space? (352 bytes)                                                               |
| 48ECB6 | 48EE65 | DATA | Free Space? (432 bytes)                                                               |
| 491080 | 49108B | DATA | Small Font B <a href="#">Font Header</a>                                              |
| 49108C | 49118B | DATA | Small Font B Unknown Data (2 bytes * 128 entries)                                     |
| 49118C | 4914EF | DATA | Small Font B Pointers (4 bytes * 217 entries) (+\$491080)                             |
| 4914F0 | 4921C7 | DATA | Small Font B <a href="#">Character Data</a> (various * 217 entries)                   |
| 4A1A40 | 4A20DF | DATA | <a href="#">Wallpaper</a> 1 (1696 bytes)                                              |
| 4A20E0 | 4A223F | DATA | Free Space (352 bytes)                                                                |
| 4A34DC | 4A3B7B | DATA | <a href="#">Wallpaper</a> 2 (1696 bytes)                                              |
| 4A3B7C | 4A3CDB | DATA | Free Space (352 bytes)                                                                |
| 4A3CDC | 4A437B | DATA | <a href="#">Wallpaper</a> 3 (1696 bytes)                                              |
| 4A437C | 4A44DB | DATA | Free Space (352 bytes)                                                                |
| 4A44DC | 4A4B7B | DATA | <a href="#">Wallpaper</a> 4 (1696 bytes)                                              |
| 4A4B7C | 4A4CDB | DATA | Free Space (352 bytes)                                                                |
| 4A4CDC | 4A537B | DATA | <a href="#">Wallpaper</a> 5 (1696 bytes)                                              |
| 4A537C | 4A54DB | DATA | Free Space (352 bytes)                                                                |
| 4A54DC | 4A5B7B | DATA | <a href="#">Wallpaper</a> 6 (1696 bytes)                                              |
| 4A5B7C | 4A5CDB | DATA | Free Space (352 bytes)                                                                |
| 4A5CDC | 4A637B | DATA | <a href="#">Wallpaper</a> 7 (1696 bytes)                                              |
| 4A637C | 4A64DB | DATA | Free Space (352 bytes)                                                                |
| 4A64DC | 4A6B7B | DATA | <a href="#">Wallpaper</a> 8 (1696 bytes)                                              |
| 4A6B7C | 4A6CDB | DATA | Free Space (352 bytes)                                                                |
| 4A8130 | 51FFFF | DATA | Free Space (32 464 bytes)                                                             |
| 53B6CC | 53FFFF | DATA | Free Space (18 740 bytes)                                                             |
| 5CFBA4 | 5CFFFF | DATA | Free Space (1116 bytes)                                                               |
| 58FF64 | 5CF9A3 | GFX  | Monster/Esper Sprites (Variable * 459 entries)                                        |
| 5F78EE | 5F7C3A | DATA | Monster Sketch Attacks (2 bytes * 423 entries)                                        |
| 5FCE18 | 5FD017 | DATA | Monster Rage Attacks (2 bytes * 256 entries)                                          |
| 5FE55E | 5FE83D | PAL  | Portrait <a href="#">Palettes</a> (32 bytes * 23 entries)                             |
| 5FE83E | 60301D | DATA | <a href="#">Portraits</a> (800 bytes * 23 entries)                                    |
| 61E902 | 61FFFF | DATA | Free Space (5586 bytes)                                                               |
| 62B23C | 62B2A3 | DATA | Metamorphosis Packs (4 bytes * 26 entries)                                            |

| Start  | End    | Type | Description                                                              |
|--------|--------|------|--------------------------------------------------------------------------|
| 6E7004 | 6E79ED | DATA | <a href="#">Monster Graphics Properties</a> (6 bytes * 459 entries)      |
| 6E7AD0 | 6EAAF8 | PAL  | Monster <a href="#">Palettes</a> (16 bytes * 764 entries)                |
| 6ED1B0 | 6ED3AF | PAL  | Wallpaper <a href="#">Palettes</a> (32 bytes * 8 entries)                |
| 6EAA90 | 6EB5AF | DATA | Monster Graphic Maps (8 or 32 bytes * ??? entries)                       |
| 702549 | 702658 | DATA | Free Space [272 bytes (\$110)]                                           |
| 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 | <a href="#">Monster Items Stolen and Dropped</a> (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 | <a href="#">Monster Stats</a> (32 bytes * 423 entries)                   |

## Menu Text Pointers

| Start  | End    | Type  | Description                                                    |
|--------|--------|-------|----------------------------------------------------------------|
| 800000 | 800003 | PTR   | TEXT-M Pointers Base Offset (offset = ptr + \$800000)          |
| 800004 | 800007 | ASCII | "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 (120 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)                   |

| Start  | End    | Type  | Description                                                 |
|--------|--------|-------|-------------------------------------------------------------|
| 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)                        |
| 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) |

| Start  | End    | Type   | Description                                      |
|--------|--------|--------|--------------------------------------------------|
| 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)           |
| 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 | ASCII | "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)                            |

| Start  | End    | Type  | Description                                         |
|--------|--------|-------|-----------------------------------------------------|
| 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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