

# Battle Backgrounds

## Data Format

|                |                 |                                               |                                                                                                                                                                                                                                                                                                                                                                                                                                                    |    |      |    |      |      |           |      |             |      |                 |      |             |      |             |      |              |      |             |      |              |
|----------------|-----------------|-----------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|------|----|------|------|-----------|------|-------------|------|-----------------|------|-------------|------|-------------|------|--------------|------|-------------|------|--------------|
| Byte \$00-\$02 |                 | Three pointers to BG Graphics                 | The first three bytes are pointers to GFX sets. If pointer 1 or 2 is \$FF, it will use second half of set 0 (tiles \$80-\$FF). This is why GFX pointer 1 is often the same as GFX pointer 0. Byte \$03 is a tile assembly pointer and byte 4 is always the same, hence it is not repeated in the table. Byte \$05 is the palette ID and if bit 7 is set it mean the background has the wavy or heat effect. For a Dance reference table see below. |    |      |    |      |      |           |      |             |      |                 |      |             |      |             |      |              |      |             |      |              |
| ---            | \$00-\$FE       | Pointer (3 * value + \$E71650)                |                                                                                                                                                                                                                                                                                                                                                                                                                                                    |    |      |    |      |      |           |      |             |      |                 |      |             |      |             |      |              |      |             |      |              |
| ---            | \$FF            | Use second half of uncompressed BG Graphics 0 |                                                                                                                                                                                                                                                                                                                                                                                                                                                    |    |      |    |      |      |           |      |             |      |                 |      |             |      |             |      |              |      |             |      |              |
| Byte \$03      |                 | Tile Assembly pointer (2 * value + \$E71848)  |                                                                                                                                                                                                                                                                                                                                                                                                                                                    |    |      |    |      |      |           |      |             |      |                 |      |             |      |             |      |              |      |             |      |              |
| Byte \$04      |                 | Tile Assembly pointer (always a copy of \$03) |                                                                                                                                                                                                                                                                                                                                                                                                                                                    |    |      |    |      |      |           |      |             |      |                 |      |             |      |             |      |              |      |             |      |              |
| Byte \$05      |                 | Palette Index (3 * 16 colors)                 |                                                                                                                                                                                                                                                                                                                                                                                                                                                    |    |      |    |      |      |           |      |             |      |                 |      |             |      |             |      |              |      |             |      |              |
| ---            | \$00-\$7F       | Pointer (96 * value + \$E70150)               |                                                                                                                                                                                                                                                                                                                                                                                                                                                    |    |      |    |      |      |           |      |             |      |                 |      |             |      |             |      |              |      |             |      |              |
| ---            | \$80-\$FF       | Pointer (96 * value + \$E70150) + wavy BG     | <table><tr><td>ID</td><td>Name</td><td>ID</td><td>Name</td></tr><tr><td>\$00</td><td>Wind Song</td><td>\$04</td><td>Earth Blues</td></tr><tr><td>\$01</td><td>Forest Nocturne</td><td>\$05</td><td>Water Rondo</td></tr><tr><td>\$02</td><td>Desert Aria</td><td>\$06</td><td>Dusk Requiem</td></tr><tr><td>\$03</td><td>Love Sonata</td><td>\$07</td><td>Snowman Jazz</td></tr></table>                                                           | ID | Name | ID | Name | \$00 | Wind Song | \$04 | Earth Blues | \$01 | Forest Nocturne | \$05 | Water Rondo | \$02 | Desert Aria | \$06 | Dusk Requiem | \$03 | Love Sonata | \$07 | Snowman Jazz |
| ID             | Name            | ID                                            | Name                                                                                                                                                                                                                                                                                                                                                                                                                                               |    |      |    |      |      |           |      |             |      |                 |      |             |      |             |      |              |      |             |      |              |
| \$00           | Wind Song       | \$04                                          | Earth Blues                                                                                                                                                                                                                                                                                                                                                                                                                                        |    |      |    |      |      |           |      |             |      |                 |      |             |      |             |      |              |      |             |      |              |
| \$01           | Forest Nocturne | \$05                                          | Water Rondo                                                                                                                                                                                                                                                                                                                                                                                                                                        |    |      |    |      |      |           |      |             |      |                 |      |             |      |             |      |              |      |             |      |              |
| \$02           | Desert Aria     | \$06                                          | Dusk Requiem                                                                                                                                                                                                                                                                                                                                                                                                                                       |    |      |    |      |      |           |      |             |      |                 |      |             |      |             |      |              |      |             |      |              |
| \$03           | Love Sonata     | \$07                                          | Snowman Jazz                                                                                                                                                                                                                                                                                                                                                                                                                                       |    |      |    |      |      |           |      |             |      |                 |      |             |      |             |      |              |      |             |      |              |

## Background Data

| ID   | Description            | GFX Ptr0 | GFX Ptr1 | GFX Ptr2 | Tileset Ptr | Wavy | Palette | Palette Ptr | Dance Offset | Dance |
|------|------------------------|----------|----------|----------|-------------|------|---------|-------------|--------------|-------|
| \$00 | Grass                  | \$E71686 | \$E71689 | \$E7168C | \$E71848    | F    | \$00    | \$E70150    | \$ED8E5B     | \$00  |
| \$01 | Brown Forest           | \$E7181E | \$E7181E | \$E7169B | \$E71860    | F    | \$31    | \$E713B0    | \$ED8E5C     | \$01  |
| \$02 | Desert, WoB            | \$E71698 | \$E716A7 | \$E71698 | \$E7185E    | T    | \$0B    | \$E70570    | \$ED8E5D     | \$02  |
| \$03 | Green Forest           | \$E7181E | \$E7181E | \$E7169B | \$E71860    | F    | \$0C    | \$E705D0    | \$ED8E5E     | \$01  |
| \$04 | Building               | \$E71860 | \$E71860 | \$E716DD | \$E7188A    | F    | \$23    | \$E70E70    | \$ED8E5F     | \$03  |
| \$05 | World of Ruin          | \$E71686 | \$E7168C | \$E716A1 | \$E71862    | F    | \$0D    | \$E70630    | \$ED8E60     | \$00  |
| \$06 | The Veldt              | \$E71686 | \$E7168C | \$E716A4 | \$E71864    | F    | \$0E    | \$E70690    | \$ED8E61     | \$00  |
| \$07 | Falling through Clouds | \$E716F5 | \$E716F8 | \$E716F5 | \$E71886    | F    | \$26    | \$E70F90    | \$ED8E62     | \$00  |
| \$08 | Narshe Exterior        | \$E7194D | \$E71650 | \$E71653 | \$E7184A    | F    | \$01    | \$E701B0    | \$ED8E63     | \$03  |
| \$09 | Grey Cave              | \$E71803 | \$E71803 | \$E7166B | \$E7184C    | F    | \$02    | \$E70210    | \$ED8E64     | \$06  |
| \$0A | Brown Cave             | \$E71803 | \$E71803 | \$E7166B | \$E7184E    | F    | \$03    | \$E70270    | \$ED8E65     | \$06  |
| \$0B | Mountain Top           | \$E717F1 | \$E717F1 | \$E71659 | \$E71850    | F    | \$04    | \$E702D0    | \$ED8E66     | \$04  |
| \$0C | Mountain Cave          | \$E717F4 | \$E717F4 | \$E7165C | \$E71852    | F    | \$05    | \$E70330    | \$ED8E67     | \$06  |
| \$0D | Raft on a River        | \$E717F7 | \$E717F7 | \$E7165F | \$E71854    | F    | \$06    | \$E70390    | \$ED8E68     | \$05  |
| \$0E | Imperial Base          | \$E717FA | \$E717FA | \$E71662 | \$E71856    | F    | \$07    | \$E703F0    | \$ED8E69     | \$02  |
| \$0F | On Top of Train Car    | \$E7168F | \$E7166E | \$E71665 | \$E71858    | F    | \$08    | \$E70450    | \$ED8E6A     | \$01  |
| \$10 | Inside of Train Car    | \$E71800 | \$E71800 | \$E71668 | \$E7185A    | F    | \$09    | \$E704B0    | \$ED8E6B     | \$03  |
| \$11 | Blue/Purple Cave       | \$E71803 | \$E71803 | \$E7166B | \$E7184E    | F    | \$02    | \$E70210    | \$ED8E6C     | \$06  |
| \$12 | Icy Field              | \$E71686 | \$E71689 | \$E7168C | \$E71866    | F    | \$0F    | \$E706F0    | \$ED8E6D     | \$07  |
| \$13 | Bright Town            | \$E7194D | \$E71650 | \$E71653 | \$E71868    | F    | \$10    | \$E70750    | \$ED8E6E     | \$03  |
| \$14 | Imperial Castle        | \$E71848 | \$E71848 | \$E716AA | \$E7186A    | F    | \$11    | \$E707B0    | \$ED8E6F     | \$03  |

| ID   | Description              | GFX Ptr0 | GFX Ptr1 | GFX Ptr2 | Tileset Ptr | Wavy | Palette | Palette Ptr | Dance Offset | Dance |
|------|--------------------------|----------|----------|----------|-------------|------|---------|-------------|--------------|-------|
| \$15 | Floating Island          | \$E7184B | \$E7184B | \$E716AD | \$E7186C    | F    | \$12    | \$E70810    | \$ED8E70     | \$04  |
| \$16 | Kefka's Domain(exterior) | \$E7184E | \$E7184E | \$E716B0 | \$E7186E    | F    | \$13    | \$E70870    | \$ED8E71     | \$04  |
| \$17 | Opera Stage              | \$E71851 | \$E71851 | \$E716B3 | \$E71870    | F    | \$14    | \$E708D0    | \$ED8E72     | \$03  |
| \$18 | Opera House Rafters      | \$E71851 | \$E71851 | \$E716B6 | \$E71872    | F    | \$15    | \$E70930    | \$ED8E73     | \$03  |
| \$19 | Flaming House            | \$E71854 | \$E71854 | \$E716B9 | \$E71874    | T    | \$16    | \$E70990    | \$ED8E74     | \$03  |
| \$1A | Castle                   | \$E716BC | \$E716BC | \$E716BC | \$E71876    | F    | \$17    | \$E709F0    | \$ED8E75     | \$03  |
| \$1B | Magitek Research Fac.    | \$E71845 | \$E71845 | \$E716BF | \$E71878    | F    | \$18    | \$E70A50    | \$ED8E76     | \$03  |
| \$1C | Colosseum                | \$E7168C | \$E71692 | \$E7168C | \$E7187A    | F    | \$19    | \$E70AB0    | \$ED8E77     | \$00  |
| \$1D | Magitek Factory          | \$E71845 | \$E71845 | \$E716BF | \$E71890    | F    | \$18    | \$E70A50    | \$ED8E78     | \$03  |
| \$1E | Village                  | \$E7194D | \$E71650 | \$E71653 | \$E7187E    | F    | \$1B    | \$E70B70    | \$ED8E79     | \$00  |
| \$1F | Waterfall                | \$E71704 | \$E71650 | \$E71650 | \$E71880    | F    | \$1C    | \$E70BD0    | \$ED8E7A     | \$05  |
| \$20 | Owzer's House            | \$E71860 | \$E71860 | \$E716DD | \$E71882    | F    | \$2B    | \$E71170    | \$ED8E7B     | \$03  |
| \$21 | Running on Train Tracks  | \$E7181E | \$E7181E | \$E7169B | \$E71884    | F    | \$1E    | \$E70C90    | \$ED8E7C     | \$01  |
| \$22 | Bridge near Sealed Gate  | \$E71869 | \$E71869 | \$E716EC | \$E7187C    | F    | \$1A    | \$E70B10    | \$ED8E7D     | \$06  |
| \$23 | Underwater               | \$E717F1 | \$E717F1 | \$E716E6 | \$E7188E    | T    | \$24    | \$E70ED0    | \$ED8E7E     | \$05  |
| \$24 | Zozo                     | \$E7186F | \$E7186F | \$E716F2 | \$E71892    | F    | \$25    | \$E70F30    | \$ED8E7F     | \$03  |
| \$25 | Airship, WoB, centered   | \$E716F5 | \$E716F8 | \$E716FB | \$E71894    | F    | \$26    | \$E70F90    | \$ED8E80     | \$00  |
| \$26 | Tomb                     | \$E716FE | \$E71728 | \$E71701 | \$E71896    | F    | \$27    | \$E70FF0    | \$ED8E81     | \$06  |
| \$27 | Doma                     | \$E7185A | \$E7185A | \$E716C2 | \$E71898    | F    | \$28    | \$E71050    | \$ED8E82     | \$06  |
| \$28 | Kefka's Domain(interior) | \$E7184E | \$E7184E | \$E716B0 | \$E7189A    | F    | \$29    | \$E710B0    | \$ED8E83     | \$06  |
| \$29 | Airship, WoR, right      | \$E716F5 | \$E716F8 | \$E716FB | \$E718A8    | F    | \$33    | \$E71470    | \$ED8E84     | \$00  |
| \$2A | Red Cave                 | \$E71803 | \$E71803 | \$E7166B | \$E7184E    | F    | \$21    | \$E70DB0    | \$ED8E85     | \$06  |
| \$2B | Light Building           | \$E71860 | \$E71860 | \$E716DD | \$E7188A    | F    | \$22    | \$E70E10    | \$ED8E86     | \$03  |
| \$2C | MagResFac Cart           | \$E71725 | \$E71722 | \$E71650 | \$E718A2    | F    | \$2F    | \$E712F0    | \$ED8E87     | \$06  |
| \$2D | Fanatics' Tower          | \$E7186F | \$E7186F | \$E7171F | \$E7185C    | F    | \$0A    | \$E70510    | \$ED8E88     | \$03  |
| \$2E | Cyan's Dream World       | \$E7172B | \$E7172E | \$E71650 | \$E718A6    | T    | \$32    | \$E71410    | \$ED8E89     | \$03  |
| \$2F | Desert, WoR              | \$E71698 | \$E716A7 | \$E71698 | \$E7185E    | T    | \$34    | \$E714D0    | \$ED8E8A     | \$02  |
| \$30 | Airship, WoB, right      | \$E716F5 | \$E716F8 | \$E716FB | \$E718A8    | F    | \$26    | \$E70F90    | \$ED8E8B     | \$00  |
| \$31 | -Unused                  | \$E71650 | \$E71653 | \$E71656 | \$E71848    | F    | \$00    | \$E70150    | \$ED8E8C     | \$00  |
| \$32 | -Unused                  | \$E717FD | \$E717FD | \$E716E3 | \$E7188C    | F    | \$00    | \$E70150    | \$ED8E8D     | \$06  |
| \$33 | Statue 1 (Doom)          | \$E71707 | \$E7170A | \$E71707 | \$E7189C    | F    | \$2C    | \$E711D0    | \$ED8E8E     | \$06  |
| \$34 | Statue 2 (Poltergeist)   | \$E7170D | \$E71710 | \$E7170D | \$E7189E    | F    | \$2D    | \$E71230    | \$ED8E8F     | \$06  |
| \$35 | Statue 3 (Goddess)       | \$E71713 | \$E71716 | \$E71713 | \$E718A0    | F    | \$2E    | \$E71290    | \$ED8E90     | \$06  |

| ID   | Description           | GFX<br>Ptr0 | GFX<br>Ptr1 | GFX<br>Ptr2 | Tileset<br>Ptr | Wavy | Palette | Palette<br>Ptr | Dance<br>Offset | Dance |
|------|-----------------------|-------------|-------------|-------------|----------------|------|---------|----------------|-----------------|-------|
| \$36 | Kefka's<br>Background | \$E71719    | \$E7171C    | \$E71719    | \$E718A4       | F    | \$30    | \$E71350       | \$ED8E91        | \$00  |
| \$37 | Tentacles             | \$E716D7    | \$E716BC    | \$E716D7    | \$E71888       | T    | \$20    | \$E70D50       | \$ED8E82        | \$03  |

## Graphic Offsets

| Start  | End    | Size | Description                                 |
|--------|--------|------|---------------------------------------------|
| E7ABE7 | E7B859 | 3186 | Graphics from Narshe/Figaro                 |
| E7B85A | E7BFE2 | 1929 | Graphics from Thamasa                       |
| E7BFE3 | E7C899 | 2231 | Graphics from Narshe Mines                  |
| E7C89A | E7CF04 | 1643 | Graphics from Desert                        |
| E7CF05 | E7D212 | 0782 | Battle Background                           |
| E7D213 | E7DB78 | 2406 | Battle Background                           |
| E7DB79 | E7E2B5 | 1853 | Graphics from Imperial Base                 |
| E7E2B6 | E7E77B | 1222 | Graphics from Phantom Train Roof            |
| E7E77C | E7EEC8 | 1869 | Graphics from Phantom Train Interior        |
| E7EEC9 | E7F77F | 2231 | Graphics from Cave                          |
| E7F780 | E802B3 | 2868 | Battle Background                           |
| E802B4 | E80E49 | 2966 | Battle Background                           |
| E80E4A | E81A41 | 3064 | Battle Background                           |
| E81A42 | E82149 | 1800 | Graphics from Colosseum                     |
| E8214A | E82E58 | 3343 | Battle Background                           |
| E82E59 | E835C1 | 1897 | Graphics from Desert                        |
| E835C2 | E83ECA | 2313 | Battle Background                           |
| E83ECB | E845AE | 1764 | Battle Background                           |
| E845AF | E84A76 | 1224 | Graphics from WoB Veldt                     |
| E84A77 | E8512D | 1719 | Graphics from Ruined Castle                 |
| E8512E | E858B6 | 1929 | Graphics from Vector Palace                 |
| E858B7 | E85CB5 | 1023 | Battle Background                           |
| E85CB6 | E86960 | 3243 | Battle Background                           |
| E86961 | E872BA | 2394 | Graphics from Opera Stage                   |
| E872BB | E875DE | 0804 | Graphics from Opera rafters                 |
| E875DF | E87C67 | 1673 | Battle Background                           |
| E87C68 | E88858 | 3057 | Battle Background                           |
| E88859 | E88F6E | 1814 | Graphics from Magitek Lab/Vector            |
| E88F6F | E89625 | 1719 | Graphics from Ruined Castle                 |
| E89626 | E8A617 | 4082 | Tentacles Battle Background                 |
| E8A618 | E8AC6A | 1619 | Graphics from Zozo Indoors/Jidoor Paintings |
| E8AC6B | E8B3F3 | 1929 | Battle Background                           |
| E8B3F4 | E8BAB5 | 1730 | Sealed Cave bridge                          |
| E8BAB6 | E8C1E7 | 1842 | Zozo outdoors                               |
| E8C1E8 | E8CC7F | 2712 | Battle Background                           |
| E8CC80 | E8D3CE | 1871 | Battle Background                           |
| E8D3CF | E8D566 | 0408 | Battle Background                           |
| E8D567 | E8E620 | 4282 | Final Kefka Espers part 1                   |

|        |        |      |                           |
|--------|--------|------|---------------------------|
| E8E621 | E8F74B | 4395 | Final Kefka Espers part 1 |
| E8F74C | E9074A | 4095 | Final Kefka Espers part 2 |
| E9074B | E9189D | 4435 | Final Kefka Espers part 2 |
| E9189E | E9E8D9 | 4156 | Final Kefka Espers part 3 |
| E9E8DA | E937D6 | 3837 | Final Kefka Espers part 3 |
| E937D7 | E9481E | 4168 | Final Kefka               |
| E9481F | E9582A | 4108 | Final Kefka               |
| E9582B | E95A63 | 0569 | Battle Background         |
| E95A64 | E9616D | 1802 | Burning House             |
| E9616E | E964C1 | 0852 | Cyan Dream                |

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