

SRAM

This is a map of the battery-backed save data. Each save slot has \$0A00 bytes of data that are copied to \$1600-\$1FFF when a game is loaded. See [Field RAM](#) for a map of \$1600-\$1FFF.

\$30/6000-\$30/7FFF SRAM

```
$6000-$69FF Saved Game Slot 0
$6A00-$73FF Saved Game Slot 1
$7400-$7DFF Saved Game Slot 2
$7E00-$7FEF -
    $7FF0 Most Recently Saved Slot
    $7FF1 Random Number Seed
+$7FF8 Fixed Value #E41B
+$7FFA Fixed Value #E41B
+$7FFC Fixed Value #E41B
+$7FFE Fixed Value #E41B
```

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