

## FF3us ROM Map

All offsets are HiROM. Subtract 0xC00000 for raw address. For headered ROM, add 0x200. All pointers are absolute unless relative address is specified. All pointers are 2 bytes each unless specified otherwise.

| Start  | End    | Description                                                                                                         |
|--------|--------|---------------------------------------------------------------------------------------------------------------------|
| C00000 | C0CD39 | Field Program                                                                                                       |
| C0177A | C0177E | Map BG Clip Data (5 bytes, 4 used)                                                                                  |
| C051DA | C051F2 | Character Portrait Tile Layout (25 bytes)                                                                           |
| C05EB6 | C05F35 | Magitek Armor Tile Formation (4 tiles, 4 directions per tile, 4 frames per direction)                               |
| C091D5 | C091FE | Pointers to <a href="#">Map Animation Data</a> (+\$C091FF)                                                          |
| C091FF | C0979E | <a href="#">Map Animation Data</a> (20 items, 16 or less tiles each, the last 8 aren't animated, 10 bytes per tile) |
| C0979F | C097AC | Pointers to <a href="#">BG3 Animation Data</a> (+\$C097AD)                                                          |
| C097AD | C09824 | <a href="#">BG3 Animation Data</a> (6 items, 20 bytes each)                                                         |
| C09825 | C0989C | <a href="#">Palette Animation Data</a> Data (10 items, 12 bytes each)                                               |
| C0CD3A | C0CE39 | Horizontal Flip Data for Field Sprites                                                                              |
| C0CE3A | C0D0F1 | Sprite Tile Formation (12 bytes per position)                                                                       |
| C0D0F2 | C0D23B | Pointers to Sprite Graphics (lower word)                                                                            |
| C0D23C | C0D385 | Pointers to Sprite Graphics (upper word)                                                                            |
| C0D386 | C0D612 | Unused Code (debug mode)                                                                                            |
| C0D613 | C0DF9F | Unused Space (2445 bytes)                                                                                           |
| C0DFA0 | C0E09F | DTE Table                                                                                                           |
| C0E0A0 | C0E11F | Initial NPC Event Bits (\$1EE0-\$1F5F)                                                                              |
| C0E120 | C0E29F | Fixed-Width Font Graphics (for debug mode)                                                                          |
| C0E2A0 | C0EE9F | Sprite Overlay Graphics                                                                                             |
| C0EEA0 | C0F49F | Sprite Overlay Tile Formation (192 items, 8 bytes each)                                                             |
| C0F4A0 | C0F4FF | Pointers to Sprite Overlay Data (+\$C0F500)                                                                         |
| C0F500 | C0FCFF | Sprite Overlay Data (45 items, compressed, 16 + 256 bytes each)                                                     |
| C0FD00 | C0FDFF | Random Number Table                                                                                                 |
| C0FE00 | C0FE3F | BG Addition/Subtraction Data (19 items, 3 bytes each)                                                               |
| C0FE40 | C0FEFF | BG2/BG3 Scrolling Data (21 items, 8 bytes each)                                                                     |
| C0FF00 | C0FF17 | Interrupt Code                                                                                                      |
| C0FF18 | C0FFAF | Unused Space (152 bytes)                                                                                            |
| C0FFB0 | C0FFFF | SNES Header                                                                                                         |
| C10000 | C1FFE4 | Battle Graphics Program                                                                                             |
| C1FFE5 | C1FFFF | Unused Space (27 bytes)                                                                                             |
| C20000 | C26468 | Battle Program                                                                                                      |
| C26469 | C267FF | Unused Space (919 bytes)                                                                                            |
| C26800 | C2686B | Cinematic Loader                                                                                                    |
| C2686C | C28A6F | Title, Intro, Floating Island, & World Cinematic Program (compressed)                                               |
| C28A70 | C2953B | Ending Cinematic Data                                                                                               |
| C2953C | C29853 | Ending Cinematic Color Palettes                                                                                     |
| C29854 | C2A659 | Ending Cinematic Sprite Data                                                                                        |
| C2A65A | C2A7FF | Unused Space (422 bytes)                                                                                            |

| Start  | End    | Description                                                       |
|--------|--------|-------------------------------------------------------------------|
| C2A800 | C2FAA3 | Battle Graphics Program (continued)                               |
| C2FAA4 | C2FC6C | Unused Space (457 bytes)                                          |
| C2FC6D | C2FE6C | Sine/Cosine Table (16-bit, signed)                                |
| C2FE6D | C2FF6C | Sine/Cosine Table (8-bit, signed)                                 |
| C30000 | C3C405 | Menu Program                                                      |
| C3C406 | C3F090 | Ending Cinematic Program                                          |
| C3F091 | C3FFFF | Unused Space (3951 bytes)                                         |
| C40000 | C40341 | Pointers to <a href="#">Event Triggers</a> (+\$C40000)            |
| C40342 | C41A0F | <a href="#">Event Triggers</a> (5 bytes each)                     |
| C41A10 | C41D51 | Pointers to <a href="#">NPC Data</a> (+\$C41A10)                  |
| C41D52 | C46ABF | <a href="#">NPC Data</a> (9 bytes each)                           |
| C46AC0 | C478BF | <a href="#">Spell Data</a> (256 items, 14 bytes each)             |
| C478C0 | C47A3F | Character Names (64 items, 6 bytes each)                          |
| C47A40 | C47A9F | Blitz Codes (8 items, 11+1 bytes each)                            |
| C47AA0 | C47ABF | Initial Rages (1 bit per rage)                                    |
| C47AC0 | C47F3F | <a href="#">Shop Data</a> (128 items, 9 bytes each)               |
| C47F40 | C47FA7 | Metamorphosis Data (26 items, 4 bytes each)                       |
| C47FA8 | C487BF | Unused Space (2072 bytes)                                         |
| C487C0 | C48FBF | Fixed-Width Font Graphics                                         |
| C48FC0 | C490BF | Variable-Width Font Character Widths                              |
| C490C0 | C4A4BF | Variable-Width Font Graphics (16×11 tiles, max width is 12)       |
| C4A4C0 | C4B9FF | Unused Space (5440 bytes)                                         |
| C4BA00 | C4C007 | Ending Font (compressed)                                          |
| C4C008 | C4F476 | Ending Cinematic Graphics and Tile Formation (compressed)         |
| C4F477 | C4F6FA | Ending Cinematic Graphics (compressed)                            |
| C4F6FB | C4FFFF | Ending Cinematic Graphics (compressed)                            |
| C50000 | C506B8 | Sound/Music Program                                               |
| C506B9 | C506F8 | Quick Play Interrupt Data (16 items, 4 bytes each, unused by FF3) |
| C506F9 | C506FD | Songs that Pause the Current Song (5 items, 1 byte each)          |
| C506FE | C5070D | Pointers to Interrupt Code (+\$C50000)                            |
| C5070E | C51EC6 | SPC Code                                                          |
| C51EC7 | C52015 | Sound Effect BRR Data                                             |
| C52016 | C52037 | Pointers to Sound Effect BRR Data (start, loop)                   |
| C52038 | C52049 | Sound Effect ADSR Data                                            |
| C5204A | C5205B | Sound Effect Pitch Multiplication Data                            |
| C5205C | C5245B | Pointers to Game Sound Effect Scripts                             |
| C5245C | C53C5D | Game Sound Effect Scripts                                         |
| C53C5E | C53C5E | Number of Songs (1 byte)                                          |
| C53C5F | C53D1B | Pointers to Instrument BRR Data (3 bytes each, absolute)          |
| C53D1C | C53D99 | Instrument Loop Start Positions (63 items, 2 bytes each)          |
| C53D9A | C53E17 | Instrument Pitch Multipliers (63 items, 2 bytes each)             |
| C53E18 | C53E95 | Instrument ADSR Data (63 items, 2 bytes each)                     |
| C53E96 | C53F94 | Pointers to Song Data (3 bytes each, absolute)                    |
| C53F95 | C54A34 | Instruments for Each Song (85 items, 32 bytes each)               |
| C54A35 | C85C79 | Instrument BRR Data (63 items, variable size)                     |

| Start  | End    | Description                                                                                    |
|--------|--------|------------------------------------------------------------------------------------------------|
| C85C7A | C9FDFE | Song Data (85 items, variable size)                                                            |
| C9FE00 | C9FEFF | Last \$100 bytes of "THE END" graphics                                                         |
| C9FF00 | C9FFFF | "THE END" color palettes                                                                       |
| CA0000 | CCE5FF | Event Script                                                                                   |
| CCE600 | CCE601 | Index of last dialog message in bank \$CD                                                      |
| CCE602 | CCFFFF | Pointers to Dialog (+\$CD0000)                                                                 |
| CD0000 | CEF0FF | Dialog (variable length)                                                                       |
| CEF100 | CEF5FF | Map Names (73 items, variable length)                                                          |
| CEF600 | CEF647 | World Map Modification Data (4 bytes each, event bit index, then pointer to chunk [+\$CEF600]) |
| CEF648 | CEFAFF | World Map Modification Chunks (variable size)                                                  |
| CEFB00 | CEFB5F | Unknown Data (30 items, 3 bytes each)                                                          |
| CEFB60 | CEFB9F | Pointers to Rare Item Descriptions (+\$CEFCB0)                                                 |
| CEFBA0 | CEFCAF | Rare Item Names (20 items, 13 bytes each)                                                      |
| CEFCB0 | CEFFFF | Rare Item Descriptions (20 items, variable length)                                             |
| CF0000 | CF2FFF | <a href="#">Monster Data</a> (384 items, 32 bytes each)                                        |
| CF3000 | CF35FF | Monster Items Stolen and Dropped (384 items, 4 bytes each)                                     |
| CF3600 | CF377F | Monster Y-Shift for Sprite Priority, see C1/0659 (384 items, 1 byte each)                      |
| CF3780 | CF37AF | Conditional Battle Indexes (12 items, 4 bytes each)                                            |
| CF37C0 | CF393F | Monster Special Attack Animation Index (384 items, 1 byte each)                                |
| CF3940 | CF3C3F | Esper Attack Descriptions (variable length)                                                    |
| CF3C40 | CF3CFF | SwdTech Names (8 items, 12 bytes each)                                                         |
| CF3D00 | CF42FF | Monster Control/Muddled Attacks (384 items, 4 bytes each)                                      |
| CF4300 | CF45FF | Monster Sketch Attacks (384 items, 2 bytes each)                                               |
| CF4600 | CF47FF | Monster Rage Attacks (256 items, 2 bytes each)                                                 |
| CF4800 | CF4FFF | Random Battle Groups (256 items, 8 bytes each)                                                 |
| CF5000 | CF53FF | Event Battle Groups (256 items, 4 bytes each)                                                  |
| CF5400 | CF54FF | World of Balance Battle Groups (64 map sectors, 4 bytes per sector)                            |
| CF5500 | CF55FF | World of Ruin Battle Groups (64 map sectors, 4 bytes per sector)                               |
| CF5600 | CF57FF | Map Battle Groups (512 items, 1 byte each)                                                     |
| CF5800 | CF587F | World Map Random Battle Probability Data (64 map sectors, 8 items per sector, 2 bits each)     |
| CF5880 | CF58FF | Map Random Battle Probability Data (512 items, 2 bits each)                                    |
| CF5900 | CF61FF | <a href="#">Auxiliary Battle Data</a> (576 items, 4 bytes each)                                |
| CF6200 | CF83FF | <a href="#">Battle Data</a> (576 items, 15 bytes each)                                         |
| CF8400 | CF86FF | Pointers to Monster Scripts (+\$CF8700)                                                        |
| CF8700 | CFC04F | Monster Scripts (384 items, variable size)                                                     |
| CFC050 | CFD0CF | Monster Names (384 items, 10 bytes each)                                                       |
| CFD0D0 | CFDFDF | Monster Special Attack Names (384 items, 10 bytes each)                                        |
| CFDFE0 | CFE1DF | Pointers to Short Battle Dialog (+\$CF0000)                                                    |
| CFE1E0 | CFF44F | Short Battle Dialog (256 items, variable length)                                               |
| CFF450 | CFF968 | Menu/Ending Cinematic Animation Thread Data                                                    |
| CFF969 | CFFAA8 | Unknown Ending Cinematic Data                                                                  |
| CFFAA9 | CFFB28 | Unknown Ending Cinematic Data (4 items, 32 bytes each)                                         |
| CFFB29 | CFFBFF | Unused Space (247 bytes)                                                                       |

| Start  | End    | Description                                                                                                                                                    |
|--------|--------|----------------------------------------------------------------------------------------------------------------------------------------------------------------|
| CFFC00 | CFFCFF | Blitz Descriptions (8 items, variable length)                                                                                                                  |
| CFFD00 | CFFDFF | SwdTech Descriptions (8 items, variable length)                                                                                                                |
| CFFE00 | CFFE3F | <a href="#">Battle Command Data</a> (32 items, 2 bytes each)                                                                                                   |
| CFFE40 | CFFE7F | Pointers to Esper Attack Descriptions (+\$CF3940)                                                                                                              |
| CFFE80 | CFFE9F | Dance Data (8 items, 4 bytes per dance)                                                                                                                        |
| CFFEA0 | CFFEAD | Desperation Attacks for each Character (14 items, 1 byte each, unused, see C2/15C8)                                                                            |
| CFFEAE | FFFF9D | Esper Bonus Names (17 items, 9 bytes each)                                                                                                                     |
| FFFF9E | FFFFAD | Pointers to Blitz Descriptions (+\$CFFC00)                                                                                                                     |
| FFFFAE | FFFFBD | Pointers to SwdTech Descriptions (+\$CFFD00)                                                                                                                   |
| FFFFBE | FFFFFF | Unused Space (66 bytes)                                                                                                                                        |
| D00000 | D07FB1 | Battle Animation Scripts                                                                                                                                       |
| D07FB2 | D097FF | <a href="#">Attack Animation Data</a> (406 items, 14 bytes each)                                                                                               |
| D09800 | D09841 | Pointers to Battle Event Scripts (+\$D00000)                                                                                                                   |
| D09842 | D0CF49 | Battle Event Scripts (33 items, variable length)                                                                                                               |
| D0CF4A | D0CFFF | Unused Space (182 bytes)                                                                                                                                       |
| D0D000 | D0D1FF | Pointers to Long Battle Dialog (+\$D00000)                                                                                                                     |
| D0D200 | D0FCFF | Long Battle Dialog (256 items, variable length)                                                                                                                |
| D0FD00 | D0FFFF | <a href="#">Character AI Data</a> (32 items, 24 bytes each)                                                                                                    |
| D10000 | D1003F | Pointers to Battle Animation Data for Items \$E0-\$FF (+\$D07FB2)                                                                                              |
| D10040 | D10140 | Item Jump and Throw Animation Data (257 items, 1 byte each, see C1/B9C5 and C1/B9F7)                                                                           |
| D10141 | D1EAD7 | Battle Animation Frame Data (variable size frames, 2 bytes per tile)                                                                                           |
| D1EAD8 | D1EFFF | Pointers to Battle Animation Scripts (+\$D00000)                                                                                                               |
| D1F000 | D1F79F | Battle Messages (256 items, variable length)                                                                                                                   |
| D1F7A0 | D1F99F | Pointers to Battle Messages (+\$D10000)                                                                                                                        |
| D1F9A0 | D1F9AA | Unused Space (11 bytes)                                                                                                                                        |
| D1F9AB | D1F9CF | Battle Background Index to change to for each Dance                                                                                                            |
| D1F9D0 | D1F9FF | Unused Space (48 bytes)                                                                                                                                        |
| D1FA00 | D1FFFF | Map Startup Event Pointers (3 bytes each, +\$CA0000)                                                                                                           |
| D20000 | D25FFF | 3bpp Battle Animation Tile Formation (64 bytes each, 2 bytes per 8×8 tile, 0x8000: vflip, 0x4000: hflip, [\$D30000 + 0x3FFF * \$18]: address of tile graphics) |
| D26000 | D26EFF | Battle Animation Palettes (8 colors each)                                                                                                                      |
| D26F00 | D26FFF | Item Symbol Names (16 items, 7 bytes each)                                                                                                                     |
| D27000 | D2777F | <a href="#">Monster Graphics Data</a> (384 items, 5 bytes each)                                                                                                |
| D27780 | D2781F | <a href="#">Esper Graphics Data</a> (32 items, 5 bytes each)                                                                                                   |
| D27820 | D2A81F | Monster Palettes (768 items, 16 bytes each)                                                                                                                    |
| D2A820 | D2A821 | Pointer to Small Monster Graphic Maps (+\$D20000)                                                                                                              |
| D2A822 | D2A823 | Pointer to Large Monster Graphic Maps (+\$D20000)                                                                                                              |
| D2A824 | D2AC23 | Small Monster Graphic Maps (128 items, 8 bytes each)                                                                                                           |
| D2AC24 | D2B223 | Large Monster Graphic Maps (48 items, 32 bytes each)                                                                                                           |
| D2B224 | D2B2FF | Unused Space (220 bytes)                                                                                                                                       |
| D2B300 | D2BFFF | Item Names (256 items, 1 byte symbol, 12 bytes name)                                                                                                           |
| D2C000 | D2DFFF | 2bpp Battle Animation Tile Formation (64 bytes each, 2 bytes per 8×8 tile, 0x8000: vflip, 0x4000: hflip, [\$D87000 + 0x3FFF * \$10]: address of tile graphics) |

| Start  | End    | Description                                                                         |
|--------|--------|-------------------------------------------------------------------------------------|
| D2E000 | D2EBFF | Battle Status Graphics, etc. (compressed)                                           |
| D2EC00 | D2ECFF | World of Balance Palettes (8 palettes, 16 colors each)                              |
| D2ED00 | D2EDFF | World of Ruin Palettes (8 palettes, 16 colors each)                                 |
| D2EE00 | D2EE1F | Setzer's Airship Palette (16 colors)                                                |
| D2EE20 | D2EE3F | Chocobo Palette (for world map, 16 colors)                                          |
| D2EE40 | D2EEFF | Other WoB Palettes (16 colors each)                                                 |
| D2EF00 | D2EF1F | Falcon Palette (16 colors)                                                          |
| D2EF20 | D2EFFF | Other WoR Palettes (16 colors each)                                                 |
| D2F000 | D2F7FF | Slot Window Graphics                                                                |
| D2F800 | D2FFFF | Unknown Graphics (probably unused)                                                  |
| D30000 | D4C997 | Battle Animation Graphics (3bpp)                                                    |
| D4C998 | D4C9FF | Unused Space (104 bytes)                                                            |
| D4CA00 | D4CFFF | Additional Menu Program Code                                                        |
| D4D000 | D4DF3B | <a href="#">Attack Graphics Data</a> (650 items, 6 bytes each)                      |
| D4DF3C | D4FFFF | Pointers to Battle Animation Frame data (+\$D10000)                                 |
| D50000 | D82FFF | Field Sprite Graphics                                                               |
| D83000 | D84FFF | Vehicle Graphics                                                                    |
| D85000 | D86DFF | <a href="#">Item Data</a> (256 items, 30 bytes each)                                |
| D86E00 | D86FFF | <a href="#">Esper Data</a> (27 items, 11 bytes each)                                |
| D87000 | D8C99F | Battle Animation Graphics (2bpp)                                                    |
| D8C9A0 | D8CE9F | Spell Descriptions (54 items, variable length)                                      |
| D8CEA0 | D8CF7F | Battle Command Names (32 items, 7 bytes each)                                       |
| D8CF80 | D8CFFF | Pointers to Spell Descriptions (+\$D8C9A0)                                          |
| D8D000 | D8DAF1 | Setzer's Airship on Fire Graphics (compressed)                                      |
| D8DAF2 | D8DCFF | Setzer's Airship on Fire Tile Formation (compressed)                                |
| D8DD00 | D8DFB7 | Pointers to Magitek Train Ride Tile Graphics (29 items, 12×2 bytes each, +\$7E0000) |
| D8DFB8 | D8E5BE | Vector Panorama Graphics (compressed)                                               |
| D8E5BF | D8E6B9 | Vector Panorama Tile Formation (compressed)                                         |
| D8E6BA | D8E7FF | Serpent Trench Palettes (compressed)                                                |
| D8E800 | D8E89F | Menu Text Palettes (40 palettes, 4 colors each)                                     |
| D8E8A0 | D8E8B7 | Grayscale Character Sprite Palette (12 colors)                                      |
| D8E8B8 | D8E8BF | Menu Cursor Palettes (4 colors)                                                     |
| D8E8C0 | D8E8C7 | Menu Icon Palettes (4 colors)                                                       |
| D8E8C8 | D8E90D | Letters for Name Change Menu (7 rows, 5+5 characters each)                          |
| D8E90E | D8E916 | Letters for Element Symbol Display (8+1 bytes, null-terminated)                     |
| D8E917 | D8EE46 | Menu Sprite Data                                                                    |
| D8EE47 | D8EFFF | Unused Space (441 bytes)                                                            |
| D8F000 | D94E95 | Title/Intro Graphics (compressed)                                                   |
| D94E96 | D9568E | Floating Island Cinematic Graphics (compressed)                                     |
| D9568F | D99D4A | Ending Cinematic Graphics (compressed)                                              |
| D99D4B | D9A4E4 | Ending Cinematic Graphics (compressed)                                              |
| D9A4E5 | D9A7FF | Ending Cinematic Graphics (compressed)                                              |
| D9A800 | D9CD0F | <a href="#">Map Tile Properties</a> (42 items, compressed)                          |
| D9CD10 | D9CD8F | Pointers to <a href="#">Map Tile Properties</a> (+\$D9A800)                         |
| D9CD90 | D9D1AF | Pointers to Map Formations (3 bytes each, +\$D9D1B0)                                |

| Start  | End    | Description                                                                       |
|--------|--------|-----------------------------------------------------------------------------------|
| D9D1B0 | DDFFFF | Map Formations (350 items, compressed)                                            |
| DE0000 | DFB3FF | Map Tile Formations (75 items, compressed)                                        |
| DFB400 | DFB5FF | Number of Magic Points For Each Battle (512 items, 1 byte each)                   |
| DFB600 | DFB9FF | Colosseum Data (256 items, 4 bytes each)                                          |
| DFBA00 | DFBAFF | Pointers to Map Tile Formations (3 bytes each, +\$DE0000)                         |
| DFBB00 | DFBF01 | Pointers to Short <a href="#">Entrance Triggers</a> (+\$DFBB00)                   |
| DFBF02 | DFD9FF | Short <a href="#">Entrance Triggers</a> (6 bytes each)                            |
| DFDA00 | DFDAFF | Pointers to Map Graphics (3 bytes each, +\$DFDB00)                                |
| DFDB00 | E5F3FF | Map Graphics (82 items, variable size)                                            |
| E5F400 | E5FEC5 | "THE END" Program                                                                 |
| E5FEC6 | E5FFFF | Unused Space (314 bytes)                                                          |
| E60000 | E67FFF | Map Animation Graphics                                                            |
| E68000 | E683FF | Character Color Palettes (32 items, 32 bytes each, first 8 are loaded by default) |
| E68400 | E6877F | Pointers to Map Names (+\$CEF100)                                                 |
| E68780 | E6CD5F | BG3 Graphics (19 items, compressed)                                               |
| E6CD60 | E6CD9F | Pointers to BG3 Graphics (3 bytes each, +\$E68780)                                |
| E6CDA0 | E6CDBF | Pointers to BG3 Animation Graphics (3 bytes each, +\$E6CDC0)                      |
| E6CDC0 | E6F1FF | BG3 Animation Graphics (6 items, compressed)                                      |
| E6F200 | E6F48F | Palette Animation Color Palettes (16 colors each)                                 |
| E6F490 | E6F497 | Levels when CYAN learns SwdTechs                                                  |
| E6F498 | E6F49F | Levels when SABIN learns Blitzes                                                  |
| E6F4A0 | E6F501 | Character HP Progression Data                                                     |
| E6F502 | E6F563 | Character MP Progression Data                                                     |
| E6F564 | E6F566 | Initial Lores (24 items, 1 bit per lore)                                          |
| E6F567 | E6F6E0 | Magic Spell Names (54 items, 7 bytes each)                                        |
| E6F6E1 | E6F7B8 | Esper Names (27 items, 8 bytes each)                                              |
| E6F7B9 | E6FE8E | Attack Names (175 items items, 10 bytes each)                                     |
| E6FE8F | E6FF9C | Esper Attack Names (27 items, 10 bytes each)                                      |
| E6FF9D | E6FFFF | Dance Names (8 items, 12 bytes each)                                              |
| E70000 | E7014F | Battle BG data (56 items, 6 bytes each)                                           |
| E70150 | E7164F | Battle BG Palettes (56 items, 48 colors each)                                     |
| E71650 | E71847 | Pointers to Battle BG Graphics (3 bytes each, absolute)                           |
| E71848 | E71927 | Pointers to Battle BG Tile Formations (+\$E70000)                                 |
| E71928 | E7A9E6 | Battle BG Tile Formations (50 items, 2048 bytes each, compressed)                 |
| E7A9E7 | E962FF | Battle BG Graphics (75 items, compressed)                                         |
| E96300 | E96FFF | "THE END" Graphics                                                                |
| E97000 | EC336F | Monster Graphics                                                                  |
| EC3370 | ECE3BF | Esper Graphics                                                                    |
| ECE3C0 | ECE3DF | TERRA natural magic data (16 items, 2 bytes each, spell index then level)         |
| ECE3E0 | ECE3FF | CELES natural magic data (16 items, 2 bytes each, spell index then level)         |
| ECE400 | ECE6E7 | Weapon Animation Data (93 items, 8 bytes each)                                    |
| ECE6E8 | ECE7FF | Monster Attack Animation Data (35 items, 8 bytes each)                            |
| ECE800 | ECE8FF | Monster Vertical Alignment Type (256 items, 1 byte each)                          |
| ECE900 | ECFFFF | World Getting Torn Apart Cinematic Graphics (compressed)                          |
| ED0000 | ED1BFF | Menu Window Graphics (8 items, 896 bytes each)                                    |

| Start  | End    | Description                                                                                     |
|--------|--------|-------------------------------------------------------------------------------------------------|
| ED1C00 | ED1CFF | Menu Window Palettes (8 items, 32 bytes each)                                                   |
| ED1D00 | ED585F | Character Portrait Graphics (18 items, 25 tiles each)                                           |
| ED5860 | ED5ABF | Character Portrait Color Palettes (18 items, 32 bytes each)                                     |
| ED5AC0 | ED62BF | Standard Menu Cursor/Icon Graphics                                                              |
| ED62C0 | ED62FF | Save Menu Palettes (8 items, 4 colors each)                                                     |
| ED6300 | ED63FF | Character Palettes for Battle/Menu (8 items, 16 colors each)                                    |
| ED6400 | ED779F | Item Descriptions (256 items, variable length)                                                  |
| ED77A0 | ED7A6F | Lore Descriptions (24 items, variable length)                                                   |
| ED7A70 | ED7A9F | Pointers to Lore Descriptions (+\$ED77A0)                                                       |
| ED7AA0 | ED7C9F | Pointers to Item Descriptions (+\$ED6400)                                                       |
| ED7CA0 | ED821F | <a href="#">Character Initial Properties</a> (64 items, 22 bytes each)                          |
| ED8220 | ED82E3 | Character Experience Progression Data (98 items, 2 bytes each)                                  |
| ED82E4 | ED82F3 | Imp Item Indexes (16 items, 1 byte each)                                                        |
| ED82F4 | ED8633 | Pointers to <a href="#">Treasure Data</a> (+\$ED8634)                                           |
| ED8634 | ED8E5A | <a href="#">Treasure Data</a> (5 bytes each)                                                    |
| ED8E5B | ED8E9A | Dance Index for each Battle Background                                                          |
| ED8F00 | EDC47F | <a href="#">Map Properties</a> (415 items, 33 bytes each)                                       |
| EDC480 | EDF47F | Map Palettes (48 items, 256 bytes each)                                                         |
| EDF480 | EDF881 | Pointers to <a href="#">Long Entrance Triggers</a> (+\$EDF480)                                  |
| EDF882 | EDFDFF | <a href="#">Long Entrance Triggers</a> Triggers (7 bytes each)                                  |
| EDFE00 | EDFFCF | Esper Bonus Descriptions (17 items, variable length)                                            |
| EDFFD0 | EDFFFF | Pointers to Esper Bonus Descriptions (+\$EDFE00)                                                |
| EE0000 | EEAF00 | World Map Program                                                                               |
| EE9B14 | EE9D13 | <a href="#">World of Balance Tile Properties</a>                                                |
| EE9D14 | EE9F13 | <a href="#">World of Ruin Tile Properties</a>                                                   |
| EEAF01 | EEB1FF | Unused Space (767 bytes)                                                                        |
| EEB200 | EEB25F | Pointers to Compressed World Data (3 bytes each, absolute, points to data at \$EEB290-\$EFFBC8) |
| EEB260 | EEB268 | Pointers to World Map Modification Data (3 bytes each, absolute)                                |
| EEB269 | EEB28F | Pointers to World Map Events (3 bytes each, +\$CA0000)                                          |
| EEB290 | EEC294 | World Map Clouds Graphics (compressed)                                                          |
| EEC295 | EEC701 | World Map Clouds Tile Formation (compressed)                                                    |
| EEC702 | EED433 | Setzer's Airship Graphics (compressed)                                                          |
| EED434 | EF114E | World of Balance Map Formation (compressed)                                                     |
| EF114F | EF324F | World of Balance Graphics (compressed)                                                          |
| EF3250 | EF4845 | Magitek Train Ride Graphics (variable size tiles, compressed)                                   |
| EF4846 | EF4A45 | Magitek Train Ride Palettes                                                                     |
| EF4A46 | EF6A55 | World of Ruin Graphics (compressed)                                                             |
| EF6A56 | EF9D16 | World of Ruin Map Formation (compressed)                                                        |
| EF9D17 | EFB630 | Serpent Trench Map Formation (compressed)                                                       |
| EFB631 | EFC623 | Serpent Trench Graphics (compressed)                                                            |
| EFC624 | EFCE76 | Some Chocobo Graphics (compressed)                                                              |
| EFCE77 | EFCE96 | Vector Approach Data                                                                            |
| EFCE97 | EFCEB6 | Data for Esper Terra                                                                            |
| EFCEB7 | EFCFB8 | Airship Shadow and Perspective Graphics (compressed)                                            |

| Start  | End    | Description                                                   |
|--------|--------|---------------------------------------------------------------|
| EFCFB9 | EFDC4B | Various Sprites (ship, esper terra, figaro, etc., compressed) |
| EFDC4C | EFE49A | More Chocobo Graphics (world map, compressed)                 |
| EFE49B | EFE8B2 | World of Balance Minimap Graphics (compressed)                |
| EFE8B3 | EFED25 | World of Ruin Minimap Graphics (compressed)                   |
| EFED26 | EFFAC7 | Daryl's Airship Graphics (compressed)                         |
| EFFAC8 | EFFBC7 | Palettes for Ending Airship Scene                             |
| EFFBC8 | EFFEEF | Unused Space (808 bytes)                                      |
| EFFEF0 | FFFFFF | Sine/Cosine Table (unsigned)                                  |

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