

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)
C01CF3	C01D23	Full Update Top-half DMA to VRAM Code for BG1 in Field
C01D24	C01D5E	Full Update Bottom-half DMA to VRAM Code for BG1 in Field
C01D5F	C01D8F	Full Update Top-half DMA Code to VRAM for BG2 in Field
C01D90	C01DCA	Full Update Bottom-half DMA to VRAM Code for BG2 in Field
C01DCB	C01DFB	Full Update Top-half DMA to VRAM Code for BG3 in Field
C01DFC	C91E36	Full Update Bottom-half DMA to VRAM Code for BG3 in Field
C01E37	C01EC3	Full Update DMA check Code for BG1, BG2, BG3 in the Field
C01EC4	C01F07	Full Update Map Data Code for BG1, BG2, BG3 in the Field
C01F08	C01F13	Full Update Check Code for BG1 in Field
C01F14	C01FC1	Full Update Buffering Code for BG1 in Field
C01FC2	C01FCD	Full Update Check Code for BG2 in Field
C01FCE	C02080	Full Update Buffering Code for BG2 in Field
C02081	C0208C	Full Update Check Code for BG3 in Field
C0208D	C02101	Full Update Buffering Code for BG3 in Field
C02102	C02153	Row/Column Update Check Code for BG1, BG2, BG3 in Field
C02154	C0220F	Row Update Buffering Code for BG1 in Field
C02210	C022CE	Column Update Buffering Code for BG1 in Field
C022CF	C0238A	Row Update Buffering Code for BG2 in Field
C0238B	C0244D	Column Update Buffering Code for BG2 in Field
C0244E	C02499	Row Update Pre-Buffering Code for BG3 in Field
C0249A	C02558	Row Update Buffering Code for BG3 in Field
C02559	C0265B	Column Update Buffering Code for BG3 in Field
C0265C	C0268C	Color Palette Load Code in Field
C0268D	C026D7	Tile Data DMA Check Code for BG1, BG2 in Field
C026D8	C0285E	Tile Data DMA to VRAM Code for BG1, BG2 in Field
C0275F	C027D9	Tile Data DMA to VRAM Code for BG3 in Field
C027DA	C02882	Tile Formation Code for BG1, BG2 in Field
C02883	C0296A	Map Load Code for BG1, BG2 in Field
C0296B	C0297F	Map Load Code for BG3 in Field
C02980	C02A46	Map Decompression Code in Field
C02A47	C02A77	Row Update DMA to VRAM Code for BG1 in Field
C02A78	C02AC9	Column Update DMA to VRAM Code for BG1 in Field
C02ACA	C02AFA	Row Update DMA to VRAM Code for BG2 in Field
C02AFB	C02B4C	Column Update DMA to VRAM Code for BG2 in Field
C02B4D	C02B7D	Row Update DMA to VRAM Code for BG3 in Field
C02B7E	C02BCF	Column Update DMA to VRAM Code for BG3 in Field
C051DA	C051F2	Character Portrait Tile Layout (25 bytes)

Start	End	Description
C05EB6	C05F35	Magitek Armor Tile Formation (4 tiles, 4 directions per tile, 4 frames per direction)
C091D5	C091FE	Pointers to Map Animation Data (+\$C091FF)
C091FF	C0979E	Map Animation Data (20 items, 16 or less tiles each, the last 8 aren't animated, 10 bytes per tile)
C0979F	C097AC	Pointers to BG3 Animation Data (+\$C097AD)
C097AD	C09824	BG3 Animation Data (6 items, 20 bytes each)
C09825	C0989C	Palette Animation Data 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)
C2A800	C2FAA3	Battle Graphics Program (continued)
C2ADE1	C2AF20	Battle Status Names (32 items, 10 bytes each)
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 Event Triggers (+\$C40000)

Start	End	Description
C40342	C41A0F	Event Triggers (5 bytes each)
C41A10	C41D51	Pointers to NPC Data (+\$C41A10)
C41D52	C46ABF	NPC Data (9 bytes each)
C46AC0	C478BF	Spell Data (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	Shop Data (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)
C85C7A	C9FDFF	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)

Start	End	Description
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	Monster Data (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	Auxiliary Battle Data (576 items, 4 bytes each)
CF6200	CF83FF	Battle Data (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)
CFFC00	CFFCFF	Blitz Descriptions (8 items, variable length)
CFFD00	CFDFFF	SwdTech Descriptions (8 items, variable length)
CFFE00	CFFE3F	Battle Command Data (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	CFFF9D	Esper Bonus Names (17 items, 9 bytes each)

Start	End	Description
CFFF9E	CFFFAD	Pointers to Blitz Descriptions (+\$CFFC00)
CFFFAE	CFFFBF	Pointers to SwdTech Descriptions (+\$CFFD00)
CFFFBE	CFFFFF	Unused Space (66 bytes)
D00000	D07FB1	Battle Animation Scripts
D07FB2	D097FF	Attack Animation Data (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	Character AI Data (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	Monster Graphics Data (384 items, 5 bytes each)
D27780	D2781F	Esper Graphics Data (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)
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 of balance map, 16 colors)
D2EE40	D2EEFF	Other WoB Palettes (16 colors each)
D2EF00	D2EF1F	Falcon Palette (16 colors)
D2EF20	D2EF3F	Chocobo Palette (for world of ruin map, 16 colors)
D2EF40	D2EFFF	Other WoR Palettes (16 colors each)

Start	End	Description
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	Attack Graphics Data (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	Item Data (256 items, 30 bytes each)
D86E00	D86FFF	Esper Data (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, 12x2 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	Map Tile Properties (42 items, compressed)
D9CD10	D9CD8F	Pointers to Map Tile Properties (+\$D9A800)
D9CD90	D9D1AF	Pointers to Map Formations (3 bytes each, +\$D9D1B0)
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 Entrance Triggers (+\$DFBB00)
DFBF02	DFD9FF	Short Entrance Triggers (6 bytes each)
DFDA00	DFDAFF	Pointers to Map Graphics (3 bytes each, +\$DFDB00)

Start	End	Description
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 (53 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 Formation (49 items, 1140 bytes each (max), 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	Colosseum 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)
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)

Start	End	Description
ED7A70	ED7A9F	Pointers to Lore Descriptions (+\$ED77A0)
ED7AA0	ED7C9F	Pointers to Item Descriptions (+\$ED6400)
ED7CA0	ED821F	Character Initial Properties (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 Treasure Data (+\$ED8634)
ED8634	ED8E5A	Treasure Data (5 bytes each)
ED8E5B	ED8E9A	Dance Index for each Battle Background
ED8F00	EDC47F	Map Properties (415 items, 33 bytes each)
EDC480	EDF47F	Map Palettes (48 items, 256 bytes each)
EDF480	EDF881	Pointers to Long Entrance Triggers (+\$EDF480)
EDF882	EDFDFF	Long Entrance Triggers 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	World of Balance Tile Properties
EE9D14	EE9F13	World of Ruin Tile Properties
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)
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	EFFFFF	Sine/Cosine Table (unsigned)

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Last update: **2022/05/09 06:44**

