

## GBA Event Bits

Event bits are similar to SNES version [Save RAM](#) \$1E80-\$1F5F. GBA added events have their own block of 16 bytes in the [Data extension](#) \$2250-\$225F. The following extended bits have been tested in-game.

Byte	Description
1	Idhawfei (Dragons' Den Seals)
	l: Seal of Lightning
	d: Seal of Darkness
	h: Seal of Heaven
	a: Seal of Water
	w: Seal of Wind
	f: Seal of Fire
	e: Seal of Earth
	i: Seal of Ice
2	abcdefgh
	a:
	b: Earth Labyrinth doorway opens near entrance 2.
	c: Earth Labyrinth entrance switch.
	d: Earth Labyrinth doorway opens near entrance 1.
	e:
	f:
	g:
	h: Defeated Kaiser Dragon/Soul Shrine map location is activated.
3	abcdefgh
	a: Burning Labyrinth, rock appears for left switch 2.
	b: Burning Labyrinth, left switch.
	c: Burning Labyrinth, rock appears for left switch 1.
	d: Earth Labyrinth, rock is replaced by a bridge 2.
	e: Earth Labyrinth, switch near save room.
	f: Earth Labyrinth, rock is replaced by a bridge 1.
	g:
	h:
4	abcdefgh
	a: Burning Labyrinth, Down-center switch.
	b: Burning Labyrinth, two rocks appear for down-center switch 1.
	c: Burning Labyrinth, rock appears for right switch 2.
	d: Burning Labyrinth, right switch.
	e: Burning Labyrinth, rock appears for right switch 1.
	f: Burning Labyrinth, two rocks appear left 2.
	g: Burning Labyrinth, island switch.
	h: Burning Labyrinth, two rocks appear left 1.
5	abcdefgh
	a: Dragon Temple skull switch. (Door opens to Red Dragon's chamber in the Flame Labyrinth.)
	b: Flame Labyrinth, right rock disappears 2.

Byte	Description
	c: Flame Labyrinth, second switch.
	d: Flame Labyrinth, right rock disappears 1.
	e: Flame Labyrinth, left rock disappears 2.
	f: Flame Labyrinth, first switch.
	g: Flame Labyrinth, left rock disappears 1.
	h: Burning Labyrinth, two rocks appear for down-center switch 2.
6	abcdefgh
	a: Inner Eye Labyrinth, usable rock appears for switch under 4t weight.
	b:
	c: Inner Eye Labyrinth, rock for central switch appears 2.
	d: Inner Eye Labyrinth, central switch.
	e: Inner Eye Labyrinth, rock for central switch appears 1.
	f: Inner Eye Labyrinth, rock appears for lower left switch 2.
	g: Inner Eye Labyrinth, lower left switch.
	h: Inner Eye Labyrinth, rock appears for lower left switch 1.
7	abcdefgh
	a: Turtle location right.
	b: Turtle location left.
	c: Turtle location down.
	d: Turtle location up.
	e: Inner Eye Labyrinth, Lava switch has been operated. (Opens a path in the Holy Palace.)
	f: Inner Eye Labyrinth, 4t weight dropped.
	g: Inner Eye Labyrinth, unusable rock appears for switch under 4t weight.
	h: Inner Eye Labyrinth, switch under 4t weight.
8	abcdefgh
	a: Dragon Temple floor switch.
	b: Dragon Temple central door opens 1.
	c: Read GONS.
	d: Read THEK.
	e: Read INGO.
	f: Read FDRA.
	g: Door opens to the Dragon Temple - Cloister.
	h: Inscription puzzle activated.
9	abcdefgh (Note! Cloister of Trial bosses will respawn when all three groups have exited Cloister of Trials.)
	a: Third group fell down to Cloister of Trials.
	b: Second group fell down to Cloister of Trials.
	c: One group fell down to Cloister of Trials.
	d: Party switch tutorial viewed.
	e: Dragon Temple - Cloister, door opens 2.
	f: Dragon Temple - Cloister, door switch.
	g: Dragon Temple - Cloister, door opens 1.
	h: Dragon Temple central door opens 2.
10	abcdefgh
	a: Defeated Gargantua.

Byte	Description
	b: Defeated Earth Eater.
	c:
	d:
	e:
	f:
	g:
	h:
11	abcdefgh
	a: Kaiser's Lair, right switch pressed by group 2.
	b: Kaiser's Lair, right switch pressed by group 1.
	c: Kaiser's Lair, center switch pressed by group 3.
	d: Kaiser's Lair, center switch pressed by group 2.
	e: Kaiser's Lair, center switch pressed by group 1.
	f: Kaiser's Lair, left switch pressed by group 3.
	g: Kaiser's Lair, left switch pressed by group 2.
	h: Kaiser's Lair, left switch pressed by group 1.
12	abcdefgh
	a: Set when entered Dragons' Den.
	b: Soul Shrine entrance opens (Set after watching the ending.)
	c: Obtained Diabolos magicite.
	d: Defeated Omega Weapon.
	e: Defeated Dark Behemoth.
	f: Defeated Abyss Worm.
	g: Defeated Malboro Menace.
	h: Kaiser's Lair, right switch pressed by group 3.
13	abcdefgh
	a:
	b:
	c: Sea monster scene played, but the bit is set only if sailing from Nikeah?
	d: Defeated Leviathan and obtained Leviathan magicite.
	e: Same as h, but before f is set.
	f: Defeated 10 Cactuars.
	g: Defeated Gigantuar and obtained Cactuar magicite.
	h: Talked to a man in Maranda about cactuars before g.
14	abcdefgh
	a: Shrine of Serenity, group 3 is inside.
	b: Shrine of Serenity, group 2 is inside.
	c: Shrine of Serenity, group 1 is inside.
	d:
	e: Dragon's Den completed/Disables Kappa congratulations message.
	f: Shrine of Repose, group 3 is inside.
	g: Shrine of Repose, group 2 is inside.
	h: Shrine of Repose, group 1 is inside.
15	abcdefgh
	a: Soul Shrine phase 3.

Byte	Description
	b: Soul Shrine phase 2.
	c: Nikeah returner approached and talked to the party.
	d: Obtained Gilgamesh magicite.
	e: Defeated Gilgamesh.
	f:
	g: Obtained Excalipoor from auction.
	h: Talked to a man next to the auction house about a rare sword auction.
16	abcdefgh Soul Shrine
	a: Soul Shrine complete phase, (obtain Master's Crown) and reset phase.
	b: Soul Shrine phase 10.
	c: Soul Shrine phase 9.
	d: Soul Shrine phase 8.
	e: Soul Shrine phase 7.
	f: Soul Shrine phase 6.
	g: Soul Shrine phase 5.
	h: Soul Shrine phase 4.

From:

<https://www.ff6hacking.com/wiki/> - **ff6hacking.com** wiki

Permanent link:

<https://www.ff6hacking.com/wiki/doku.php?id=ff6a:doc:eventbits>Last update: **2019/02/12 12:18**