

FF6 Advance (U) ROM map

Start	End	Type	Description
000158	000181	PTR	Pointers to Map Animation Properties (+\$000182)
000182	000721	DATA	Map Animation Properties (variable * 20 entries)
000722	00072F	PTR	Pointers to Map BG3 Animation Properties (+\$000730)
000730	0007A8	DATA	Map BG3 Animation Properties (variable * 6 entries)
01CE28	01CE62	DATA	Map Color Math Data (3 bytes * 19 entries)
0303AC	030DEB	DATA	New Event Triggers (8 bytes * 328 entries)
030DEC	031238	DATA	New NPC Properties (11 bytes * 100 entries)
03123A	0313F0	PTR	New Map Startup Event Pointers (6 bytes * 73 entries)
04750C	04770B	DATA	World of Balance Tile Properties (2 bytes * 256 entries)
04770C	04790B	DATA	World of Ruin Tile Properties (2 bytes * 256 entries)
098A20	09A3C5	DATA	Spell Animation Strings (15 bytes * 441 entries)
0BB8CC	0BB8EB	PAL	Battle Status Palettes
0BB8EC	0BBAEB	DATA	Battle Sprite Tile Formation (16 bytes * 32 entries)
0BBFD2	0BBFE9	PAL	Battle Sprite Palettes (1 byte * 24 entries)
0BBFEA	0BC031	PTR	Pointers to Battle Sprite Graphics
0BF7B8	0BFB17	DATA	Weapon Animation Strings (8 bytes * 108 entries)
0BFB18	0BFC2F	DATA	Monster Special Animation Strings (8 bytes * 35 entries)
161FF0	??????	FONT	Small Font (Variable * 156 entries)
162DD8	16320B	PTR	Pointers to Large Font Graphics (+\$162CCC)
16320C	1654F6	FONT	Large Font (Variable * 269 entries)
1654F8	167F1F	PTR	Pointers to TEXT-1 (4 byte * 2698 entries)
167F20	167F68	TEXT-1	Naming Screen Alphabet (1 byte * 56 entries)
167F69	1682F1	TEXT-1	Menu Text (Variable * ??? entries)
168FBF	16911B	TEXT-1	Actor Names (Variable * ??? entries)
16911C	1691DB	TEXT-1	Battle Commands Names (Variable * 30 entries)
1691DC	16A03A	TEXT-1	Item Names (Variable * 271 entries)
16A03B	16A0D7	TEXT-1	Character Class Names (Variable * 19 entries)
16A0D8	16A2B2	TEXT-1	Spell Names (Variable * 54 entries)
16A2B3	16A393	TEXT-1	Esper Names (Variable * 27 entries)
16A394	16AC09	TEXT-1	Various Move Names (Variable * 175 entries)
16AC0A	16AC7D	TEXT-1	Dance Names (Variable * 8 entries)
16AC7E	16ACD9	TEXT-1	New Esper Attack Names (Variable * 7 entries)
16ACDA	16B02A	TEXT-1	Map Location Names (Variable * 3 entries)
16B02B	16BFD5	TEXT-1	Monster Names (Variable * 423 entries)
16C881	16FFE0	TEXT-1	Item Descriptions (Variable * 271 entries)
16BFD5	174450	TEXT-1	Various Texts(Variable * ??? entries)
1743C1	1743F7	TEXT-1	SwdTech Names (Variable * 8 entries)
174451	17A3EB	PTR	Pointers to TEXT-2 (4 byte * 6118 entries)
17A435	1B8797	TEXT-2	Dialog (Variable * 3262 entries)
1B8797	1B9586	TEXT-2	Monster Special Attack Names (Variable * 423 entries)
1B9587	1BB3B2	TEXT-2	In-Battle Dialog 1 (Variable * ??? entries)
1BB52E	1BEDAE	TEXT-2	In-Battle Dialog 2 (Variable * ??? entries)
1BEDAF	1BF6E3	TEXT-2	In-Battle Messages (Variable * ??? entries)

Start	End	Type	Description
1BF7D9	1C0419	TEXT-2	Item Names (Variable * 271 entries)
1C0A49	1C0A7F	TEXT-2	Bushido Names (Variable * 7 entries)
1C0A80	1C0BFC	TEXT-2	Spell Names (Variable * 54 entries)
1C0BFD	1C0CD1	TEXT-2	Esper Names (Variable * 27 entries)
1C0CD2	1C13EF	TEXT-2	Various Move Names (Variable * 175 entries)
1C13F0	1C1547	TEXT-2	Esper Attack Names (Variable * 27 entries)
1C1548	1C15BB	TEXT-2	Dance Names (Variable * 8 entries)
1C15BC	1C15EC	TEXT-2	New Esper Attack Names (Variable * 4 entries)
1C15ED	1C1617	TEXT-2	New Esper Monster Attack Names (Variable * 4 entries)
4E68D6	4E6B69	DATA	Map Sprite Graphics Pointers (4 bytes * 165 entries)
4E6B6A	4E6E22	DATA	Map Sprite Tile Formation (12 bytes * 58 entries)
4F5B60	51FFFF	EMPTY	Blank Space (173,216 bytes)
520000	53B3E7	DATA	Location Tile Assembly (Variable * 75 entries)
53B3E8	53B4CB	PTR	Pointers to Location Tile Assembly (3 bytes * 75 entries)
53B6D0	53FFFF	EMPTY	Blank Space (18,736 bytes)
540000	547FFF	GFX	Animated Location graphics (0x800 bytes * 16 sets)
548446	58FF63	DATA	Location Map Data (Variable * 390 entries)
58FF64	5CF9A3	SPRITE	Monster/Esper Sprites (Variable * ??? entries)
5D0000	5D014F	DATA	Battle Background Properties (6 bytes * 56 entries)
5D0150	5D164F	PAL	Battle Background Palettes (96 bytes * 56 entries)
5D1650	5D1731	PTR	Pointers to Battle Background Graphics (+\$5D0000)
5D1848	5D18AA	PTR	Pointers to Battle Background Layouts (+\$5D0000)
5D1928	5DA9DE	DATA	Battle Background Layouts (variable * 49 entries)
5DA9DF	5F5013	GFX	Battle Background Graphics (variable * 75 entries)
5F589A	5F58EF	PTR	Pointers to Location Tile Properties (2 bytes * 43 entries)
5F58F0	5F5EEF	DATA	Map Overlay Layouts (8 bytes * 192 entries)
5F5EF0	5F6231	PTR	Pointers to Event Triggers (+\$5F5EF0)
5F6232	5F78ED	DATA	Event Triggers (variable * 416 items)
5F78EE	5F7C3B	DATA	Monster Sketch Commands (2 bytes * 423 entries)
5FC120	5FC2C7	DATA	Monster Vertical Offsets (1 byte * 423 entries)
5FCE18	5FD017	DATA	Monster Rage Commands (2 bytes * 384 entries)
5FDF6A	5FE069	DATA	Random Number Table (256 bytes)
5F5EF0	5F6231	PTR	Pointers to Event Triggers
5F6232	5F78ED	ETRG	Event Triggers (5 bytes each)
5F78EE	5F7C2C	DATA	Monster Sketch Attacks (2 bytes * 423 entries)
5FCE18	5FD018	DATA	Monster Rage Attacks (2 bytes* 256 entries)
5FD5D2	5FD9D3	PTR	Pointers to Long Entrance Triggers (+\$5FD5D2)
5FD9D4	5FDF68	DATA	Long Entrance Triggers (variable * 513 entries)
5FE06A	5FE165	PAL	Serpent Trench Palettes (compressed)
5FE55E	5FE83D	PAL	Character Portrait Palettes
5FE83E	60301E	GFX	Character Portrait Graphics
605014	608D2E	DATA	World of Balance Map Layout (compressed)
608D2F	60B539	GFX	World of Balance Map Graphics (compressed)
60D7CC	60FF43	GFX	World of Ruin Map Graphics (compressed)
60FF44	613204	DATA	World of Ruin Map Layout (compressed)

Start	End	Type	Description
613205	617204	DATA	Serpent Trench Map Layout (compressed, length is corrupted)
617205	6188F5	GFX	Serpent Trench Graphics (compressed)
61B928	61C33B	DATA	Auxiliary Battle Properties (4 bytes * 645 entries)
61C33C	61E906	FORM	Monster Formation Data (15 bytes * 645 entries)
61E907	61FFFF	EMPTY	Monster Formation Expansion? (15 bytes * 392 entries)
6201CE	620269	PTR	Pointers to Monster Formation Tile Templates
62026D	6203B3	FORM	Monster Formation Tile Template
6203B4	6203CD	PTR	Pointers to Monster Formation Size Templates
6203CE	62048D	FORM	Monster Formation Size Template
62A000	62A47F	SHOP	Shop Data (9 bytes * 128 entries)
62A480	62A5D4	ESPER	Esper Data (11 bytes * 31 entries)
62A618	62AA53	DATA	Colosseum Battle Data (4 bytes * 271 entries)
62AA54	62AAB5	DATA	MP modification constants by level (98 elements)
62AAF0	62AB1B	DATA	Terra Natural Magic List (32 byte, 16 * level-magic word)
62AB1C	62AB3B	DATA	Celes Natural Magic List (32 byte, 16 * level-magic word)
62ABB8	62ABC7	DATA	Blitz and SwdTech skills learned by level (1 byte)
62AC8C	62ACAB	DATA	Starting Rages (1 byte * 32 entries)
62ACAC	62B22A	DATA	Character Initial Statistics (22 bytes * 64 entries)
62B2BC	62B61B	PTR	Pointers to Chest Data (+\$62B61C)
62B61C	62BC33	CHEST	Chest Data (5 bytes * 312 entries)
62BC34	62CC1D	MAGIC	Magic Data (14 bytes * 291 entries)
62CC64	62D6EF	ITEM	Weapon Data (30 bytes * 90 entries)
62D6F0	62D8B1	ITEM	Shield Data (30 bytes * 15 entries)
62D8B2	62DBDB	ITEM	Helmet Data (30 bytes * 27 entries)
62DBDC	62DF7D	ITEM	Armor Data (30 bytes * 31 entries)
62DF7E	62E06D	ITEM	Tool Data (30 bytes * 8 entries)
62E06E	62E103	ITEM	Skean Data (30 bytes * 5 entries)
62E104	62E775	ITEM	Relic Data (30 bytes * 55 entries)
62E776	62EA45	ITEM	Item Data (30 bytes * 24 entries)
62EA46	62EA63	ITEM	"Empty" (30 bytes)
62EA64	62EC25	ITEM	New Equipment (30 bytes * 15 entries)
62EC28	62EC89	DATA	HP Modification Constants by Level (1 byte * 98 entries)
62ED9C	62FFFF	EMPTY	Blank Space (4707 bytes)
640F04	64C244	GFX	Battle Animation Graphics (2bpp)
650858	679800	GFX	Battle Animation Graphics (3bpp)
680000	6E18FF	GFX	Map Graphics (3122 Tiles)
6E1880	6E5FFF	DATA	Map Properties (33 bytes * 432 entries)
6E6000	6E6EFF	PAL	Attack Palettes (16 bytes * 240 entries)
6E7004	6E7ACF	DATA	Monster Graphics Properties (6 bytes * 459 entries)
6E7AD0	6EAA8F	PAL	Monster Palettes (16 bytes * 764 entries)
6EAA90	6EB5AF	DATA	Small Monster Graphic Maps (128 items, 8 bytes each)
6EB5B0	6ED1AF	GFX	Menu Window Graphics
6ED1B0	6ED2B0	PAL	Menu Window Palettes
6F0000	6F7FFF	GFX	Vehicle Graphics
6FD8E6	6FDCE6	PAL	Map Sprite Palettes

Start	End	Type	Description
710B90	71118F	PTR	Pointers to map startup events (3 bytes each)
711190	71198F	FORM	Monster Formation Packs (8 bytes * 256 entries)
712DD6	713756	GFX	Map Overlay Graphics
71BB9C	71C237	DATA	Monster Items stolen and dropped (4 bytes * 423 entries)
71C238	71C3B7	DATA	Appearance of main attack
71C3E0	71CF4B	GFX	Battle Status Graphics (compressed)
71CF4C	71D04B	PAL	World of Balance Palettes
71D04C	71D14B	PAL	World of Ruin Palettes
71D34C	71D68E	PTR	Pointers to NPC Properties (+\$71D34C)
71D68E	7223A7	DATA	NPC Properties (variable * 416 entries)
722B9E	722C93	PTR	Pointers to Location Tile Graphics (3 bytes * 82 entries)
726B86	727222	DATA	Monster Control Attacks (4 bytes * 423 entries)
727796	727F41	DATA	Map Overlay Properties (variable * 45 entries)
727FD8	728325	PTR	AI Script Pointers (2 bytes * 423 entries)
728326	72C9E7	MONST	Monster AI Scripts (Variable * 423 entries)
735A82	735E83	PTR	Pointers to Short Entrance Triggers (+\$735A82)
735E84	7378FA	DATA	Short Entrance Triggers (513 entries * variable)
73798A	73AE6A	MONST	Monster Stats (32 bytes * 423 entries)
73AEC2	73DEC2	PAL	Map Palettes (256 bytes * 48 entries)
759000	75B887	GFX	Map BG3 Animation Graphics (variable * 6 entries)
75B888	75B89D	PTR	Pointers to Map BG3 Animation Graphics (+\$759000)
75BDE6	75BDFA	PTR	Pointers to world map events (3 bytes each)
75BDFC	75E248	DATA	Map Tile Properties (variable * 42 entries)
760000	792FFF	SPRITE	Character/Various Sprites (Variable * ??? entries)
793000	7992FF	GFX	BG3 Graphics (2bpp SNES, compressed)
799300	79933A	PTR	Pointers to BG3 Graphics (3 bytes each, +\$793000)
79E034	79E08E	PTR	Pointers to Map Overlay Properties (+\$727796)
79F400	79F5FF	DATA	Magic Points Earned per Monster Formation (1 byte * 512 entries)
79F600	79F8FF	DATA	Character A.I. Properties (24 bytes * 32 entries)
7A0000	7E8B97	EVENT	Event Script
7FF3FC	7FF88D	PTR	Pointers to Location Map Data (3 bytes * 390 entries)
7FF88E	7FFBF1	FORM	Monster Event Formation Packs (4 bytes * 217 entries)
7FFBF2	7FFFFE	EMPTY	Blank Space (1036 bytes)
7FFFFFF	7FFFFFF	EMPTY	Last Byte

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