GBA Save File

Most of the test have been made on a (U) save file (.sav). The save file contains three save slots, a quicksave slot and some identifying save marks. A large portion of the file goes unused. The following table lists the data blocks of the save file including their hex offsets. Scroll down for the content of the blocks.

Offsets	Description
$0000-$09FF	Slot 1 data
$0A00-$13FF	Slot 2 data
$1400-$1DFF	Slot 3 data
$1E00-$1FFF	Save marks
$2000-$23FF	Data extension for slot 1
$2400-$27FF	Data extension for slot 2
$2800-$2BFF	Data extension for slot 3
$2C00-$2FFF	Bestiary for slot 1
$3000-$33FF	Bestiary for slot 2
$3400-$37FF	Bestiary for slot 3
$3800-$5BFF	Quicksave slot
$5C00-$FFFF	Unused space - Filled with 0xFF

Slot data

This block is the regular save data space and the first $1E00 bytes of the file are 3 blocks of $A00 bytes for the 3 save slots. They are mostly similar to SNES $1600-$1FFF: Save RAM.

Offsets	Description
Character block (repeat 16 times)	
$0000	Actor index
$0001	Graphic index
$0002-$0007	Name (A-Z $20-$39, a-z $3A-$53)
$0008	Level
$0009-$000A	Current HP
$000B-$000C	bbhhhhhh hhhhhhhh
	b: hp boost (none, 25%, 50% , 12.5%)
	h: max hp
$000D-$000E	Current MP
$000F-$0010	bbmmmmmm mmmmmmmm
	b: mp boost (none, 25%, 50% , 12.5%)
	h: max mp
$0011-$0013	Current EXP
$0014	weicmpzd Status 1
	w: wound
	e: petrify
	i: imp
	c: invisible

Offsets	Description
	m: magitek
	p: poison
	z: zombie
	d: blind
$0015	fihcmlzr Status 4
	f: float
	i: interceptor
	h: hide (?)
	c: control (?)
	m: trance (?)
	l: reraise (?)
	z: freeze (?)
	r: rage (?)
$0016-$0019	Battle Commands
$001A	Strength
$001B	Speed
$001C	Stamina
$001D	Magic
$001E	Esper
$001F	Right Hand
$0020	Left Hand
$0021	Head
$0022	Body
$0023	Relic 1
$0024	Relic 2
End of character block	
Roster (16 bytes. One byte per character.)	
$0250-$025F	verbbppp
	v: Character is visible
	e: Character is enabled
	r: Battle Row (back row if set)
	b: Battle Order (1-4)
	p: Party (0: unassigned, 1-3: groups)
Generic Data	
$0260-$0262	Gil
$0263	Hours
$0264	Minutes
$0265	Seconds
$0266-$0268	Steps
Ability Lists	
$0269-$02A8	Character 1 known spells (57 spells + 7 empty slots, 1 byte per spell slot)
$02A9-$0568	Spells for the other 11 characters
$0569-$06F4	Seems empty. Probably leftovers from moving the item data to another location.
$06F5	Active group number. (Note! Different location in SNES version.)
$06F6	Trance bar/counter.

Offsets	Description
$06F7	Learned Bushido
$06F8-$0727	Legacy Japanese Bushido names from SNES (Static marks)
$0728	Learned Blitzes
$0729-$072B	Learned Lores
$072C-$074B	Learned Rages
$074C	Learned Dances
Config Data	
$074D-$07C6	Config Data block
$074D	cmmmwbbb
	c: command set (window/short)
	m: message speed
	w: battle mode (active/wait)
	b: battle speed
$074E	gcsrwwww
	g: gauge
	c: cursor
	s: sound (removed)
	r: re-equip
	w: wallpaper (values 0-7 valid)
$074F	- - - -4321 (removed)
	4: player 2 control character 4
	3: player 2 control character 3
	2: player 2 control character 2
	1: player 2 control character 1
$0750	aaaabbbb (removed)
	a: A button mapping (0 = start, 1 = A, 2 = B, 3 = X, 4 = Y, 5 = top L, 6 = top R, 7 = select)
	b: B button mapping
$0751	xxxxyyyy (removed)
	x: X button mapping
	y: Y button mapping
$0752	llllrrrr (removed)
	l: top L button mapping
	r: top R button mapping
$0753	tttteeee (removed)
	t: Start button mapping
	e: Select button mapping
$0754	mbcccsss
	m: controller 2 enabled (unused)
	b: enable custom button config (unused)
	c: Font/Window palette color selection (unused)
	s: Magic order
$0755-$0756	Font color
$0757-$07C6	Window palettes/colors (8 palettes, 7 colors each)
$07C7-$07C8	Empty (SNES version had save counter here.)

Offsets	Description
Battle Events	
$07C9-$07CE	Seems empty
$07CF	abcdefgh
	a: if set, program compares current monster index with monster index at CF3780,X. if equal, monster index is changed to monster index at CF3782,X.
	b-h: same as a
$07D0	- - - - - mtf
	m: permanent trance (for Humbaba battle)
	t: trance lasts twice as long (set after Humbaba battle)
	f: magic only (Cultists' Tower)
$07D1	ztrbemsg
	z: zone eater engulfed the party
	t: timers are shown in menu and battle
	r: ran out of time (before emperor's banquet)
	b: ran away from previous battle
	e: gained AP is displayed (espers have been acquired)
	m: trance is available
	s: enables scene with LOCKE and EDGAR if TERRA uses magic.
	g: game over after battle ends
$07D2	- -ums-gd
	u: LOCKE is wearing soldier uniform
	m: LOCKE is wearing merchant clothes
	s: SHADOW won't leave after battle
	g: GAU has been obtained
	d: DeathGaze has been defeated
$07D3-$07D4	DeathGaze's HP
$07D5	Battles Fought with Cursed Shield
$07D6-$07DC	Seems empty
Field Data	
$07DD-$081C	Veldt Formations Available (64 bytes)
$081D-$083F	Seems empty
$0840-$0863	Treasure Bits (indicates if chests have been collected)
$0864-$086F	Empty treasure bits
$0870-$087F	Seems empty. Leftover bytes from treasure bits.
$0880-$08DB	Event bits
$08DC-$08DD	Active party members in shops/menu
$08DE-$08DF	Active party members in airship (last two bits are event bits.)
$08E0-$095F	NPC event bits
Position data	
$0960-$0961	Overworld XY Position
$0962-$0963	Airship XY Position
$0964-$0965	- -ddnzpm mmmmmmmm
	d: facing direction
	n: show map name
	z: z-level

Offsets	Description
	p: set destination as parent map
	m: Current Map Index
$0966-$0967	Field XY Scroll Position (BG1)
$0968	Facing Direction (00:Up, 01:Right, 02:Down, 03:Left, parent facing direction if bit 7 set)
$0969-$096A	Parent Map Index
$096B-$096C	Parent XY Position
Other Data	
$096D	Random Number (RNG Seed for NPC walking direction.)
$096E-$096F	Danger counter for random battles
$0970-$097F	Saved Character Palette Indexes (for world map)
$0980	Current Song index
$0981-$09A0	Saved Object Map Indexes
$09A1	Step counter used as an RNG Seed in determining the next random encounter.
$09A2	Battle counter used as an RNG Seed in determining the monster formation.
$09A3	RNG salt for use with $09A2 (increments +23 when $09A2 goes over 255.)
$09A4	RNG salt for use with $09A1 (increments +17 when $09A1 goes over 255.)
$09A5	Veldt battle group number.
$09A6-$09A7	Pointer to Current Showing Character's Object Data
$09A8-$09BF	Saved timer data (for 4 timers.)
$09A8	pfrm - - - -
	p: Pause timer in menu and battle.
	f: Timer is visible on field (timer 0 only).
	r: End battle or exit menu if timer runs out.
	m: Timer is visible in menu and battle (timer 0 only).
$09A9-$09AA	Frame counter
$09AB-$09AD	pointer to event code (+CA0000)
End of timer block	
$09C0-$09C1	Party XY Map Position
Event Variables	
$09C2-$09C3	Points from Narshe security checkpoint/Emperor's banquet
$09C4-$09C5	Narshe security checkpoint variable
$09C6-$09CD	Empty
$09CE-$09CF	Number of Dragons Left
$09D0-$09D1	Cid's Health/Pieces of Coral
More position data	
$09D2	Parent facing direction (00:Up, 01:Right, 02:Down, 03:Left)
$09D3-$09F2	Character Saved XY Positions (2 bytes each)
$09F3-$09F6	Party Z Levels
$09F7-$09FD	Empty
Checkum	
$09FE-09FF	Slot data checksum (Sum 16 from $0000-$09FD)

Save marks

This block contains various identifying save marks.

Offsets	Description
$1E00-$1EFF	Seems empty
$1F00-$1F1F	Ascii mark: FINAL FANTASY VI ADVANCE
$1F20	0x01: Game has been saved at least once.
$1F21-$1FEF	Seems empty
$1FF0	Most Recently Saved Slot.
$1FF1-$1FF7	Seems empty
$1FF8-$1FFF	FF6 static save mark: 0x1B, 0xE4, 0x1B, 0xE4, 0x1B, 0xE4, 0x1B, 0xE4

Data extension

A block of data was added to the GBA port. Item inventory and Esper data were moved here when compared to the SNES version. The size of the block is 1024 bytes including a two byte checksum and it repeats three times for the three save slots.

Offsets	Description
$2000-$2003	Current Espers
$2004-$2007	
$2008	Autodash config setting 01:On 00:Off
$2009	Japanese version script selection 00: Hiragana 01: Kanji
$200A	01: Game has been marked as completed (a star appears next to the save slot when viewed from the loading screen).
$200B-$200F	
$2010-$212F	Current Items (288 slots; to get GBA specific items, 0x80 is added to the quantity.)
$2130-$224F	Item Quantities
$2250-$225F	GBA added event bits
2260-$23FB	Seems Empty
$23FC-$23FD	Static mark 0x47, 0x4D (Slot will appear as empty if not present.)
$23FE-$23FF	Data extension checksum (Sum 16 + 1 from $2000-$23FD)

Bestiary

A bestiary was included in the GBA version and this block has its data. The size of the block is 1024 bytes including a two byte checksum and it repeats three times for the three save slots. For a monster to appear in the bestiary, it needs to be slain at least once in a victorious battle. Two bytes are used per monster: The lower 15-bits (0x7FFF) are the number of times the monster has been slain with valid values from 0 to 999 (inclusive); setting the upper bit (0x8000) clears the new entry flag. Total space is 1022/2 = 511 slots of which 384 are for pages visible in the game browser. The last two bytes hold the bestiary checksum.

Offsets	Name	Number
Bestiary		
$2C00-$2C01	Guard	1
$2C02-$2C03	Imperial Soldier	37
$2C04-$2C05	Templar	38
$2C06-$2C07	Ninja	112

Offsets	Name	Number
$2C08 - $2C09	Samurai	205
$2C0A - $2C0B	Borghese	143
$2C0C - $2C0D	Magna Roader	84
$2C0E - $2C0F	Yojimbo	239
$2C10 - $2C11	Cloud	42
$2C12 - $2C13	Misty	156
$2C14 - $2C15	Al Jabr	206
$2C16 - $2C17	Zaghrem	17
$2C18 - $2C19	Apocrypha	108
$2C1A - $2C1B	Dark Force	240
$2C1C - $2C1D	Angel Whisper	43
$2C1E - $2C1F	Oversoul	44
$2C20 - $2C21	Skeletal Horror	147
$2C22 - $2C23	Commander	25
$2C24 - $2C25	Mu	16
$2C26 - $2C27	Wererat	4
$2C28 - $2C29	Mugbear	148
$2C2A - $2C2B	Belmodar	14
$2C2C - $2C2D	Muud Suud	241
$2C2E - $2C2F	Leaf Bunny	7
$2C30 - $2C31	Stray Cat	32
$2C32 - $2C33	Silver Lobo	2
$2C34 - $2C35	*Unused*	
$2C36 - $2C37	Megalodoth	3
$2C38 - $2C39	Fidor	53
$2C3A - $2C3B	Briareus	94
$2C3C - $2C3D	Suriander	207
$2C3E - $2C3F	Chimera	96
$2C40 - $2C41	Behemoth	111
$2C42 - $2C43	Fafnir	114
$2C44 - $2C45	Lesser Lopros	21
$2C46 - $2C47	Fossil Dragon	56
$2C48 - $2C49	Holy Dragon	344
$2C4A - $2C4B	Fiend Dragon	242
$2C4C - $2C4D	Brachiosaur	171
$2C4E - $2C4F	Tyrannosaur	172
$2C50 - $2C51	Dark wind	8
$2C52 - $2C53	Aepyornis	33
$2C54 - $2C55	Vulture	57
$2C56 - $2C57	Vasegiatta	196
$2C58 - $2C59	Zokka	123
$2C5A - $2C5B	Trapper	79
$2C5C - $2C5D	Hornet	12
$2C5E - $2C5F	Nettlehopper	34
$2C60 - $2C61	Delta Beetle	126

Offsets	Name	Number
$2C62 - $2C63	Killer Mantis	115
$2C64 - $2C65	Trillium	18
$2C66 - $2C67	Rafflesia	157
$2C68 - $2C69	Tumbleweed	173
$2C6A - $2C6B	Vampire Thorn	127
$2C6C - $2C6D	Cartagra	27
$2C6E - $2C6F	Siegfried	238
$2C70 - $2C71	Nautiloid	22
$2C72 - $2C73	Exocite	23
$2C74 - $2C75	Anguiform	50
$2C76 - $2C77	Leap Frog	174
$2C78 - $2C79	Lizard	128
$2C7A - $2C7B	Litwor Chicken	68
$2C7C - $2C7D	Slagworm	175
$2C7E - $2C7F	Hell's Rider	286
$2C80 - $2C81	*Unused*	
$2C82 - $2C83	Onion Knight	75
$2C84 - $2C85	Magitek Armor	279
$2C86 - $2C87	Sky Armor	104
$2C88 - $2C89	Satellite	39
$2C8A - $2C8B	Armored Weapon	216
$2C8C - $2C8D	Spritzer	5
$2C8E - $2C8F	Flan	80
$2C90 - $2C91	Outcast	87
$2C92 - $2C93	Humpty	134
$2C94 - $2C95	Brianpan	106
$2C96 - $2C97	Cruller	135
$2C98 - $2C99	Cactuar	176
$2C9A - $2C9B	Bandit	6
$2C9C - $2C9D	Harvester	62
$2C9E - $2C9F	Bomb	45
$2CA0 - $2CA1	Still Life	158
$2CA2 - $2CA3	Lunatys	217
$2CA4 - $2CA5	Veil Dancer	65
$2CA6 - $2CA7	Hill Gigas	63
$2CA8 - $2CA9	Tonberry	189
$2CAA - $2CAB	Magic Urn	221
$2CAC - $2CAD	Mover	243
$2CAE - $2CAF	Figaro Lizard	218
$2CB0 - $2CB1	Devoahan	129
$2CB2 - $2CB3	Aspiran	51
$2CB4 - $2CB5	Ghost	40
$2CB6 - $2CB7	Crawler	177
$2CB8 - $2CB9	Sand Ray	9
$2CBA - $2CBB	Alacran	10

Offsets	Name	Number
$2CBC - $2CBD	Actinian	52
$2CBE - $2CBF	Sandhorse	130
$2CC0 - $2CC1	*Unused*	
$2CC2 - $2CC3	Malboro	144
$2CC4 - $2CC5	Urok	13
$2CC6 - $2CC7	Foper	11
$2CC8 - $2CC9	Guard Leader	278
$2CCA - $2CCB	Corporal	54
$2CCC - $2CCD	General	81
$2CCE - $2CCF	Covert	199
$2CD0 - $2CD1	Kamui	200
$2CD2 - $2CD3	Warlock	231
$2CD4 - $2CD5	Cherry	244
$2CD6 - $2CD7	Joker	69
$2CD8 - $2CD9	Iron Fist	58
$2CDA - $2CDB	Devil	219
$2CDC - $2CDD	Provoker	88
$2CDE - $2CDF	Cloudwraith	145
$2CE0 - $2CE1	Mahadeva	232
$2CE2 - $2CE3	Vector Hound	26
$2CE4 - $2CE5	Peeper	116
$2CE6 - $2CE7	Stunner	66
$2CE8 - $2CE9	Sorath	233
$2CEA - $2CEB	Destroyer	82
$2CEC - $2CED	Chippirabbit	35
$2CEE - $2CEF	Coeurl Cat	159
$2CF0 - $2CF1	Bloodfang	59
$2CF2 - $2CF3	Hunting Hound	55
$2CF4 - $2CF5	Gorgias	19
$2CF6 - $2CF7	Don	70
$2CF8 - $2CF9	Murussu	117
$2CFA - $2CFB	Wartpuck	201
$2CFC - $2CFD	Gorgimera	153
$2CFE - $2CFF	Behemoth King	318
$2D00 - $2D01	Vector Lythos	245
$2D02 - $2D03	Wyvern	71
$2D04 - $2D05	Zombie Dragon	89
$2D06 - $2D07	Dragon	109
$2D08 - $2D09	Primeval Dragon	246
$2D0A - $2D0B	Weredragon	208
$2D0C - $2D0D	Cirpius	20
$2D0E - $2D0F	Sprinter	178
$2D10 - $2D11	Lenergia	83
$2D12 - $2D13	Marchosias	140
$2D14 - $2D15	Gloomwind	197

Offsets	Name	Number
$2D16 - $2D17	Dropper	136
$2D18 - $2D19	Rock Wasp	60
$2D1A - $2D1B	Grasswyrm	72
$2D1C - $2D1D	Luridan	150
$2D1E - $2D1F	Twinscythe	154
$2D20 - $2D21	Paraladia	61
$2D22 - $2D23	Exoray	146
$2D24 - $2D25	Crusher	160
$2D26 - $2D27	Ouroboros	163
$2D28 - $2D29	Acrophies	28
$2D2A - $2D2B	Schmidt	209
$2D2C - $2D2D	Devourer	95
$2D2E - $2D2F	Cancer	131
$2D30 - $2D31	Gigantoad	118
$2D32 - $2D33	Basilisk	179
$2D34 - $2D35	Medusa Chicken	234
$2D36 - $2D37	Landworm	247
$2D38 - $2D39	Test Rider	182
$2D3A - $2D3B	Pluto Armor	210
$2D3C - $2D3D	Onion Dasher	190
$2D3E - $2D3F	Heavy Armor	24
$2D40 - $2D41	Chaser	86
$2D42 - $2D43	Gamma	248
$2D44 - $2D45	Poplium	41
$2D46 - $2D47	Intangir	97
$2D48 - $2D49	Misfit	107
$2D4A - $2D4B	Creature	235
$2D4C - $2D4D	Envo	220
$2D4E - $2D4F	Deepeye	141
$2D50 - $2D51	Unseelie	15
$2D52 - $2D53	Neck Hunter	137
$2D54 - $2D55	Grenade	73
$2D56 - $2D57	Alluring Rider	211
$2D58 - $2D59	Pandora	212
$2D5A - $2D5B	Blade Dancer	161
$2D5C - $2D5D	Gigantos	306
$2D5E - $2D5F	Magna Roader	85
$2D60 - $2D61	Lycaon	180
$2D62 - $2D63	Parasite	213
$2D64 - $2D65	Land Ray	119
$2D66 - $2D67	Antares	90
$2D68 - $2D69	Anemone	191
$2D6A - $2D6B	Moonform	236
$2D6C - $2D6D	*Unused*	
$2D6E - $2D6F	Great Malboro	249

Offsets	Name	Number
$2D70 - $2D71	Bonnacon	99
$2D72 - $2D73	Oceanus	132
$2D74 - $2D75	Living Dead	46
$2D76 - $2D77	Death Warden	155
$2D78 - $2D79	Face	164
$2D7A - $2D7B	Outsider	250
$2D7C - $2D7D	Coco	214
$2D7E - $2D7F	Zeveak	165
$2D80 - $2D81	Nightwalker	124
$2D82 - $2D83	Demon Knight	251
$2D84 - $2D85	Imperial Elite	92
$2D86 - $2D87	Desert Hare	133
$2D88 - $2D89	Wizard	183
$2D8A - $2D8B	Devil Fist	149
$2D8C - $2D8D	Illuyankas	192
$2D8E - $2D8F	Sergeant	76
$2D90 - $2D91	Aspidochelon	237
$2D92 - $2D93	Knotty	193
$2D94 - $2D95	Luna Wolf	120
$2D96 - $2D97	Belzecue	77
$2D98 - $2D99	Caladrius	162
$2D9A - $2D9B	Tzakmaqiel	194
$2D9C - $2D9D	Lukhaui	184
$2D9E - $2D9F	*Unused*	
$2DA0 - $2DA1	Land Grillon	100
$2DA2 - $2DA3	Goetia	67
$2DA4 - $2DA5	Greater Mantis	181
$2DA6 - $2DA7	Bogy	139
$2DA8 - $2DA9	Purusa	198
$2DAA - $2DAB	Black Dragon	121
$2DAC - $2DAD	Adamankary	101
$2DAE - $2DAF	Dante	138
$2DB0 - $2DB1	Platinum Dragon	110
$2DB2 - $2DB3	Duel Armor	252
$2DB4 - $2DB5	Psychos	187
$2DB6 - $2DB7	Mousse	142
$2DB8 - $2DB9	Shambling Corpse	202
$2DBA - $2DBB	Punisher	151
$2DBC - $2DBD	Balloon	98
$2DBE - $2DBF	Gobbledygook	64
$2DC0 - $2DC1	Great Behemoth	253
$2DC2 - $2DC3	Scorpion	125
$2DC4 - $2DC5	Chaos Dragon	170
$2DC6 - $2DC7	Spitfire	105
$2DC8 - $2DC9	Vector Chimera	254

Offsets	Name	Number
$2DCA - $2DCB	Lich	91
$2DCC - $2DCD	Rukh	122
$2DCE - $2DCF	Magna Roader	185
$2DD0 - $2DD1	Bug	74
$2DD2 - $2DD3	Seaflower	166
$2DD4 - $2DD5	Fortis	255
$2DD6 - $2DD7	Venobennu	103
$2DD8 - $2DD9	Galypdes	167
$2DDA - $2DDB	Junk	256
$2DDC - $2DDD	Mandrake	102
$2DDE - $2DDF	Valeor	30
$2DE0 - $2DE1	Amduscias	203
$2DE2 - $2DE3	Necromancer	168
$2DE4 - $2DE5	Glasya Labolas	152
$2DE6 - $2DE7	Magna Roader	186
$2DE8 - $2DE9	Wild Rat	31
$2DEA - $2DEB	Gold Bear	29
$2DEC - $2DED	InnoSent	257
$2DEE - $2DEF	Clymenus	169
$2DF0 - $2DF1	Garm	188
$2DF2 - $2DF3	Daedalus	258
$2DF4 - $2DF5	Baalzephon	204
$2DF6 - $2DF7	Ahriman	259
$2DF8 - $2DF9	Death Machine	260
$2DFA - $2DFB	Metal Hitman	261
$2DFC - $2DFD	Io	215
$2DFE - $2DFF	Tonberries	321
$2E00 - $2E01	Ymir	276
$2E02 - $2E03	Angler Whelk	314
$2E04 - $2E05	Mega Armor	93
$2E06 - $2E07	Vargas	280
$2E08 - $2E09	Tunnel Armor	283
$2E0A - $2E0B	Prometheus	262
$2E0C - $2E0D	Phantom Train	284
$2E0E - $2E0F	Dadaluma	288
$2E10 - $2E11	Shiva	291
$2E12 - $2E13	Ifrit	290
$2E14 - $2E15	Number 024	292
$2E16 - $2E17	Number 128	293
$2E18 - $2E19	Inferno	348
$2E1A - $2E1B	Crane	296
$2E1C - $2E1D	Crane	297
$2E1E - $2E1F	*Unused*	
$2E20 - $2E21	Yeti	322
$2E22 - $2E23	*Unused*	

Offsets	Name	Number
$2E24 - $2E25	Guardian	352
$2E26 - $2E27	Air Force	302
$2E28 - $2E29	*Unused*	
$2E2A - $2E2B	*Unused*	
$2E2C - $2E2D	Flame Eater	298
$2E2E - $2E2F	Ultima Weapon	307
$2E30 - $2E31	Nelpa	308
$2E32 - $2E33	Behemoth King	317
$2E34 - $2E35	*Unused*	
$2E36 - $2E37	Tentacle	310
$2E38 - $2E39	Dullahan	316
$2E3A - $2E3B	Deathgaze	331
$2E3C - $2E3D	*Unused*	
$2E3E - $2E3F	Curlax	323
$2E40 - $2E41	Laragorn	324
$2E42 - $2E43	Moebius	325
$2E44 - $2E45	Wrexsoul	326
$2E46 - $2E47	Hidon	332
$2E48 - $2E49	Samurai Soul	329
$2E4A - $2E4B	Level 30 Magic	224
$2E4C - $2E4D	Erebus	333
$2E4E - $2E4F	Fiend	353
$2E50 - $2E51	Goddess	354
$2E52 - $2E53	Demon	355
$2E54 - $2E55	Kefka	365
$2E56 - $2E57	Level 40 Magic	225
$2E58 - $2E59	Ultros	282
$2E5A - $2E5B	Ultros	289
$2E5C - $2E5D	Ultros	299
$2E5E - $2E5F	Typhon	300
$2E60 - $2E61	Level 20 Magic	223
$2E62 - $2E63	Siegfried	48
$2E64 - $2E65	Level 10 Magic	222
$2E66 - $2E67	Level 50 Magic	226
$2E68 - $2E69	Ymir	277
$2E6A - $2E6B	Angler Whelk	315
$2E6C - $2E6D	*Unused*	
$2E6E - $2E6F	*Unused*	
$2E70 - $2E71	Master Tonberry	328
$2E72 - $2E73	Level 60 Magic	227
$2E74 - $2E75	*Unused*	
$2E76 - $2E77	*Unused*	
$2E78 - $2E79	Tentacle	312
$2E7A - $2E7B	Tentacle	311
$2E7C - $2E7D	Tentacle	313

Offsets	Name	Number
$2E7E - $2E7F	Right Blade	294
$2E80 - $2E81	Left Blade	295
$2E82 - $2E83	Rahu	349
$2E84 - $2E85	Ketu	350
$2E86 - $2E87	Level 70 Magic	228
$2E88 - $2E89	Valigarmanda	320
$2E8A - $2E8B	Laser Gun	303
$2E8C - $2E8D	Bit	305
$2E8E - $2E8F	Missile Bay	304
$2E90 - $2E91	Chadarnook	319
$2E92 - $2E93	Ice Dragon	340
$2E94 - $2E95	Kefka	287
$2E96 - $2E97	Storm Dragon	341
$2E98 - $2E99	Earth Dragon	342
$2E9A - $2E9B	Ipooh	281
$2E9C - $2E9D	Captain	36
$2E9E - $2E9F	*Unused*	
$2EA0 - $2EA1	Gold Dragon	339
$2EA2 - $2EA3	Skull Dragon	343
$2EA4 - $2EA5	Blue Dragon	338
$2EA6 - $2EA7	Red Dragon	337
$2EA8 - $2EA9	Opinicus Fish	49
$2EAA - $2EAB	Rhizopas	285
$2EAC - $2EAD	Apparition	47
$2EAE - $2EAF	Short Arm	356
$2EB0 - $2EB1	Long Arm	357
$2EB2 - $2EB3	Visage	358
$2EB4 - $2EB5	Tiger	359
$2EB6 - $2EB7	Machine	360
$2EB8 - $2EB9	Magic	361
$2EBA - $2EBB	Power	362
$2EBC - $2EBD	Lady	363
$2EBE - $2EBF	Rest	364
$2EC0 - $2EC1	Erebus	334
$2EC2 - $2EC3	Erebus	335
$2EC4 - $2EC5	Erebus	336
$2EC6 - $2EC7	Level 80 Magic	229
$2EC8 - $2EC9	Level 90 Magic	230
$2ECA - $2ECB	Proto Armor	78
$2ECC - $2ECD	Magic Master	330
$2ECE - $2ECF	Soul Saver	327
$2ED0 - $2ED1	Ultros	301
$2ED2 - $2ED3	Naude	113
$2ED4 - $2ED5	*Unused*	
$2ED6 - $2ED7	*Unused*	

Offsets	Name	Number
$2ED8 - $2ED9	*Unused*	
$2EDA - $2EDB	Humbaba	309
$2EDC - $2EDD	*Unused*	
$2EDE - $2EDF	*Unused*	
$2EE0 - $2EE1	*Unused*	
$2EE2 - $2EE3	Zone Eater	195
$2EE4 - $2EE5	*Unused*	
$2EE6 - $2EE7	*Unused*	
$2EE8 - $2EE9	*Unused*	
$2EEA - $2EEB	*Unused*	
$2EEC - $2EED	*Unused*	
$2EEE - $2EEF	*Unused*	
$2EF0 - $2EF1	*Unused*	
$2EF2 - $2EF3	*Unused*	
$2EF4 - $2EF5	*Unused*	
$2EF6 - $2EF7	*Unused*	
$2EF8 - $2EF9	*Unused*	
$2EFA - $2EFB	Ultima Buster	351
$2EFC - $2EFD	*Unused*	
$2EFE - $2EFF	*Unused*	
$2F00 - $2F01	Armodullahan	274
$2F02 - $2F03	Abaddon	266
$2F04 - $2F05	Plague	366
$2F06 - $2F07	Zurvan	263
$2F08 - $2F09	Crystal Dragon	275
$2F0A - $2F0B	Shield Dragon	270
$2F0C - $2F0D	Hexadragon	272
$2F0E - $2F0F	Dinozombie	268
$2F10 - $2F11	Dragon Aevis	267
$2F12 - $2F13	Great Dragon	265
$2F14 - $2F15	Magic Dragon	273
$2F16 - $2F17	Death Rider	269
$2F18 - $2F19	Vilia	264
$2F1A - $2F1B	Flan Princess	367
$2F1C - $2F1D	Gargantua	371
$2F1E - $2F1F	Malboro Menace	372
$2F20 - $2F21	Dark Behemoth	374
$2F22 - $2F23	Abyss Worm	373
$2F24 - $2F25	Maximera	271
$2F26 - $2F27	Earth Eater	370
$2F28 - $2F29	Neslug	369
$2F2A - $2F2B	Neslug	368
$2F2C - $2F2D	Omega Weapon	384
$2F2E - $2F2F	Red Dragon	375
$2F30 - $2F31	Blue Dragon	376

Offsets	Name	Number
$2F32-$2F33	Gold Dragon	377
$2F34-$2F35	Skull Dragon	381
$2F36-$2F37	Storm Dragon	379
$2F38-$2F39	Earth Dragon	380
$2F3A-$2F3B	Holy Dragon	382
$2F3C-$2F3D	Ice Dragon	378
$2F3E-$2F3F	Kaiser Dragon	383
$2F40-$2F41	Gilgamesh	347
$2F42-$2F43	Gigantuar	345
$2F44-$2F45	Leviathan	346
Empty space		
$2F46-$2FFD		
Checksum		
$2FFE-$2FFF	Checksum (Sum16 + 1 from $2C00-$2FFD)	

Example values:

$2C00	28	Monster Guard has been slain 40 times.
$2C01	80	New entry has been cleared.

Quicksave Slot

A quicksave option was included in the GBA port and it enables the player to temporary save the game almost anywhere. Quicksave cannot directly be transferred to the other slots in-game, but contains the same data as the other slots plus some additions.

$3800-41FF	Quicksave Slot data
$4200-45FF	Quicksave Data extension
$4600-49FF	Quicksave Bestiary
$4A00-5BFF	Quicksave Slot specific data; Last two bytes being a checksum?