

## Battle Background Data

|        |          |
|--------|----------|
| Offset | \$E70000 |
| Length | 6 bytes  |

See in order: \$C11CF7 (\$00-\$02), \$C11C7D (\$03-\$04) and \$C11DF2 (\$05).

|                |   |
|----------------|---|
| Byte \$00-\$02 | Three pointers to BG Graphics                                   |
| --- \$00-\$FE  | Pointer (3 * value + \$E71650)                                  |
| --- \$FF       | Use second half of uncompressed BG Graphics 0 (tiles \$80-\$FF) |
| Byte \$03      | Tile Assembly pointer (2 * value + \$E71848)                    |
| Byte \$04      | Tile Assembly pointer (always a copy of \$03)                   |
| Byte \$05      | Palette Index (3 * 16 colors)                                   |
| --- \$00-\$7F  | Pointer (96 * value + \$E70150)                                 |
| --- \$80-\$FF  | Pointer (96 * value + \$E70150) + wavy BG                       |

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