

## Battle BG Tile Formation

Offset	\$E71928	
Length	2048 bytes	
\$00	Tile Index	
	\$01	First bit of tileset ID (0 to 2)
	\$FE	Tile ID (1-127)
\$01	Misc byte	
	\$01	Vertical Flip
	\$02	Horizontal Flip
	\$04	?
	\$08	?
	\$30	Palette ID (0 to 2)
	\$40	?
	\$80	Second bit of tileset ID (0 to 2)

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