

Assembly Documentation

Overview

- [Credits](#)
- [ROM Map](#)
 - [Unused Space](#)
 - [Unused Captions](#)
- [RAM Map](#)
 - [SRAM](#)
- [Compression](#)
- [Algorithms](#)

Player

Player data is used in the Field, Battle and Menu programs.

- Characters given to the player throughout the game are initialized with [Character Start Up Stats](#).
- [Items](#) ([Item Data](#)) are objects of quantity aquired ingame.
- [Spells](#) ([Spell Data](#)) and [Battle Commands](#) ([Battle Command Data](#)) are abilities learned by characters in the game.
- Spell learning happens with [Esper Data](#) or [Natural Spell Learning](#). Spell learning is also available through equipment (items).
- Some game mechanics such as [Condition Effects](#) and Elements have a fixed format. They can be associated with Items, Spells, Monsters or Characters.

Field

- **Field Program (C0)** - [Field RAM](#)
- **Field Events (CA)**
 - [Event Commands](#)
 - [Movement Action Commands](#)
- **Field Text (CD)** ([Field DTE](#))
- [Locations](#)
 - [Location Properties](#)
 - [Location Tile Properties](#)
 - [Location Tilesets](#)
 - [BG1/BG2 Animation Data](#)
 - [BG3 Animation Data](#)
 - [Palette Animation Data](#)
 - [Entrance Event](#)
 - [Event Triggers](#)
 - [NPCs](#) (Actor Sprites)

- [Chests](#)
- [Exits](#)

Battle

- **Battle Graphics Program (C1) - Battle Program (C2) - [Battle RAM](#)**
- **Battle Events (D0)**
 - [Battle Event Commands](#)
 - [Battle Animation Script Commands](#)
- **Battle Text** ([Battle DTE](#) - [MP Needed DTE](#))
- [Battle Backgrounds](#)
- [Battle Packs](#)
 - [Battle Formation](#)
 - [Battle Flags](#)
 - [Character AI Data](#)
 - [Monsters](#)
 - [Monster/Esper Graphics Data](#)
 - [Monster Stats](#)
 - [Monster Items Stolen and Dropped](#)
- [Spells in battle:](#)
 - [Attack Animation Data](#)
 - [Attack Graphics Data](#)

Menu

- **Menu Program (C3) - [Menu RAM](#)**
- **Menu Text** ([Menu DTE](#) - [Menu Descriptions DTE](#))
- [Colosseum Data](#)
- [Shop Data](#)
- [Rare Items](#)

World

- **World Program (EE) - [World RAM](#)**
- **World Map Events in Field Events (CA)**
 - [Overworld Character Script Commands](#)
 - [Overworld Vehicle Script Commands](#)
- [World Map Tile Properties](#)

Sound/Music

- **Sound/Music Program (C5) - [Sound/Music RAM](#)**

- [Music Tracks](#)
 - SPC Data ([Music Commands](#))
 - [Instrument Sets](#)
 - [Instruments](#)
- [Sound Effects](#)

Acknowledgments

Before this wiki was started most of the information was already documented in various text files scattered around the web. To pay tribute to those who originally discovered the data we have set up a [thank you](#) page

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