

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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