Mapdata; Dumped by Ganix.   
 -Easy search capabilities implemented by RETIRE

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# (2) UG UG

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Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

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Y Movement [ 0 ]

X Coord [ 311 ]

Y Coord [ 358 ]

Z Coord [ 0 ]

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Trainer [ 0 ]

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Y Movement [ 0 ]

X Coord [ 392 ]

Y Coord [ 121 ]

Z Coord [ 0 ]

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Sprite [ 20 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 73 ]

Y Coord [ 133 ]

Z Coord [ 0 ]

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Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 343 ]

Y Coord [ 151 ]

Z Coord [ 0 ]

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Sprite [ 20 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

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Y Movement [ 0 ]

X Coord [ 200 ]

Y Coord [ 185 ]

Z Coord [ 0 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 167 ]

Y Coord [ 392 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

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Sprite [ 20 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 437 ]

Y Coord [ 400 ]

Z Coord [ 0 ]

- [ 0 ]

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Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

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Sight [ 0 ]

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Y Movement [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 247 ]

Y Coord [ 249 ]

Z Coord [ 0 ]

- [ 0 ]

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Sprite [ 20 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

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Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 151 ]

Y Coord [ 264 ]

Z Coord [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 264 ]

Y Coord [ 294 ]

Z Coord [ 0 ]

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Trainer [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 247 ]

Y Coord [ 264 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

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Trainer [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 279 ]

Y Coord [ 456 ]

Z Coord [ 0 ]

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Y Movement [ 0 ]

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Y Coord [ 87 ]

Z Coord [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 264 ]

Y Coord [ 279 ]

Z Coord [ 0 ]

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Sprite [ 126 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 453 ]

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Y Movement [ 0 ]

X Coord [ 1 ]

Y Coord [ 1 ]

Z Coord [ 0 ]

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Trainer [ 0 ]

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Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 1 ]

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Trainer [ 0 ]

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Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 2 ]

Z Coord [ 0 ]

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Sprite 19:

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Movement [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

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Sprite [ 20 ]

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Trainer [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

# (3) C01 Jubilife City

Matrix [ 0 ]

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X Coord [ 168 ]

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Y Coord [ 795 ]

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Z Coord [ 0 ]

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Sprite [ 14 ]

Movement [ 5 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 8 ]

Orientation [ 3 ]

Sight [ 0 ]

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- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 150 ]

Y Coord [ 756 ]

Z Coord [ 0 ]

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- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 174 ]

Y Coord [ 757 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 2:

ID [ 2 ]

Sprite [ 3 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 145 ]

Y Coord [ 791 ]

Z Coord [ 0 ]

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Sprite 3:

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Sprite [ 2 ]

Movement [ 3 ]

Trainer [ 0 ]

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X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 161 ]

Y Coord [ 754 ]

Z Coord [ 0 ]

- [ 1 ]

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Sprite [ 17 ]

Movement [ 2 ]

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Flag [ 0 ]

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- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 172 ]

Y Coord [ 780 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 5:

ID [ 5 ]

Sprite [ 3 ]

Movement [ 4 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 179 ]

Y Coord [ 770 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 6:

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Sprite [ 15 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 12 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 169 ]

Y Coord [ 766 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 7:

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Sprite [ 101 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 408 ]

Script [ 0 ]

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Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 174 ]

Y Coord [ 788 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 8:

ID [ 8 ]

Sprite [ 91 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 22 ]

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Sight [ 8 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 176 ]

Y Coord [ 744 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 91 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 22 ]

Orientation [ 0 ]

Sight [ 8 ]

- [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 187 ]

Y Coord [ 756 ]

Z Coord [ 0 ]

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Sprite 10:

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Movement [ 0 ]

Trainer [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 132 ]

Y Coord [ 756 ]

Z Coord [ 0 ]

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Sprite 11:

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Sprite [ 91 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 170 ]

Y Coord [ 791 ]

Z Coord [ 0 ]

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Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 177 ]

Y Coord [ 755 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 141 ]

Y Coord [ 755 ]

Z Coord [ 0 ]

- [ 0 ]

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Movement [ 0 ]

Trainer [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 167 ]

Y Coord [ 755 ]

Z Coord [ 0 ]

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Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

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Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 164 ]

Y Coord [ 776 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 99 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 443 ]

Script [ 0 ]

Orientation [ 2 ]

Sight [ 0 ]

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Y Movement [ 0 ]

X Coord [ 175 ]

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Z Coord [ 0 ]

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Movement [ 17 ]

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X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 174 ]

Y Coord [ 739 ]

Z Coord [ 0 ]

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Sprite [ 124 ]

Movement [ 17 ]

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X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 174 ]

Y Coord [ 740 ]

Z Coord [ 0 ]

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Sprite [ 19 ]

Movement [ 15 ]

Trainer [ 0 ]

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- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 186 ]

Y Coord [ 756 ]

Z Coord [ 0 ]

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Sprite 20:

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Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 343 ]

Script [ 65535 ]

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Sight [ 3 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 176 ]

Y Coord [ 804 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 21:

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Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 344 ]

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Sight [ 2 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 198 ]

Y Coord [ 756 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 22:

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Sprite [ 11 ]

Movement [ 12 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9300 ]

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Sight [ 0 ]

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Y Movement [ 1 ]

X Coord [ 164 ]

Y Coord [ 761 ]

Z Coord [ 0 ]

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Movement [ 0 ]

Trainer [ 0 ]

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Sight [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 147 ]

Y Coord [ 780 ]

Z Coord [ 0 ]

- [ 0 ]

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Movement [ 13 ]

Trainer [ 0 ]

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Y Movement [ 1 ]

X Coord [ 174 ]

Y Coord [ 771 ]

Z Coord [ 0 ]

- [ 1 ]

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Sprite [ 43 ]

Movement [ 3 ]

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- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 183 ]

Y Coord [ 769 ]

Z Coord [ 0 ]

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Movement [ 3 ]

Trainer [ 0 ]

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X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 143 ]

Y Coord [ 754 ]

Z Coord [ 0 ]

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Sprite 27:

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Sprite [ 24 ]

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X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 154 ]

Y Coord [ 778 ]

Z Coord [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 164 ]

Y Coord [ 752 ]

Z Coord [ 0 ]

- [ 0 ]

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Sprite [ 194 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

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Sight [ 0 ]

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Y Movement [ 0 ]

X Coord [ 180 ]

Y Coord [ 782 ]

Z Coord [ 0 ]

- [ 0 ]

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Movement [ 0 ]

Trainer [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 182 ]

Y Coord [ 782 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 31:

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Sprite [ 19 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 173 ]

Y Coord [ 753 ]

Z Coord [ 0 ]

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Warp 0:

X Coord [ 180 ]

Y Coord [ 755 ]

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Warp 1:

X Coord [ 149 ]

Y Coord [ 778 ]

Map ID [ 28 ]

Type [ 0 ]

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- [ 0 ]

Warp 2:

X Coord [ 180 ]

Y Coord [ 776 ]

Map ID [ 6 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 164 ]

Y Coord [ 751 ]

Map ID [ 11 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 4:

X Coord [ 167 ]

Y Coord [ 788 ]

Map ID [ 19 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 5:

X Coord [ 145 ]

Y Coord [ 751 ]

Map ID [ 8 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 6:

X Coord [ 179 ]

Y Coord [ 766 ]

Map ID [ 4 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 7:

X Coord [ 168 ]

Y Coord [ 776 ]

Map ID [ 29 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 8:

X Coord [ 141 ]

Y Coord [ 751 ]

Map ID [ 8 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 9:

X Coord [ 140 ]

Y Coord [ 788 ]

Map ID [ 30 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 10:

X Coord [ 129 ]

Y Coord [ 736 ]

Map ID [ 31 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 11:

X Coord [ 128 ]

Y Coord [ 736 ]

Map ID [ 32 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 12:

X Coord [ 128 ]

Y Coord [ 758 ]

Map ID [ 389 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 13:

X Coord [ 128 ]

Y Coord [ 759 ]

Map ID [ 389 ]

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Y Coord [ 743 ]

Width [ 3 ]

Length [ 1 ]

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- [ 3 ]

Flag [ 16503 ]

Trigger 2:

Script [ 3 ]

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Y Coord [ 757 ]

Width [ 1 ]

Length [ 4 ]

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- [ 1 ]

Flag [ 16503 ]

Trigger 3:

Script [ 19 ]

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Y Coord [ 779 ]

Width [ 1 ]

Length [ 3 ]

- [ 0 ]

- [ 0 ]

Flag [ 16624 ]

Trigger 4:

Script [ 17 ]

X Coord [ 172 ]

Y Coord [ 776 ]

Width [ 5 ]

Length [ 1 ]

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- [ 1 ]

Flag [ 16615 ]

# (4) C01FS0101 Jubilife City Mart

Matrix [ 122 ]

Sprite 0:

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Sprite [ 10 ]

Movement [ 5 ]

Trainer [ 0 ]

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- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

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Sprite [ 25 ]

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- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 3 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 24 ]

Movement [ 0 ]

Trainer [ 0 ]

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- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 2 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

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Movement [ 0 ]

Trainer [ 0 ]

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Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

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Y Coord [ 11 ]

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Type [ 6 ]

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- [ 0 ]

# (5) C01GYM0101 Jubilife City GYM

Matrix [ 123 ]

Warp 0:

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# (6) C01PC0101 Jubilife City Pokemon Center

Matrix [ 116 ]

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Sprite [ 14 ]

Movement [ 4 ]

Trainer [ 0 ]

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Script [ 4 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 14 ]

Y Coord [ 6 ]

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Movement [ 5 ]

Trainer [ 0 ]

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Script [ 3 ]

Orientation [ 3 ]

Sight [ 0 ]

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- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 2 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

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Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 26 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 605 ]

Script [ 2035 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 12 ]

Map ID [ 3 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 2 ]

Y Coord [ 10 ]

Map ID [ 7 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 14 ]

Y Coord [ 10 ]

Map ID [ 474 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (7) C01PC0102 Jubilife City Pokemon Center Top Floor

Matrix [ 117 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9003 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9001 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9011 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 2 ]

Y Coord [ 10 ]

Map ID [ 6 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 8 ]

Y Coord [ 2 ]

Map ID [ 466 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (8) C01R0101 Jubilife City Pokétch Co.-01

Matrix [ 141 ]

Sprite 0:

ID [ 0 ]

Sprite [ 29 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 15 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 22 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 560 ]

Script [ 10155 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 163 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 16 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 82 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 533 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 18 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 3 ]

Y Coord [ 12 ]

Map ID [ 3 ]

Type [ 8 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 16 ]

Y Coord [ 12 ]

Map ID [ 3 ]

Type [ 5 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 6 ]

Y Coord [ 3 ]

Map ID [ 9 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (9) C01R0102 Jubilife City Pokétch Co.-02

Matrix [ 142 ]

Sprite 0:

ID [ 0 ]

Sprite [ 15 ]

Movement [ 5 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 164 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 72 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 204 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 15 ]

Y Coord [ 3 ]

Map ID [ 8 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 6 ]

Y Coord [ 3 ]

Map ID [ 10 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (10) C01R0103 Jubilife City Pokétch Co.-03

Matrix [ 143 ]

Object 0:

Script [ 4 ]

- [ 0 ]

X Coord [ 1 ]

- [ 0 ]

Y Coord [ 11 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 5 ]

- [ 0 ]

X Coord [ 9 ]

- [ 0 ]

Y Coord [ 11 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 2:

Script [ 6 ]

- [ 0 ]

X Coord [ 15 ]

- [ 0 ]

Y Coord [ 11 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 3:

Script [ 7 ]

- [ 0 ]

X Coord [ 1 ]

- [ 0 ]

Y Coord [ 4 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 2 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 1 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 16 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 18 ]

Movement [ 10 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 15 ]

Y Coord [ 3 ]

Map ID [ 9 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (11) C01R0201 Jubilife City Jubilife TV-01

Matrix [ 148 ]

Sprite 0:

ID [ 0 ]

Sprite [ 13 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 168 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 82 ]

Movement [ 6 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 6 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 69 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 35 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 625 ]

Script [ 9 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 22 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 626 ]

Script [ 10 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 23 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 627 ]

Script [ 11 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 43 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 628 ]

Script [ 12 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 23 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 630 ]

Script [ 13 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 22 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 629 ]

Script [ 14 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 71 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 631 ]

Script [ 15 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 10 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 632 ]

Script [ 16 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 11 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 17 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 9 ]

Y Coord [ 18 ]

Map ID [ 3 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 14 ]

Y Coord [ 4 ]

Map ID [ 12 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 18 ]

Y Coord [ 3 ]

Map ID [ 18 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (12) C01R0202 Jubilife City Jubilife TV-02

Matrix [ 149 ]

Sprite 0:

ID [ 0 ]

Sprite [ 35 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 2 ]

X Coord [ 11 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 168 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 12 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 22 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 563 ]

Script [ 10158 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 7 ]

Y Coord [ 3 ]

Map ID [ 11 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 14 ]

Y Coord [ 3 ]

Map ID [ 13 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 3 ]

Y Coord [ 2 ]

Map ID [ 15 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 18 ]

Y Coord [ 2 ]

Map ID [ 18 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (13) C01R0203 Jubilife City Jubilife TV-03

Matrix [ 150 ]

Sprite 0:

ID [ 0 ]

Sprite [ 13 ]

Movement [ 13 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 13 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 11 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 168 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 16 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 168 ]

Movement [ 7 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 7 ]

Y Coord [ 3 ]

Map ID [ 12 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 14 ]

Y Coord [ 3 ]

Map ID [ 14 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 5 ]

Y Coord [ 2 ]

Map ID [ 17 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 2 ]

Y Coord [ 2 ]

Map ID [ 16 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 4:

X Coord [ 18 ]

Y Coord [ 2 ]

Map ID [ 18 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (14) C01R0204 Jubilife City Jubilife TV-04

Matrix [ 151 ]

Sprite 0:

ID [ 0 ]

Sprite [ 82 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 6 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 163 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 14 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 7 ]

Y Coord [ 3 ]

Map ID [ 13 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 18 ]

Y Coord [ 2 ]

Map ID [ 18 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (15) C01R0205 Jubilife City Jubilife TV-05

Matrix [ 152 ]

Object 0:

Script [ 2 ]

- [ 0 ]

X Coord [ 5 ]

- [ 0 ]

Y Coord [ 4 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 3 ]

- [ 0 ]

X Coord [ 9 ]

- [ 0 ]

Y Coord [ 2 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 2:

Script [ 4 ]

- [ 0 ]

X Coord [ 11 ]

- [ 0 ]

Y Coord [ 2 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 3:

Script [ 5 ]

- [ 0 ]

X Coord [ 13 ]

- [ 0 ]

Y Coord [ 2 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 4:

Script [ 6 ]

- [ 0 ]

X Coord [ 15 ]

- [ 0 ]

Y Coord [ 2 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 5:

Script [ 7 ]

- [ 0 ]

X Coord [ 17 ]

- [ 0 ]

Y Coord [ 2 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 6:

Script [ 8 ]

- [ 0 ]

X Coord [ 10 ]

- [ 0 ]

Y Coord [ 8 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 7:

Script [ 9 ]

- [ 0 ]

X Coord [ 12 ]

- [ 0 ]

Y Coord [ 8 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 8:

Script [ 10 ]

- [ 0 ]

X Coord [ 14 ]

- [ 0 ]

Y Coord [ 8 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 9:

Script [ 11 ]

- [ 0 ]

X Coord [ 16 ]

- [ 0 ]

Y Coord [ 8 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 10:

Script [ 12 ]

- [ 0 ]

X Coord [ 18 ]

- [ 0 ]

Y Coord [ 8 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 20 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 9 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 13 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 2 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 14 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 10 ]

Y Movement [ 0 ]

X Coord [ 18 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 3 ]

Y Coord [ 13 ]

Map ID [ 12 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (16) C01R0206 Jubilife City Jubilife TV-06

Matrix [ 153 ]

Object 0:

Script [ 1 ]

- [ 0 ]

X Coord [ 8 ]

- [ 0 ]

Y Coord [ 5 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 2 ]

- [ 0 ]

X Coord [ 3 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 2:

Script [ 3 ]

- [ 0 ]

X Coord [ 13 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 54 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 6 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 2 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 14 ]

Movement [ 6 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 19 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 13 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 40 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 686 ]

Script [ 7 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 8 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 10 ]

Map ID [ 13 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

# (17) C01R0207 Jubilife City Jubilife TV-07

Matrix [ 154 ]

Object 0:

Script [ 1 ]

- [ 0 ]

X Coord [ 8 ]

- [ 0 ]

Y Coord [ 5 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 2 ]

- [ 0 ]

X Coord [ 3 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 2:

Script [ 3 ]

- [ 0 ]

X Coord [ 13 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 4 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 7 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 40 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 687 ]

Script [ 6 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 10 ]

Map ID [ 13 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (18) C01R0208 Jubilife City Jubilife TV-08

Matrix [ 207 ]

Object 0:

Script [ 1 ]

- [ 0 ]

X Coord [ 1 ]

- [ 0 ]

Y Coord [ 5 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 163 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 1 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 3 ]

Y Coord [ 6 ]

Map ID [ 4095 ]

Type [ 256 ]

- [ 0 ]

- [ 0 ]

# (19) C01R0301 Jubilife City R3-01

Matrix [ 132 ]

Sprite 0:

ID [ 0 ]

Sprite [ 11 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 1:

ID [ 1 ]

Sprite [ 6 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 1 ]

Warp 0:

X Coord [ 11 ]

Y Coord [ 12 ]

Map ID [ 3 ]

Type [ 4 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 15 ]

Y Coord [ 3 ]

Map ID [ 20 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (20) C01R0302 Jubilife City R3-02

Matrix [ 208 ]

Sprite 0:

ID [ 0 ]

Sprite [ 4 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 8 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 1:

ID [ 1 ]

Sprite [ 16 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 13 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 1 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 3 ]

Map ID [ 19 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 0 ]

Y Coord [ 0 ]

Map ID [ 21 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (21) C01R0303 Jubilife City R3-03

Matrix [ 208 ]

Sprite 0:

ID [ 0 ]

Sprite [ 15 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 3 ]

Map ID [ 20 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 15 ]

Y Coord [ 3 ]

Map ID [ 22 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (22) C01R0304 Jubilife City R3-04

Matrix [ 208 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 3 ]

Map ID [ 21 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (23) C01R0401 Jubilife City R4-01

Matrix [ 125 ]

Warp 0:

X Coord [ 9 ]

Y Coord [ 11 ]

Map ID [ 3 ]

Type [ 6 ]

- [ 0 ]

- [ 0 ]

# (24) C01R0501 Jubilife City R5-01

Matrix [ 132 ]

Sprite 0:

ID [ 0 ]

Sprite [ 18 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 15 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 1:

ID [ 1 ]

Sprite [ 204 ]

Movement [ 4 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 9 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 2:

ID [ 2 ]

Sprite [ 71 ]

Movement [ 0 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 10 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 3:

ID [ 3 ]

Sprite [ 13 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 8 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 1 ]

Warp 0:

X Coord [ 11 ]

Y Coord [ 12 ]

Map ID [ 3 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 15 ]

Y Coord [ 3 ]

Map ID [ 25 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (25) C01R0502 Jubilife City R5-02

Matrix [ 208 ]

Sprite 0:

ID [ 0 ]

Sprite [ 5 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 11 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 1:

ID [ 1 ]

Sprite [ 9 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 8 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 1 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 3 ]

Map ID [ 24 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 0 ]

Y Coord [ 0 ]

Map ID [ 26 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (26) C01R0503 Jubilife City R5-03

Matrix [ 208 ]

Sprite 0:

ID [ 0 ]

Sprite [ 6 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 6 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 1:

ID [ 1 ]

Sprite [ 19 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 8 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 1 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 3 ]

Map ID [ 25 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 15 ]

Y Coord [ 3 ]

Map ID [ 27 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (27) C01R0504 Jubilife City R5-04

Matrix [ 208 ]

Sprite 0:

ID [ 0 ]

Sprite [ 13 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 3 ]

Map ID [ 26 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (28) C01R0601 Jubilife City GTS-01

Matrix [ 205 ]

Object 0:

Script [ 2025 ]

- [ 0 ]

X Coord [ 5 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 2025 ]

- [ 0 ]

X Coord [ 6 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 163 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 19 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 5 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 4 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 10 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 6 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 2 ]

X Coord [ 18 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 17 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 17 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 11 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 8 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 5 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 13 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 15 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 12 ]

Y Coord [ 13 ]

Map ID [ 3 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (29) C01R0701 Jubilife City Trainers’ School-01

Matrix [ 140 ]

Object 0:

Script [ 11 ]

- [ 0 ]

X Coord [ 5 ]

- [ 0 ]

Y Coord [ 2 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 11 ]

- [ 0 ]

X Coord [ 6 ]

- [ 0 ]

Y Coord [ 2 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 14 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 148 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 530 ]

Script [ 1 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 4 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 6 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 6 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 4 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 183 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 12 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 3 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 8 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 10 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 7 ]

Y Coord [ 11 ]

Map ID [ 3 ]

Type [ 7 ]

- [ 0 ]

- [ 0 ]

# (30) C01R0801 Jubilife City R8-01

Matrix [ 132 ]

Sprite 0:

ID [ 0 ]

Sprite [ 4 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 71 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 82 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 16 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 11 ]

Y Coord [ 12 ]

Map ID [ 3 ]

Type [ 9 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 15 ]

Y Coord [ 3 ]

Map ID [ 517 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (31) C01R0901 Jubilife City R9-01

Matrix [ 125 ]

Warp 0:

X Coord [ 5 ]

Y Coord [ 8 ]

Map ID [ 3 ]

Type [ 10 ]

- [ 0 ]

- [ 0 ]

# (32) C01R1001 Jubilife City R10-01

Matrix [ 125 ]

Warp 0:

X Coord [ 5 ]

Y Coord [ 8 ]

Map ID [ 3 ]

Type [ 11 ]

- [ 0 ]

- [ 0 ]

# (33) C02 Canalave City

Matrix [ 0 ]

Object 0:

Script [ 21 ]

- [ 0 ]

X Coord [ 59 ]

- [ 0 ]

Y Coord [ 712 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 8218 ]

- [ 2 ]

X Coord [ 41 ]

- [ 0 ]

Y Coord [ 756 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 19 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 8 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 58 ]

Y Coord [ 749 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 1:

ID [ 1 ]

Sprite [ 6 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 11 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 52 ]

Y Coord [ 717 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 2:

ID [ 2 ]

Sprite [ 9 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 1 ]

X Coord [ 59 ]

Y Coord [ 728 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 3:

ID [ 3 ]

Sprite [ 14 ]

Movement [ 4 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 10 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 33 ]

Y Coord [ 730 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 4:

ID [ 4 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 16 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 35 ]

Y Coord [ 722 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 95 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 15 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 36 ]

Y Coord [ 732 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 18 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 41 ]

Y Coord [ 752 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 91 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 14 ]

Orientation [ 0 ]

Sight [ 9 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 54 ]

Y Coord [ 754 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 17 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 37 ]

Y Coord [ 748 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 74 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 12 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 52 ]

Y Coord [ 718 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 10:

ID [ 10 ]

Sprite [ 164 ]

Movement [ 5 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 13 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 41 ]

Y Coord [ 735 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 11:

ID [ 11 ]

Sprite [ 148 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 464 ]

Script [ 3 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 37 ]

Y Coord [ 723 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 12:

ID [ 12 ]

Sprite [ 101 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 467 ]

Script [ 7 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 39 ]

Y Coord [ 720 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 13:

ID [ 13 ]

Sprite [ 99 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 465 ]

Script [ 6 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 38 ]

Y Coord [ 720 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 14:

ID [ 14 ]

Sprite [ 56 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 466 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 43 ]

Y Coord [ 725 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 15:

ID [ 15 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1120 ]

Script [ 7145 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 34 ]

Y Coord [ 762 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 56 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 20 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 45 ]

Y Coord [ 750 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 17:

ID [ 17 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 19 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 56 ]

Y Coord [ 714 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 39 ]

Y Coord [ 731 ]

Map ID [ 35 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 58 ]

Y Coord [ 722 ]

Map ID [ 36 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 53 ]

Y Coord [ 740 ]

Map ID [ 34 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 37 ]

Y Coord [ 718 ]

Map ID [ 38 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 4:

X Coord [ 54 ]

Y Coord [ 748 ]

Map ID [ 41 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 5:

X Coord [ 58 ]

Y Coord [ 713 ]

Map ID [ 43 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 6:

X Coord [ 39 ]

Y Coord [ 748 ]

Map ID [ 44 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 7:

X Coord [ 63 ]

Y Coord [ 754 ]

Map ID [ 390 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 8:

X Coord [ 63 ]

Y Coord [ 755 ]

Map ID [ 390 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 9:

X Coord [ 53 ]

Y Coord [ 732 ]

Map ID [ 42 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 10:

X Coord [ 38 ]

Y Coord [ 740 ]

Map ID [ 491 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 2 ]

X Coord [ 47 ]

Y Coord [ 723 ]

Width [ 1 ]

Length [ 4 ]

- [ 0 ]

- [ 0 ]

Flag [ 16504 ]

# (34) C02FS0101 Canalave City Mart

Matrix [ 122 ]

Sprite 0:

ID [ 0 ]

Sprite [ 63 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 16 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 2 ]

X Coord [ 6 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 25 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 193 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 552 ]

Script [ 10201 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 24 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 3 ]

Y Coord [ 11 ]

Map ID [ 33 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (35) C02GYM0101 Canalave City GYM

Matrix [ 112 ]

Object 0:

Script [ 4 ]

- [ 0 ]

X Coord [ 14 ]

- [ 0 ]

Y Coord [ 25 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 4 ]

- [ 0 ]

X Coord [ 18 ]

- [ 0 ]

Y Coord [ 25 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 51 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3231 ]

Orientation [ 1 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 24 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 20 ]

Sprite 1:

ID [ 1 ]

Sprite [ 168 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 25 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 40 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3255 ]

Orientation [ 1 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 10 ]

Sprite 3:

ID [ 3 ]

Sprite [ 40 ]

Movement [ 45 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3256 ]

Orientation [ 1 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 22 ]

Y Coord [ 16 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 132 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 16 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 30 ]

Sprite 5:

ID [ 5 ]

Sprite [ 51 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3313 ]

Orientation [ 2 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 11 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3278 ]

Orientation [ 1 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 27 ]

Y Coord [ 25 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 40 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3366 ]

Orientation [ 1 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 20 ]

Sprite 8:

ID [ 8 ]

Sprite [ 14 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3282 ]

Orientation [ 3 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 27 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 10 ]

Warp 0:

X Coord [ 16 ]

Y Coord [ 27 ]

Map ID [ 33 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (36) C02PC0101 Canalave City Pokemon Center

Matrix [ 116 ]

Sprite 0:

ID [ 0 ]

Sprite [ 6 ]

Movement [ 4 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 3 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 26 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 12 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 12 ]

Map ID [ 33 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 2 ]

Y Coord [ 10 ]

Map ID [ 37 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 14 ]

Y Coord [ 10 ]

Map ID [ 475 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (37) C02PC0102 Canalave City Pokemon Center Top Floor

Matrix [ 117 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9003 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9001 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9011 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 2 ]

Y Coord [ 10 ]

Map ID [ 36 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 8 ]

Y Coord [ 2 ]

Map ID [ 466 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (38) C02R0101 Canalave City Canalave Library-01

Matrix [ 217 ]

Object 0:

Script [ 3 ]

- [ 0 ]

X Coord [ 1 ]

- [ 0 ]

Y Coord [ 4 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 4 ]

- [ 0 ]

X Coord [ 3 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 2:

Script [ 3 ]

- [ 0 ]

X Coord [ 2 ]

- [ 0 ]

Y Coord [ 4 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 3:

Script [ 3 ]

- [ 0 ]

X Coord [ 3 ]

- [ 0 ]

Y Coord [ 4 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 4:

Script [ 3 ]

- [ 0 ]

X Coord [ 4 ]

- [ 0 ]

Y Coord [ 4 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 5:

Script [ 3 ]

- [ 0 ]

X Coord [ 5 ]

- [ 0 ]

Y Coord [ 4 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 6:

Script [ 3 ]

- [ 0 ]

X Coord [ 6 ]

- [ 0 ]

Y Coord [ 4 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 7:

Script [ 4 ]

- [ 0 ]

X Coord [ 2 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 8:

Script [ 4 ]

- [ 0 ]

X Coord [ 1 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 9:

Script [ 4 ]

- [ 0 ]

X Coord [ 4 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 10:

Script [ 3 ]

- [ 0 ]

X Coord [ 15 ]

- [ 0 ]

Y Coord [ 4 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 11:

Script [ 3 ]

- [ 0 ]

X Coord [ 16 ]

- [ 0 ]

Y Coord [ 4 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 12:

Script [ 3 ]

- [ 0 ]

X Coord [ 17 ]

- [ 0 ]

Y Coord [ 4 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 13:

Script [ 3 ]

- [ 0 ]

X Coord [ 18 ]

- [ 0 ]

Y Coord [ 4 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 14:

Script [ 3 ]

- [ 0 ]

X Coord [ 19 ]

- [ 0 ]

Y Coord [ 4 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 15:

Script [ 3 ]

- [ 0 ]

X Coord [ 20 ]

- [ 0 ]

Y Coord [ 4 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 16:

Script [ 4 ]

- [ 0 ]

X Coord [ 4 ]

- [ 0 ]

Y Coord [ 8 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 17:

Script [ 4 ]

- [ 0 ]

X Coord [ 4 ]

- [ 0 ]

Y Coord [ 7 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 18:

Script [ 4 ]

- [ 0 ]

X Coord [ 1 ]

- [ 0 ]

Y Coord [ 7 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 19:

Script [ 4 ]

- [ 0 ]

X Coord [ 2 ]

- [ 0 ]

Y Coord [ 7 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 20:

Script [ 4 ]

- [ 0 ]

X Coord [ 3 ]

- [ 0 ]

Y Coord [ 7 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 163 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 14 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 6 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 2 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 11 ]

Y Coord [ 11 ]

Map ID [ 33 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 11 ]

Y Coord [ 4 ]

Map ID [ 39 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (39) C02R0102 Canalave City Canalave Library-02

Matrix [ 218 ]

Object 0:

Script [ 2 ]

- [ 0 ]

X Coord [ 1 ]

- [ 0 ]

Y Coord [ 4 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 2 ]

- [ 0 ]

X Coord [ 2 ]

- [ 0 ]

Y Coord [ 4 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 2:

Script [ 3 ]

- [ 0 ]

X Coord [ 1 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 3:

Script [ 3 ]

- [ 0 ]

X Coord [ 2 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 4:

Script [ 3 ]

- [ 0 ]

X Coord [ 3 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 5:

Script [ 3 ]

- [ 0 ]

X Coord [ 4 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 6:

Script [ 3 ]

- [ 0 ]

X Coord [ 13 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 7:

Script [ 3 ]

- [ 0 ]

X Coord [ 14 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 8:

Script [ 3 ]

- [ 0 ]

X Coord [ 15 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 9:

Script [ 3 ]

- [ 0 ]

X Coord [ 16 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 10:

Script [ 3 ]

- [ 0 ]

X Coord [ 17 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 11:

Script [ 3 ]

- [ 0 ]

X Coord [ 18 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 12:

Script [ 3 ]

- [ 0 ]

X Coord [ 19 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 13:

Script [ 3 ]

- [ 0 ]

X Coord [ 20 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 14:

Script [ 2 ]

- [ 0 ]

X Coord [ 15 ]

- [ 0 ]

Y Coord [ 4 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 15:

Script [ 2 ]

- [ 0 ]

X Coord [ 16 ]

- [ 0 ]

Y Coord [ 4 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 16:

Script [ 2 ]

- [ 0 ]

X Coord [ 17 ]

- [ 0 ]

Y Coord [ 4 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 17:

Script [ 2 ]

- [ 0 ]

X Coord [ 18 ]

- [ 0 ]

Y Coord [ 4 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 18:

Script [ 2 ]

- [ 0 ]

X Coord [ 19 ]

- [ 0 ]

Y Coord [ 4 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 19:

Script [ 2 ]

- [ 0 ]

X Coord [ 20 ]

- [ 0 ]

Y Coord [ 4 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 20:

Script [ 4 ]

- [ 0 ]

X Coord [ 13 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 21:

Script [ 3 ]

- [ 0 ]

X Coord [ 4 ]

- [ 0 ]

Y Coord [ 8 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 22:

Script [ 3 ]

- [ 0 ]

X Coord [ 4 ]

- [ 0 ]

Y Coord [ 7 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 23:

Script [ 3 ]

- [ 0 ]

X Coord [ 3 ]

- [ 0 ]

Y Coord [ 7 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 24:

Script [ 3 ]

- [ 0 ]

X Coord [ 2 ]

- [ 0 ]

Y Coord [ 7 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 25:

Script [ 3 ]

- [ 0 ]

X Coord [ 1 ]

- [ 0 ]

Y Coord [ 7 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 26:

Script [ 3 ]

- [ 0 ]

X Coord [ 13 ]

- [ 0 ]

Y Coord [ 8 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 27:

Script [ 3 ]

- [ 0 ]

X Coord [ 13 ]

- [ 0 ]

Y Coord [ 7 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 28:

Script [ 3 ]

- [ 0 ]

X Coord [ 14 ]

- [ 0 ]

Y Coord [ 7 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 29:

Script [ 3 ]

- [ 0 ]

X Coord [ 15 ]

- [ 0 ]

Y Coord [ 7 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 30:

Script [ 3 ]

- [ 0 ]

X Coord [ 16 ]

- [ 0 ]

Y Coord [ 7 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 31:

Script [ 3 ]

- [ 0 ]

X Coord [ 17 ]

- [ 0 ]

Y Coord [ 7 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 32:

Script [ 3 ]

- [ 0 ]

X Coord [ 18 ]

- [ 0 ]

Y Coord [ 7 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 33:

Script [ 3 ]

- [ 0 ]

X Coord [ 19 ]

- [ 0 ]

Y Coord [ 7 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 34:

Script [ 3 ]

- [ 0 ]

X Coord [ 20 ]

- [ 0 ]

Y Coord [ 7 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 3 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 11 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 4 ]

Map ID [ 38 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 11 ]

Y Coord [ 4 ]

Map ID [ 40 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (40) C02R0103 Canalave City Canalave Library-03

Matrix [ 219 ]

Object 0:

Script [ 5 ]

- [ 0 ]

X Coord [ 9 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 5 ]

- [ 0 ]

X Coord [ 10 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 2:

Script [ 6 ]

- [ 0 ]

X Coord [ 11 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 3:

Script [ 6 ]

- [ 0 ]

X Coord [ 12 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 4:

Script [ 7 ]

- [ 0 ]

X Coord [ 17 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 5:

Script [ 7 ]

- [ 0 ]

X Coord [ 18 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 6:

Script [ 8 ]

- [ 0 ]

X Coord [ 19 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 7:

Script [ 8 ]

- [ 0 ]

X Coord [ 20 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 8:

Script [ 9 ]

- [ 0 ]

X Coord [ 15 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 9:

Script [ 9 ]

- [ 0 ]

X Coord [ 16 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 10:

Script [ 10 ]

- [ 0 ]

X Coord [ 17 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 11:

Script [ 10 ]

- [ 0 ]

X Coord [ 18 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 12:

Script [ 11 ]

- [ 0 ]

X Coord [ 19 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 13:

Script [ 11 ]

- [ 0 ]

X Coord [ 20 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 14:

Script [ 12 ]

- [ 0 ]

X Coord [ 14 ]

- [ 0 ]

Y Coord [ 2 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 15:

Script [ 9 ]

- [ 0 ]

X Coord [ 15 ]

- [ 0 ]

Y Coord [ 8 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 16:

Script [ 9 ]

- [ 0 ]

X Coord [ 15 ]

- [ 0 ]

Y Coord [ 7 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 17:

Script [ 9 ]

- [ 0 ]

X Coord [ 16 ]

- [ 0 ]

Y Coord [ 7 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 18:

Script [ 10 ]

- [ 0 ]

X Coord [ 17 ]

- [ 0 ]

Y Coord [ 7 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 19:

Script [ 10 ]

- [ 0 ]

X Coord [ 18 ]

- [ 0 ]

Y Coord [ 7 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 20:

Script [ 11 ]

- [ 0 ]

X Coord [ 19 ]

- [ 0 ]

Y Coord [ 7 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 21:

Script [ 11 ]

- [ 0 ]

X Coord [ 20 ]

- [ 0 ]

Y Coord [ 7 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 30 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 15 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 4 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 3 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 99 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 469 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 8 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 101 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 468 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 7 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 148 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 470 ]

Script [ 0 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 2 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 3 ]

Map ID [ 39 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (41) C02R0201 Canalave City R2-01

Matrix [ 123 ]

Sprite 0:

ID [ 0 ]

Sprite [ 6 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 14 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 8 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 33 ]

Type [ 4 ]

- [ 0 ]

- [ 0 ]

# (42) C02R0301 Canalave City R3-01

Matrix [ 123 ]

Sprite 0:

ID [ 0 ]

Sprite [ 164 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 33 ]

Type [ 9 ]

- [ 0 ]

- [ 0 ]

# (43) C02R0401 Canalave City R4-01

Matrix [ 243 ]

Sprite 0:

ID [ 0 ]

Sprite [ 168 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 607 ]

Script [ 0 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 33 ]

Type [ 5 ]

- [ 0 ]

- [ 0 ]

# (44) C02R0501 Canalave City R5-01

Matrix [ 243 ]

Sprite 0:

ID [ 0 ]

Sprite [ 1 ]

Movement [ 5 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 3 ]

Y Movement [ 3 ]

X Coord [ 5 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 16 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 56 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 633 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 33 ]

Type [ 6 ]

- [ 0 ]

- [ 0 ]

# (45) C03 Oreburgh City

Matrix [ 0 ]

Object 0:

Script [ 3 ]

- [ 0 ]

X Coord [ 267 ]

- [ 0 ]

Y Coord [ 808 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 45 ]

- [ 0 ]

X Coord [ 256 ]

- [ 0 ]

Y Coord [ 808 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 2:

Script [ 8087 ]

- [ 2 ]

X Coord [ 291 ]

- [ 0 ]

Y Coord [ 772 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 20 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 303 ]

Y Coord [ 762 ]

Z Coord [ 0 ]

- [ 3 ]

Sprite 1:

ID [ 1 ]

Sprite [ 8 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 11 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 2 ]

X Coord [ 288 ]

Y Coord [ 754 ]

Z Coord [ 0 ]

- [ 5 ]

Sprite 2:

ID [ 2 ]

Sprite [ 16 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 13 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 301 ]

Y Coord [ 774 ]

Z Coord [ 0 ]

- [ 3 ]

Sprite 3:

ID [ 3 ]

Sprite [ 148 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 410 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 282 ]

Y Coord [ 757 ]

Z Coord [ 0 ]

- [ 3 ]

Sprite 4:

ID [ 4 ]

Sprite [ 4 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 266 ]

Y Coord [ 752 ]

Z Coord [ 0 ]

- [ 3 ]

Sprite 5:

ID [ 5 ]

Sprite [ 91 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 15 ]

Orientation [ 0 ]

Sight [ 10 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 260 ]

Y Coord [ 747 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 95 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 16 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 278 ]

Y Coord [ 756 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 17 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 301 ]

Y Coord [ 748 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 18 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 301 ]

Y Coord [ 792 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 91 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 15 ]

Orientation [ 0 ]

Sight [ 10 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 300 ]

Y Coord [ 737 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 267 ]

Y Coord [ 762 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 265 ]

Y Coord [ 762 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 269 ]

Y Coord [ 762 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 316 ]

Y Coord [ 789 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 316 ]

Y Coord [ 788 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 40 ]

Movement [ 8 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 6 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 267 ]

Y Coord [ 761 ]

Z Coord [ 0 ]

- [ 3 ]

Sprite 16:

ID [ 16 ]

Sprite [ 40 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 3 ]

X Coord [ 312 ]

Y Coord [ 793 ]

Z Coord [ 0 ]

- [ 3 ]

Sprite 17:

ID [ 17 ]

Sprite [ 52 ]

Movement [ 20 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 14 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 3 ]

Y Movement [ 0 ]

X Coord [ 292 ]

Y Coord [ 755 ]

Z Coord [ 0 ]

- [ 5 ]

Sprite 18:

ID [ 18 ]

Sprite [ 40 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 8 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 293 ]

Y Coord [ 775 ]

Z Coord [ 0 ]

- [ 3 ]

Sprite 19:

ID [ 19 ]

Sprite [ 40 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 3 ]

X Coord [ 306 ]

Y Coord [ 777 ]

Z Coord [ 0 ]

- [ 3 ]

Sprite 20:

ID [ 20 ]

Sprite [ 10 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 12 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 3 ]

X Coord [ 279 ]

Y Coord [ 749 ]

Z Coord [ 0 ]

- [ 3 ]

Sprite 21:

ID [ 21 ]

Sprite [ 7 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 10 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 2 ]

X Coord [ 292 ]

Y Coord [ 759 ]

Z Coord [ 0 ]

- [ 5 ]

Sprite 22:

ID [ 22 ]

Sprite [ 208 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 19 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 2 ]

X Coord [ 311 ]

Y Coord [ 792 ]

Z Coord [ 0 ]

- [ 1 ]

Warp 0:

X Coord [ 282 ]

Y Coord [ 756 ]

Map ID [ 47 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 303 ]

Y Coord [ 756 ]

Map ID [ 48 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 285 ]

Y Coord [ 746 ]

Map ID [ 46 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 271 ]

Y Coord [ 746 ]

Map ID [ 50 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 4:

X Coord [ 273 ]

Y Coord [ 756 ]

Map ID [ 60 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 5:

X Coord [ 293 ]

Y Coord [ 752 ]

Map ID [ 58 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 6:

X Coord [ 305 ]

Y Coord [ 747 ]

Map ID [ 59 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 7:

X Coord [ 312 ]

Y Coord [ 764 ]

Map ID [ 61 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 8:

X Coord [ 278 ]

Y Coord [ 746 ]

Map ID [ 54 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 9:

X Coord [ 307 ]

Y Coord [ 772 ]

Map ID [ 64 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 10:

X Coord [ 258 ]

Y Coord [ 749 ]

Map ID [ 258 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 11:

X Coord [ 300 ]

Y Coord [ 795 ]

Map ID [ 198 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 12:

X Coord [ 301 ]

Y Coord [ 795 ]

Map ID [ 198 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 13:

X Coord [ 302 ]

Y Coord [ 795 ]

Map ID [ 198 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 14:

X Coord [ 303 ]

Y Coord [ 795 ]

Map ID [ 198 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 15:

X Coord [ 304 ]

Y Coord [ 795 ]

Map ID [ 198 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 3 ]

X Coord [ 266 ]

Y Coord [ 748 ]

Width [ 1 ]

Length [ 4 ]

- [ 0 ]

- [ 0 ]

Flag [ 16505 ]

Trigger 1:

Script [ 4 ]

X Coord [ 262 ]

Y Coord [ 748 ]

Width [ 1 ]

Length [ 4 ]

- [ 0 ]

- [ 2 ]

Flag [ 16505 ]

# (46) C03FS0101 Oreburgh City Mart

Matrix [ 122 ]

Sprite 0:

ID [ 0 ]

Sprite [ 20 ]

Movement [ 4 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 6 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 19 ]

Movement [ 10 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 25 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 24 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 193 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 552 ]

Script [ 10201 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 3 ]

Y Coord [ 11 ]

Map ID [ 45 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (47) C03GYM0101 Oreburgh City GYM

Matrix [ 113 ]

Object 0:

Script [ 3 ]

- [ 0 ]

X Coord [ 3 ]

- [ 0 ]

Y Coord [ 23 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 3 ]

- [ 0 ]

X Coord [ 7 ]

- [ 0 ]

Y Coord [ 23 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 126 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 168 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 23 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 4 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3243 ]

Orientation [ 3 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 18 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 4 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3244 ]

Orientation [ 2 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 5 ]

Y Coord [ 24 ]

Map ID [ 45 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (48) C03PC0101 Oreburgh City Pokemon Center

Matrix [ 116 ]

Sprite 0:

ID [ 0 ]

Sprite [ 70 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 14 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 3 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 1 ]

Movement [ 5 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 26 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 12 ]

Map ID [ 45 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 2 ]

Y Coord [ 10 ]

Map ID [ 49 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 14 ]

Y Coord [ 10 ]

Map ID [ 476 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (49) C03PC0102 Oreburgh City Pokemon Center Top Floor

Matrix [ 117 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9003 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9001 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9011 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 2 ]

Y Coord [ 10 ]

Map ID [ 48 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 8 ]

Y Coord [ 2 ]

Map ID [ 466 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (50) C03R0101 Oreburgh City R1-01

Matrix [ 132 ]

Sprite 0:

ID [ 0 ]

Sprite [ 9 ]

Movement [ 5 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 4 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 16 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 11 ]

Y Coord [ 12 ]

Map ID [ 45 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 15 ]

Y Coord [ 3 ]

Map ID [ 51 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (51) C03R0102 Oreburgh City R1-02

Matrix [ 208 ]

Sprite 0:

ID [ 0 ]

Sprite [ 40 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 1:

ID [ 1 ]

Sprite [ 8 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 2:

ID [ 2 ]

Sprite [ 6 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 3:

ID [ 3 ]

Sprite [ 74 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 1 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 3 ]

Map ID [ 50 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 1 ]

Y Coord [ 1 ]

Map ID [ 52 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (52) C03R0103 Oreburgh City R1-03

Matrix [ 136 ]

Sprite 0:

ID [ 0 ]

Sprite [ 74 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 4 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 1:

ID [ 1 ]

Sprite [ 6 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 4 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 1 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 3 ]

Map ID [ 51 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 15 ]

Y Coord [ 3 ]

Map ID [ 53 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (53) C03R0104 Oreburgh City R1-04

Matrix [ 208 ]

Sprite 0:

ID [ 0 ]

Sprite [ 1 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 3 ]

Y Movement [ 3 ]

X Coord [ 13 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 1:

ID [ 1 ]

Sprite [ 3 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 3 ]

Y Movement [ 3 ]

X Coord [ 13 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 2:

ID [ 2 ]

Sprite [ 16 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 1 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 3 ]

Map ID [ 52 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (54) C03R0201 Oreburgh City R2-01

Matrix [ 132 ]

Sprite 0:

ID [ 0 ]

Sprite [ 18 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 8 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 11 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 11 ]

Y Coord [ 12 ]

Map ID [ 45 ]

Type [ 8 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 15 ]

Y Coord [ 3 ]

Map ID [ 55 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (55) C03R0202 Oreburgh City R2-02

Matrix [ 208 ]

Sprite 0:

ID [ 0 ]

Sprite [ 10 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 2 ]

X Coord [ 6 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 12 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 11 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 19 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 2 ]

X Coord [ 14 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 3 ]

Map ID [ 54 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 1 ]

Y Coord [ 1 ]

Map ID [ 56 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (56) C03R0203 Oreburgh City R2-03

Matrix [ 136 ]

Sprite 0:

ID [ 0 ]

Sprite [ 40 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 2 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 1:

ID [ 1 ]

Sprite [ 16 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 13 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 2:

ID [ 2 ]

Sprite [ 2 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 3 ]

Y Movement [ 1 ]

X Coord [ 3 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 1 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 3 ]

Map ID [ 55 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 15 ]

Y Coord [ 3 ]

Map ID [ 57 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (57) C03R0204 Oreburgh City R2-04

Matrix [ 208 ]

Sprite 0:

ID [ 0 ]

Sprite [ 19 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 3 ]

Map ID [ 56 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (58) C03R0301 Oreburgh City R3-01

Matrix [ 123 ]

Sprite 0:

ID [ 0 ]

Sprite [ 8 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 8 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 20 ]

Movement [ 9 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 45 ]

Type [ 5 ]

- [ 0 ]

- [ 0 ]

# (59) C03R0401 Oreburgh City Mining Museum-01

Matrix [ 155 ]

Object 0:

Script [ 6 ]

- [ 0 ]

X Coord [ 10 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 6 ]

- [ 0 ]

X Coord [ 11 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 2:

Script [ 7 ]

- [ 0 ]

X Coord [ 12 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 3:

Script [ 7 ]

- [ 0 ]

X Coord [ 13 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 4:

Script [ 8 ]

- [ 0 ]

X Coord [ 14 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 5:

Script [ 8 ]

- [ 0 ]

X Coord [ 15 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 6:

Script [ 9 ]

- [ 0 ]

X Coord [ 14 ]

- [ 0 ]

Y Coord [ 10 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 7:

Script [ 9 ]

- [ 0 ]

X Coord [ 15 ]

- [ 0 ]

Y Coord [ 10 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 8:

Script [ 10 ]

- [ 0 ]

X Coord [ 14 ]

- [ 0 ]

Y Coord [ 13 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 9:

Script [ 10 ]

- [ 0 ]

X Coord [ 15 ]

- [ 0 ]

Y Coord [ 13 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 10:

Script [ 11 ]

- [ 0 ]

X Coord [ 18 ]

- [ 0 ]

Y Coord [ 7 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 11:

Script [ 11 ]

- [ 0 ]

X Coord [ 19 ]

- [ 0 ]

Y Coord [ 7 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 12:

Script [ 11 ]

- [ 0 ]

X Coord [ 20 ]

- [ 0 ]

Y Coord [ 7 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 13:

Script [ 12 ]

- [ 0 ]

X Coord [ 18 ]

- [ 0 ]

Y Coord [ 10 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 14:

Script [ 12 ]

- [ 0 ]

X Coord [ 19 ]

- [ 0 ]

Y Coord [ 10 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 15:

Script [ 12 ]

- [ 0 ]

X Coord [ 20 ]

- [ 0 ]

Y Coord [ 10 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 16:

Script [ 13 ]

- [ 0 ]

X Coord [ 18 ]

- [ 0 ]

Y Coord [ 13 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 17:

Script [ 13 ]

- [ 0 ]

X Coord [ 19 ]

- [ 0 ]

Y Coord [ 13 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 18:

Script [ 13 ]

- [ 0 ]

X Coord [ 20 ]

- [ 0 ]

Y Coord [ 13 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 19:

Script [ 9 ]

- [ 0 ]

X Coord [ 14 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 20:

Script [ 9 ]

- [ 0 ]

X Coord [ 15 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 21:

Script [ 11 ]

- [ 0 ]

X Coord [ 18 ]

- [ 0 ]

Y Coord [ 6 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 22:

Script [ 11 ]

- [ 0 ]

X Coord [ 19 ]

- [ 0 ]

Y Coord [ 6 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 23:

Script [ 11 ]

- [ 0 ]

X Coord [ 20 ]

- [ 0 ]

Y Coord [ 6 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 24:

Script [ 12 ]

- [ 0 ]

X Coord [ 18 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 25:

Script [ 12 ]

- [ 0 ]

X Coord [ 19 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 26:

Script [ 12 ]

- [ 0 ]

X Coord [ 20 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 27:

Script [ 13 ]

- [ 0 ]

X Coord [ 18 ]

- [ 0 ]

Y Coord [ 12 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 28:

Script [ 13 ]

- [ 0 ]

X Coord [ 19 ]

- [ 0 ]

Y Coord [ 12 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 29:

Script [ 13 ]

- [ 0 ]

X Coord [ 20 ]

- [ 0 ]

Y Coord [ 12 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 30:

Script [ 10 ]

- [ 0 ]

X Coord [ 14 ]

- [ 0 ]

Y Coord [ 12 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 31:

Script [ 10 ]

- [ 0 ]

X Coord [ 15 ]

- [ 0 ]

Y Coord [ 12 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 20 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 2 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 3 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 29 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 14 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 5 ]

Y Coord [ 13 ]

Map ID [ 45 ]

Type [ 6 ]

- [ 0 ]

- [ 0 ]

# (60) C03R0501 Oreburgh City R5-01

Matrix [ 123 ]

Sprite 0:

ID [ 0 ]

Sprite [ 4 ]

Movement [ 7 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 16 ]

Movement [ 8 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 71 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 45 ]

Type [ 4 ]

- [ 0 ]

- [ 0 ]

# (61) C03R0601 Oreburgh City R6-01

Matrix [ 132 ]

Sprite 0:

ID [ 0 ]

Sprite [ 15 ]

Movement [ 4 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 16 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 1:

ID [ 1 ]

Sprite [ 20 ]

Movement [ 5 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 2:

ID [ 2 ]

Sprite [ 11 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 10 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 1 ]

Warp 0:

X Coord [ 11 ]

Y Coord [ 12 ]

Map ID [ 45 ]

Type [ 7 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 15 ]

Y Coord [ 3 ]

Map ID [ 62 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (62) C03R0602 Oreburgh City R6-02

Matrix [ 208 ]

Sprite 0:

ID [ 0 ]

Sprite [ 4 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 1:

ID [ 1 ]

Sprite [ 36 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 10 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 2:

ID [ 2 ]

Sprite [ 29 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 16 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 1 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 3 ]

Map ID [ 61 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 1 ]

Y Coord [ 1 ]

Map ID [ 63 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (63) C03R0603 Oreburgh City R6-03

Matrix [ 208 ]

Sprite 0:

ID [ 0 ]

Sprite [ 29 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 6 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 1:

ID [ 1 ]

Sprite [ 11 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 15 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 1 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 3 ]

Map ID [ 62 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (64) C03R0701 Oreburgh City R7-01

Matrix [ 123 ]

Pokemon [ 65535 ]

Sprite 0:

ID [ 0 ]

Sprite [ 40 ]

Movement [ 9 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 2 ]

X Coord [ 5 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 45 ]

Type [ 9 ]

- [ 0 ]

- [ 0 ]

# (65) C04 Eterna City

Matrix [ 0 ]

Object 0:

Script [ 8002 ]

- [ 2 ]

X Coord [ 327 ]

- [ 0 ]

Y Coord [ 521 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8150 ]

- [ 2 ]

X Coord [ 285 ]

- [ 0 ]

Y Coord [ 520 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 2:

Script [ 18 ]

- [ 0 ]

X Coord [ 327 ]

- [ 0 ]

Y Coord [ 525 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 3:

Script [ 8003 ]

- [ 2 ]

X Coord [ 355 ]

- [ 0 ]

Y Coord [ 521 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 4:

Script [ 8228 ]

- [ 2 ]

X Coord [ 347 ]

- [ 0 ]

Y Coord [ 517 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 9 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 303 ]

Y Coord [ 561 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 1:

ID [ 1 ]

Sprite [ 17 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 10 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 302 ]

Y Coord [ 550 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 2:

ID [ 2 ]

Sprite [ 1 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 11 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 328 ]

Y Coord [ 527 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 3:

ID [ 3 ]

Sprite [ 124 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 539 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 331 ]

Y Coord [ 539 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 4:

ID [ 4 ]

Sprite [ 124 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 539 ]

Script [ 3 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 301 ]

Y Coord [ 529 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 5:

ID [ 5 ]

Sprite [ 95 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 13 ]

Orientation [ 0 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 308 ]

Y Coord [ 562 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 14 ]

Orientation [ 0 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 307 ]

Y Coord [ 540 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 91 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 12 ]

Orientation [ 0 ]

Sight [ 11 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 293 ]

Y Coord [ 530 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 15 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 303 ]

Y Coord [ 522 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 91 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 12 ]

Orientation [ 0 ]

Sight [ 11 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 344 ]

Y Coord [ 530 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 12 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 6 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 312 ]

Y Coord [ 552 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 11:

ID [ 11 ]

Sprite [ 14 ]

Movement [ 4 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 306 ]

Y Coord [ 544 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 12:

ID [ 12 ]

Sprite [ 138 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 414 ]

Script [ 0 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 311 ]

Y Coord [ 523 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 13:

ID [ 4 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 349 ]

Script [ 65535 ]

Orientation [ 0 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 281 ]

Y Coord [ 532 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 304 ]

Y Coord [ 521 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 33 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 305 ]

Y Coord [ 521 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 34 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 306 ]

Y Coord [ 521 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

ID [ 17 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 35 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 313 ]

Y Coord [ 515 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 18:

ID [ 18 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 339 ]

Y Coord [ 523 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 19:

ID [ 19 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 319 ]

Y Coord [ 538 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 20:

ID [ 20 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 319 ]

Y Coord [ 540 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 21:

ID [ 21 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1010 ]

Script [ 7039 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 327 ]

Y Coord [ 516 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 22:

ID [ 22 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1012 ]

Script [ 7041 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 317 ]

Y Coord [ 558 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 23:

ID [ 23 ]

Sprite [ 124 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 539 ]

Script [ 4 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 315 ]

Y Coord [ 535 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 24:

ID [ 24 ]

Sprite [ 5 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 8 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 302 ]

Y Coord [ 538 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 25:

ID [ 7 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 365 ]

Script [ 65535 ]

Orientation [ 0 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 353 ]

Y Coord [ 531 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 26:

ID [ 26 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 16 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 313 ]

Y Coord [ 530 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 27:

ID [ 27 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 17 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 313 ]

Y Coord [ 549 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 28:

ID [ 28 ]

Sprite [ 12 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 19 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 302 ]

Y Coord [ 565 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 29:

ID [ 29 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 339 ]

Y Coord [ 524 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 30:

ID [ 30 ]

Sprite [ 5 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 22 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 297 ]

Y Coord [ 531 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 305 ]

Y Coord [ 530 ]

Map ID [ 69 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 309 ]

Y Coord [ 548 ]

Map ID [ 66 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 310 ]

Y Coord [ 539 ]

Map ID [ 71 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 305 ]

Y Coord [ 519 ]

Map ID [ 72 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 4:

X Coord [ 315 ]

Y Coord [ 548 ]

Map ID [ 76 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 5:

X Coord [ 298 ]

Y Coord [ 562 ]

Map ID [ 82 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 6:

X Coord [ 327 ]

Y Coord [ 537 ]

Map ID [ 83 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 7:

X Coord [ 316 ]

Y Coord [ 521 ]

Map ID [ 81 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 8:

X Coord [ 304 ]

Y Coord [ 569 ]

Map ID [ 80 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 9:

X Coord [ 305 ]

Y Coord [ 569 ]

Map ID [ 80 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 10:

X Coord [ 312 ]

Y Coord [ 562 ]

Map ID [ 67 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 11:

X Coord [ 310 ]

Y Coord [ 530 ]

Map ID [ 84 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 1 ]

X Coord [ 303 ]

Y Coord [ 523 ]

Width [ 1 ]

Length [ 4 ]

- [ 0 ]

- [ 0 ]

Flag [ 16506 ]

Trigger 1:

Script [ 20 ]

X Coord [ 303 ]

Y Coord [ 565 ]

Width [ 5 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16660 ]

Trigger 2:

Script [ 23 ]

X Coord [ 297 ]

Y Coord [ 532 ]

Width [ 1 ]

Length [ 3 ]

- [ 0 ]

- [ 1 ]

Flag [ 16667 ]

# (66) C04FS0101 Eterna City Mart

Matrix [ 122 ]

Sprite 0:

ID [ 0 ]

Sprite [ 10 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 20 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 25 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 24 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 193 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 552 ]

Script [ 10201 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 3 ]

Y Coord [ 11 ]

Map ID [ 65 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (67) C04GYM0101 Eterna City GYM

Matrix [ 220 ]

Object 0:

Script [ 3 ]

- [ 0 ]

X Coord [ 5 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 3 ]

- [ 0 ]

X Coord [ 11 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 168 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 127 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 575 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 11 ]

Map ID [ 65 ]

Type [ 10 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 8 ]

Y Coord [ 2 ]

Map ID [ 68 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (68) C04GYM0102 Eterna City GYM

Matrix [ 221 ]

Sprite 0:

ID [ 0 ]

Sprite [ 127 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 421 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 12 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 418 ]

Script [ 5 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 27 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 12 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 419 ]

Script [ 6 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 22 ]

Y Coord [ 18 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 13 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 420 ]

Script [ 7 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 20 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 6 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 417 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 16 ]

Y Coord [ 29 ]

Map ID [ 67 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (69) C04PC0101 Eterna City Pokemon Center

Matrix [ 116 ]

Sprite 0:

ID [ 0 ]

Sprite [ 3 ]

Movement [ 5 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 7 ]

Movement [ 4 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 2 ]

X Coord [ 14 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 206 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 540 ]

Script [ 5 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 26 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 12 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 6 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 7 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 12 ]

Map ID [ 65 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 2 ]

Y Coord [ 10 ]

Map ID [ 70 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 14 ]

Y Coord [ 10 ]

Map ID [ 477 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (70) C04PC0102 Eterna City Pokemon Center Top Floor

Matrix [ 117 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9003 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9001 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9011 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 3 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 2 ]

Y Coord [ 10 ]

Map ID [ 69 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 8 ]

Y Coord [ 2 ]

Map ID [ 466 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (71) C04R0101 Eterna City Cycle Shop-01

Matrix [ 138 ]

Object 0:

Script [ 4 ]

- [ 0 ]

X Coord [ 10 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 4 ]

- [ 0 ]

X Coord [ 11 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 2:

Script [ 5 ]

- [ 0 ]

X Coord [ 12 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 3:

Script [ 5 ]

- [ 0 ]

X Coord [ 13 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 15 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 432 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 4 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 72 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 542 ]

Script [ 2 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 7 ]

Y Coord [ 11 ]

Map ID [ 65 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (72) C04R0201 Eterna City R2-01

Matrix [ 132 ]

Sprite 0:

ID [ 0 ]

Sprite [ 124 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 539 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 15 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 124 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 539 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 124 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 539 ]

Script [ 3409 ]

Orientation [ 2 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 18 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 125 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 539 ]

Script [ 3420 ]

Orientation [ 3 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 11 ]

Y Coord [ 12 ]

Map ID [ 65 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 15 ]

Y Coord [ 3 ]

Map ID [ 73 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (73) C04R0202 Eterna City R2-02

Matrix [ 133 ]

Sprite 0:

ID [ 0 ]

Sprite [ 124 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 539 ]

Script [ 1 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 125 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 539 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 16 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 125 ]

Movement [ 14 ]

Trainer [ 1 ]

Flag [ 539 ]

Script [ 3421 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 124 ]

Movement [ 14 ]

Trainer [ 1 ]

Flag [ 539 ]

Script [ 3411 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 3 ]

Map ID [ 72 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 15 ]

Y Coord [ 3 ]

Map ID [ 74 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (74) C04R0203 Eterna City R2-03

Matrix [ 134 ]

Sprite 0:

ID [ 0 ]

Sprite [ 124 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 539 ]

Script [ 1 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 125 ]

Movement [ 14 ]

Trainer [ 1 ]

Flag [ 539 ]

Script [ 3422 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 29 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 539 ]

Script [ 3830 ]

Orientation [ 2 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 18 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 3 ]

Map ID [ 73 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 15 ]

Y Coord [ 3 ]

Map ID [ 75 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (75) C04R0204 Eterna City R2-04

Matrix [ 208 ]

Sprite 0:

ID [ 0 ]

Sprite [ 123 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 539 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 72 ]

Movement [ 8 ]

Trainer [ 0 ]

Flag [ 541 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 15 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 541 ]

Script [ 4 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 206 ]

Movement [ 6 ]

Trainer [ 0 ]

Flag [ 541 ]

Script [ 3 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 3 ]

Map ID [ 74 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (76) C04R0301 Eterna City R3-01

Matrix [ 132 ]

Sprite 0:

ID [ 0 ]

Sprite [ 1 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 15 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 15 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 17 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 11 ]

Y Coord [ 12 ]

Map ID [ 65 ]

Type [ 4 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 15 ]

Y Coord [ 3 ]

Map ID [ 77 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (77) C04R0302 Eterna City R3-02

Matrix [ 135 ]

Sprite 0:

ID [ 0 ]

Sprite [ 18 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 2 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 3 ]

Map ID [ 76 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 15 ]

Y Coord [ 3 ]

Map ID [ 78 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (78) C04R0303 Eterna City R3-03

Matrix [ 208 ]

Sprite 0:

ID [ 0 ]

Sprite [ 15 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 13 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 1:

ID [ 1 ]

Sprite [ 3 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 2:

ID [ 2 ]

Sprite [ 5 ]

Movement [ 8 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 3:

ID [ 3 ]

Sprite [ 1 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 9 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 1 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 3 ]

Map ID [ 77 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 1 ]

Y Coord [ 1 ]

Map ID [ 79 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (79) C04R0304 Eterna City R3-04

Matrix [ 208 ]

Sprite 0:

ID [ 0 ]

Sprite [ 18 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 18 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 3 ]

Map ID [ 78 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (80) C04R0401 Eterna City R4-01

Matrix [ 159 ]

Sprite 0:

ID [ 0 ]

Sprite [ 24 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 24 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 29 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 576 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 5 ]

Y Coord [ 2 ]

Map ID [ 65 ]

Type [ 8 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 5 ]

Y Coord [ 12 ]

Map ID [ 350 ]

Type [ 4 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 3 ]

X Coord [ 4 ]

Y Coord [ 7 ]

Width [ 3 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16620 ]

# (81) C04R0501 Eterna City R5-01

Matrix [ 170 ]

Sprite 0:

ID [ 0 ]

Sprite [ 18 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 6 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 25 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 17 ]

Movement [ 7 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 65 ]

Type [ 7 ]

- [ 0 ]

- [ 0 ]

# (82) C04R0601 Eterna City R6-01

Matrix [ 124 ]

Sprite 0:

ID [ 0 ]

Sprite [ 166 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 608 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 65 ]

Type [ 5 ]

- [ 0 ]

- [ 0 ]

# (83) C04R0701 Eterna City R7-01

Matrix [ 124 ]

Sprite 0:

ID [ 0 ]

Sprite [ 17 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 18 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 65 ]

Type [ 6 ]

- [ 0 ]

- [ 0 ]

# (84) C04R0801 Eterna City R8-01

Matrix [ 244 ]

Object 0:

Script [ 4 ]

- [ 0 ]

X Coord [ 4 ]

- [ 0 ]

Y Coord [ 2 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 5 ]

- [ 1 ]

X Coord [ 1 ]

- [ 0 ]

Y Coord [ 4 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 4 ]

Movement [ 6 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 29 ]

Movement [ 9 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 17 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 65 ]

Type [ 11 ]

- [ 0 ]

- [ 0 ]

# (85) C04R0901 Eterna City R9-01

Matrix [ 123 ]

# (86) C05 Hearthome City

Matrix [ 0 ]

Object 0:

Script [ 8016 ]

- [ 2 ]

X Coord [ 470 ]

- [ 0 ]

Y Coord [ 681 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 54 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 13 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 487 ]

Y Coord [ 714 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 1:

ID [ 1 ]

Sprite [ 15 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 2 ]

X Coord [ 477 ]

Y Coord [ 723 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 2:

ID [ 2 ]

Sprite [ 12 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 14 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 499 ]

Y Coord [ 710 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 3:

ID [ 3 ]

Sprite [ 81 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 16 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 500 ]

Y Coord [ 710 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 4:

ID [ 4 ]

Sprite [ 9 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 8 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 2 ]

X Coord [ 491 ]

Y Coord [ 694 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 5:

ID [ 5 ]

Sprite [ 16 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 15 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 491 ]

Y Coord [ 704 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 6:

ID [ 6 ]

Sprite [ 44 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 17 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 470 ]

Y Coord [ 705 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 7:

ID [ 7 ]

Sprite [ 7 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 1 ]

X Coord [ 476 ]

Y Coord [ 704 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 8:

ID [ 8 ]

Sprite [ 7 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 10 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 463 ]

Y Coord [ 714 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 9:

ID [ 9 ]

Sprite [ 20 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 11 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 458 ]

Y Coord [ 694 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 10:

ID [ 10 ]

Sprite [ 204 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 12 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 458 ]

Y Coord [ 695 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 11:

ID [ 11 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 28 ]

Orientation [ 0 ]

Sight [ 16 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 461 ]

Y Coord [ 724 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 29 ]

Orientation [ 0 ]

Sight [ 10 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 498 ]

Y Coord [ 725 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 30 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 461 ]

Y Coord [ 687 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 26 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 476 ]

Y Coord [ 693 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 31 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 498 ]

Y Coord [ 687 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 27 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 486 ]

Y Coord [ 710 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

ID [ 17 ]

Sprite [ 95 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 25 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 495 ]

Y Coord [ 697 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 18:

ID [ 18 ]

Sprite [ 91 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 24 ]

Orientation [ 0 ]

Sight [ 12 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 481 ]

Y Coord [ 723 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 19:

ID [ 19 ]

Sprite [ 138 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 456 ]

Script [ 0 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 494 ]

Y Coord [ 699 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 20:

ID [ 20 ]

Sprite [ 15 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 548 ]

Script [ 3 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 505 ]

Y Coord [ 726 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 21:

ID [ 21 ]

Sprite [ 20 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 548 ]

Script [ 4 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 505 ]

Y Coord [ 727 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 22:

ID [ 22 ]

Sprite [ 20 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 574 ]

Script [ 5 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 501 ]

Y Coord [ 725 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 23:

ID [ 23 ]

Sprite [ 148 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 549 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 2 ]

X Coord [ 485 ]

Y Coord [ 726 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 24:

ID [ 24 ]

Sprite [ 192 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 472 ]

Y Coord [ 687 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 25:

ID [ 25 ]

Sprite [ 192 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 473 ]

Y Coord [ 687 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 26:

ID [ 26 ]

Sprite [ 192 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 485 ]

Y Coord [ 687 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 27:

ID [ 27 ]

Sprite [ 192 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 486 ]

Y Coord [ 687 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 28:

ID [ 28 ]

Sprite [ 12 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 21 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 463 ]

Y Coord [ 701 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 29:

ID [ 29 ]

Sprite [ 51 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 20 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 2 ]

X Coord [ 503 ]

Y Coord [ 700 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 30:

ID [ 30 ]

Sprite [ 81 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 19 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 473 ]

Y Coord [ 715 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 31:

ID [ 31 ]

Sprite [ 9 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 18 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 474 ]

Y Coord [ 715 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 32:

ID [ 32 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 32 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 470 ]

Y Coord [ 711 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 33:

ID [ 33 ]

Sprite [ 206 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 603 ]

Script [ 0 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 470 ]

Y Coord [ 725 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 34:

ID [ 34 ]

Sprite [ 35 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 602 ]

Script [ 0 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 470 ]

Y Coord [ 725 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 35:

ID [ 35 ]

Sprite [ 130 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 604 ]

Script [ 22 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 479 ]

Y Coord [ 692 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 458 ]

Y Coord [ 683 ]

Map ID [ 107 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 459 ]

Y Coord [ 683 ]

Map ID [ 107 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 479 ]

Y Coord [ 691 ]

Map ID [ 117 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 500 ]

Y Coord [ 683 ]

Map ID [ 108 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 4:

X Coord [ 501 ]

Y Coord [ 683 ]

Map ID [ 108 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 5:

X Coord [ 465 ]

Y Coord [ 697 ]

Map ID [ 101 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 6:

X Coord [ 470 ]

Y Coord [ 697 ]

Map ID [ 115 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 7:

X Coord [ 494 ]

Y Coord [ 710 ]

Map ID [ 103 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 8:

X Coord [ 499 ]

Y Coord [ 697 ]

Map ID [ 88 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 9:

X Coord [ 460 ]

Y Coord [ 709 ]

Map ID [ 119 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 10:

X Coord [ 472 ]

Y Coord [ 710 ]

Map ID [ 116 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 11:

X Coord [ 477 ]

Y Coord [ 710 ]

Map ID [ 87 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 12:

X Coord [ 488 ]

Y Coord [ 710 ]

Map ID [ 106 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 13:

X Coord [ 486 ]

Y Coord [ 697 ]

Map ID [ 112 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 14:

X Coord [ 454 ]

Y Coord [ 726 ]

Map ID [ 109 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 15:

X Coord [ 458 ]

Y Coord [ 729 ]

Map ID [ 111 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 16:

X Coord [ 459 ]

Y Coord [ 729 ]

Map ID [ 111 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 17:

X Coord [ 505 ]

Y Coord [ 727 ]

Map ID [ 110 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 18:

X Coord [ 454 ]

Y Coord [ 727 ]

Map ID [ 109 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 19:

X Coord [ 505 ]

Y Coord [ 726 ]

Map ID [ 110 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 2 ]

X Coord [ 484 ]

Y Coord [ 718 ]

Width [ 6 ]

Length [ 1 ]

- [ 0 ]

- [ 1 ]

Flag [ 16507 ]

Trigger 1:

Script [ 23 ]

X Coord [ 461 ]

Y Coord [ 725 ]

Width [ 1 ]

Length [ 5 ]

- [ 0 ]

- [ 0 ]

Flag [ 16630 ]

Trigger 2:

Script [ 33 ]

X Coord [ 455 ]

Y Coord [ 724 ]

Width [ 1 ]

Length [ 6 ]

- [ 0 ]

- [ 1 ]

Flag [ 16507 ]

# (87) C05FS0101 Hearthome City Mart

Matrix [ 122 ]

Sprite 0:

ID [ 0 ]

Sprite [ 25 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 20 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 5 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 13 ]

Movement [ 5 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 24 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 193 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 552 ]

Script [ 10201 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 3 ]

Y Coord [ 11 ]

Map ID [ 86 ]

Type [ 11 ]

- [ 0 ]

- [ 0 ]

# (88) C05GYM0101 Hearthome City GYM

Matrix [ 222 ]

Object 0:

Script [ 4 ]

- [ 0 ]

X Coord [ 9 ]

- [ 0 ]

Y Coord [ 7 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 6 ]

- [ 0 ]

X Coord [ 6 ]

- [ 0 ]

Y Coord [ 20 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 2:

Script [ 6 ]

- [ 0 ]

X Coord [ 12 ]

- [ 0 ]

Y Coord [ 20 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 168 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 20 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 9 ]

Y Coord [ 2 ]

Map ID [ 90 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 4 ]

Y Coord [ 2 ]

Map ID [ 89 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 14 ]

Y Coord [ 2 ]

Map ID [ 91 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 9 ]

Y Coord [ 22 ]

Map ID [ 86 ]

Type [ 8 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 3 ]

X Coord [ 9 ]

Y Coord [ 13 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16384 ]

# (89) C05GYM0102 Hearthome City GYM

Matrix [ 223 ]

Sprite 0:

ID [ 0 ]

Sprite [ 4 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3356 ]

Orientation [ 1 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 7 ]

Y Coord [ 10 ]

Map ID [ 88 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (90) C05GYM0103 Hearthome City GYM

Matrix [ 223 ]

Sprite 0:

ID [ 0 ]

Sprite [ 6 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3324 ]

Orientation [ 1 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 7 ]

Y Coord [ 10 ]

Map ID [ 88 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (91) C05GYM0104 Hearthome City GYM

Matrix [ 224 ]

Object 0:

Script [ 4 ]

- [ 0 ]

X Coord [ 9 ]

- [ 0 ]

Y Coord [ 7 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 3 ]

- [ 0 ]

X Coord [ 9 ]

- [ 0 ]

Y Coord [ 18 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 9 ]

Y Coord [ 2 ]

Map ID [ 93 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 4 ]

Y Coord [ 2 ]

Map ID [ 92 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 14 ]

Y Coord [ 2 ]

Map ID [ 94 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 9 ]

Y Coord [ 22 ]

Map ID [ 88 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 2 ]

X Coord [ 9 ]

Y Coord [ 13 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16384 ]

# (92) C05GYM0105 Hearthome City GYM

Matrix [ 223 ]

Sprite 0:

ID [ 0 ]

Sprite [ 52 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3265 ]

Orientation [ 1 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 7 ]

Y Coord [ 10 ]

Map ID [ 91 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (93) C05GYM0106 Hearthome City GYM

Matrix [ 224 ]

Object 0:

Script [ 4 ]

- [ 0 ]

X Coord [ 9 ]

- [ 0 ]

Y Coord [ 7 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 3 ]

- [ 0 ]

X Coord [ 9 ]

- [ 0 ]

Y Coord [ 18 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 9 ]

Y Coord [ 2 ]

Map ID [ 96 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 4 ]

Y Coord [ 2 ]

Map ID [ 95 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 14 ]

Y Coord [ 2 ]

Map ID [ 97 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 9 ]

Y Coord [ 22 ]

Map ID [ 91 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 2 ]

X Coord [ 9 ]

Y Coord [ 13 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16384 ]

# (94) C05GYM0107 Hearthome City GYM

Matrix [ 223 ]

Sprite 0:

ID [ 0 ]

Sprite [ 53 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3329 ]

Orientation [ 1 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 7 ]

Y Coord [ 10 ]

Map ID [ 91 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (95) C05GYM0108 Hearthome City GYM

Matrix [ 224 ]

Object 0:

Script [ 4 ]

- [ 0 ]

X Coord [ 9 ]

- [ 0 ]

Y Coord [ 7 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 3 ]

- [ 0 ]

X Coord [ 9 ]

- [ 0 ]

Y Coord [ 18 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 9 ]

Y Coord [ 2 ]

Map ID [ 99 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 4 ]

Y Coord [ 2 ]

Map ID [ 98 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 14 ]

Y Coord [ 2 ]

Map ID [ 100 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 9 ]

Y Coord [ 22 ]

Map ID [ 93 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 2 ]

X Coord [ 9 ]

Y Coord [ 13 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16384 ]

# (96) C05GYM0109 Hearthome City GYM

Matrix [ 223 ]

Sprite 0:

ID [ 0 ]

Sprite [ 3 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3339 ]

Orientation [ 1 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 7 ]

Y Coord [ 10 ]

Map ID [ 93 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (97) C05GYM0110 Hearthome City GYM

Matrix [ 223 ]

Sprite 0:

ID [ 0 ]

Sprite [ 8 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3342 ]

Orientation [ 1 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 7 ]

Y Coord [ 10 ]

Map ID [ 93 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (98) C05GYM0111 Hearthome City GYM

Matrix [ 223 ]

Sprite 0:

ID [ 0 ]

Sprite [ 11 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3279 ]

Orientation [ 1 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 7 ]

Y Coord [ 10 ]

Map ID [ 95 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (99) C05GYM0112 Hearthome City GYM

Matrix [ 223 ]

Sprite 0:

ID [ 0 ]

Sprite [ 14 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3283 ]

Orientation [ 1 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 7 ]

Y Coord [ 10 ]

Map ID [ 95 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (100) C05GYM0113 Hearthome City GYM

Matrix [ 225 ]

Sprite 0:

ID [ 0 ]

Sprite [ 130 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 9 ]

Y Coord [ 12 ]

Map ID [ 95 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (101) C05PC0101 Hearthome City Pokemon Center

Matrix [ 116 ]

Sprite 0:

ID [ 0 ]

Sprite [ 26 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 4 ]

Movement [ 4 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 10 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 37 ]

Movement [ 5 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 10 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 12 ]

Map ID [ 86 ]

Type [ 5 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 2 ]

Y Coord [ 10 ]

Map ID [ 102 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 14 ]

Y Coord [ 10 ]

Map ID [ 478 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (102) C05PC0102 Hearthome City Pokemon Center Top Floor

Matrix [ 117 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9003 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9001 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9011 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 2 ]

Y Coord [ 10 ]

Map ID [ 101 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 8 ]

Y Coord [ 2 ]

Map ID [ 466 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (103) C05R0101 Hearthome City R1-01

Matrix [ 209 ]

Sprite 0:

ID [ 0 ]

Sprite [ 82 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 2 ]

X Coord [ 12 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 63 ]

Movement [ 4 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 10 ]

Y Coord [ 12 ]

Map ID [ 86 ]

Type [ 7 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 18 ]

Y Coord [ 2 ]

Map ID [ 105 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (104) C05R0102 Hearthome City R1-02

Matrix [ 210 ]

Sprite 0:

ID [ 0 ]

Sprite [ 14 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 72 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 18 ]

Y Coord [ 2 ]

Map ID [ 105 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (105) C05R0103 Hearthome City R1-03

Matrix [ 207 ]

Object 0:

Script [ 1 ]

- [ 0 ]

X Coord [ 1 ]

- [ 0 ]

Y Coord [ 5 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 3 ]

Y Coord [ 6 ]

Map ID [ 4095 ]

Type [ 256 ]

- [ 0 ]

- [ 0 ]

# (106) C05R0201 Hearthome City R2-01

Matrix [ 156 ]

Sprite 0:

ID [ 0 ]

Sprite [ 36 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 13 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 74 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 9 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 206 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 7 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 72 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 3 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 22 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 558 ]

Script [ 10153 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 6 ]

Y Coord [ 17 ]

Map ID [ 86 ]

Type [ 12 ]

- [ 0 ]

- [ 0 ]

# (107) C05R0301 Hearthome City R3-01

Matrix [ 157 ]

Sprite 0:

ID [ 0 ]

Sprite [ 163 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 13 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 71 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 22 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 567 ]

Script [ 10162 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 5 ]

Y Coord [ 12 ]

Map ID [ 86 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 5 ]

Y Coord [ 2 ]

Map ID [ 253 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (108) C05R0401 Hearthome City R4-01

Matrix [ 157 ]

Sprite 0:

ID [ 0 ]

Sprite [ 163 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 51 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 3 ]

X Coord [ 6 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 22 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 567 ]

Script [ 10162 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 5 ]

Y Coord [ 12 ]

Map ID [ 86 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 5 ]

Y Coord [ 2 ]

Map ID [ 253 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (109) C05R0501 Hearthome City R5-01

Matrix [ 158 ]

Sprite 0:

ID [ 0 ]

Sprite [ 9 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 83 ]

Movement [ 9 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 72 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 10 ]

Y Coord [ 7 ]

Map ID [ 86 ]

Type [ 14 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 1 ]

Y Coord [ 7 ]

Map ID [ 354 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (110) C05R0601 Hearthome City R6-01

Matrix [ 158 ]

Sprite 0:

ID [ 0 ]

Sprite [ 7 ]

Movement [ 5 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 1 ]

Y Coord [ 7 ]

Map ID [ 86 ]

Type [ 19 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 10 ]

Y Coord [ 7 ]

Map ID [ 356 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (111) C05R0701 Hearthome City R7-01

Matrix [ 157 ]

Sprite 0:

ID [ 0 ]

Sprite [ 19 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 4 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 42 ]

Movement [ 4 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 6 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 22 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 412 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 2 ]

X Coord [ 5 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 23 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 412 ]

Script [ 2 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 2 ]

X Coord [ 4 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 5 ]

Y Coord [ 2 ]

Map ID [ 86 ]

Type [ 15 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 5 ]

Y Coord [ 12 ]

Map ID [ 367 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (112) C05R0801 Hearthome City R8-01

Matrix [ 209 ]

Sprite 0:

ID [ 0 ]

Sprite [ 16 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 81 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 71 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 7 ]

Movement [ 5 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 1 ]

Movement [ 4 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 12 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 2 ]

Movement [ 5 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 2 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 6 ]

Movement [ 5 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 2 ]

X Coord [ 15 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 3 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 6 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 10 ]

Y Coord [ 12 ]

Map ID [ 86 ]

Type [ 13 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 18 ]

Y Coord [ 2 ]

Map ID [ 114 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (113) C05R0802 Hearthome City R8-02

Matrix [ 210 ]

Sprite 0:

ID [ 0 ]

Sprite [ 17 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 18 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 164 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 3 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 165 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 3 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 18 ]

Y Coord [ 2 ]

Map ID [ 114 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (114) C05R0803 Hearthome City R8-03

Matrix [ 207 ]

Object 0:

Script [ 1 ]

- [ 0 ]

X Coord [ 1 ]

- [ 0 ]

Y Coord [ 5 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 3 ]

Y Coord [ 6 ]

Map ID [ 4095 ]

Type [ 256 ]

- [ 0 ]

- [ 0 ]

# (115) C05R0901 Hearthome City R9-01

Matrix [ 125 ]

Sprite 0:

ID [ 0 ]

Sprite [ 7 ]

Movement [ 8 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 86 ]

Type [ 6 ]

- [ 0 ]

- [ 0 ]

# (116) C05R1001 Hearthome City R10-01

Matrix [ 237 ]

Sprite 0:

ID [ 0 ]

Sprite [ 35 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 1 ]

X Coord [ 6 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 165 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 164 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 16 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9400 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 5 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 22 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 565 ]

Script [ 10160 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 13 ]

Map ID [ 86 ]

Type [ 10 ]

- [ 0 ]

- [ 0 ]

# (117) C05R1101 Hearthome City R11-01

Matrix [ 165 ]

Object 0:

Script [ 9812 ]

- [ 0 ]

X Coord [ 9 ]

- [ 0 ]

Y Coord [ 5 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 6 ]

- [ 0 ]

X Coord [ 2 ]

- [ 0 ]

Y Coord [ 11 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 2:

Script [ 7 ]

- [ 0 ]

X Coord [ 4 ]

- [ 0 ]

Y Coord [ 11 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 3:

Script [ 8 ]

- [ 0 ]

X Coord [ 6 ]

- [ 0 ]

Y Coord [ 11 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 4:

Script [ 9 ]

- [ 0 ]

X Coord [ 8 ]

- [ 0 ]

Y Coord [ 11 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 5:

Script [ 10 ]

- [ 0 ]

X Coord [ 10 ]

- [ 0 ]

Y Coord [ 11 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 26 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9806 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 16 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 26 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9807 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 26 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9808 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 27 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 14 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 11 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 28 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 43 ]

Movement [ 13 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 12 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 25 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 140 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 550 ]

Script [ 0 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 16 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 35 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 551 ]

Script [ 0 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 22 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 561 ]

Script [ 10156 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 18 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 8 ]

Movement [ 5 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 13 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 62 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 14 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 2 ]

X Coord [ 16 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 16 ]

Y Coord [ 13 ]

Map ID [ 86 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 23 ]

Y Coord [ 2 ]

Map ID [ 558 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 2 ]

X Coord [ 5 ]

Y Coord [ 6 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16619 ]

Trigger 1:

Script [ 2 ]

X Coord [ 16 ]

Y Coord [ 6 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16619 ]

Trigger 2:

Script [ 2 ]

X Coord [ 27 ]

Y Coord [ 6 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16619 ]

# (118) C05R1102 Hearthome City R11-02

Matrix [ 166 ]

Sprite 0:

ID [ 0 ]

Sprite [ 36 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 29 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 101 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 543 ]

Script [ 0 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 26 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 102 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 544 ]

Script [ 0 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 28 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 103 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 545 ]

Script [ 0 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 30 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 104 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 546 ]

Script [ 0 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 32 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 105 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 547 ]

Script [ 0 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 30 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 10 ]

Movement [ 7 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 29 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 2 ]

Movement [ 6 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 29 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 4 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 0 ]

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Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 28 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

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Movement [ 14 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 31 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 27 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 19 ]

Movement [ 12 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 32 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

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Sprite [ 13 ]

Movement [ 12 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 35 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

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Sprite [ 12 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 33 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 1 ]

Movement [ 12 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 25 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 34 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

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Sprite [ 7 ]

Movement [ 12 ]

Trainer [ 0 ]

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Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 23 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

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Sprite [ 11 ]

Movement [ 6 ]

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Y Movement [ 0 ]

X Coord [ 35 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

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Sprite [ 8 ]

Movement [ 12 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 26 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

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Movement [ 14 ]

Trainer [ 0 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 23 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

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Movement [ 6 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 30 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 24 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

- [ 0 ]

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Movement [ 14 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 34 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

- [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 30 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

- [ 0 ]

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Sprite [ 8 ]

Movement [ 14 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 36 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

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Movement [ 12 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 26 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

- [ 0 ]

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Movement [ 7 ]

Trainer [ 0 ]

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Script [ 0 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 28 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

- [ 0 ]

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Sprite [ 13 ]

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Y Movement [ 0 ]

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Z Coord [ 0 ]

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Movement [ 14 ]

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Y Movement [ 0 ]

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Y Coord [ 13 ]

Z Coord [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 32 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

- [ 0 ]

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Movement [ 6 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 35 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

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# (119) C05R1201 Hearthome City R12-01

Matrix [ 167 ]

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Trainer [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

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Trainer [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

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Sprite [ 1 ]

Movement [ 4 ]

Trainer [ 0 ]

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X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 2 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

- [ 0 ]

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Sprite [ 165 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

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Sprite [ 14 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

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Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 16 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

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Sight [ 0 ]

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- [ 0 ]

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Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 18 ]

Z Coord [ 0 ]

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Warp 0:

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# (120) C06 Pastoria City

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Y Coord [ 857 ]

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Z Coord [ 0 ]

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Y Movement [ 0 ]

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Y Coord [ 819 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 592 ]

Y Coord [ 816 ]

Z Coord [ 0 ]

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ID [ 2 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 603 ]

Y Coord [ 824 ]

Z Coord [ 0 ]

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ID [ 3 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

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Y Movement [ 0 ]

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Y Coord [ 822 ]

Z Coord [ 0 ]

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Sight [ 13 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 604 ]

Y Coord [ 828 ]

Z Coord [ 0 ]

- [ 0 ]

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ID [ 5 ]

Sprite [ 95 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 14 ]

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Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 593 ]

Y Coord [ 827 ]

Z Coord [ 0 ]

- [ 0 ]

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Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

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Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 608 ]

Y Coord [ 810 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

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Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1060 ]

Script [ 7088 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 625 ]

Y Coord [ 829 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

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Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 609 ]

Y Coord [ 841 ]

Z Coord [ 0 ]

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Sprite [ 53 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 2 ]

X Coord [ 607 ]

Y Coord [ 815 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 51 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 6 ]

Orientation [ 2 ]

Sight [ 0 ]

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- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 599 ]

Y Coord [ 828 ]

Z Coord [ 0 ]

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Sprite 11:

ID [ 11 ]

Sprite [ 72 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

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Sight [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 597 ]

Y Coord [ 840 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 11 ]

Movement [ 3 ]

Trainer [ 0 ]

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Script [ 7 ]

Orientation [ 1 ]

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X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 596 ]

Y Coord [ 840 ]

Z Coord [ 0 ]

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ID [ 13 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 608 ]

Y Coord [ 828 ]

Z Coord [ 0 ]

- [ 0 ]

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ID [ 14 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

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Sight [ 59 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 611 ]

Y Coord [ 828 ]

Z Coord [ 0 ]

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ID [ 15 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

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Script [ 2800 ]

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Sight [ 60 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 609 ]

Y Coord [ 828 ]

Z Coord [ 0 ]

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ID [ 16 ]

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Movement [ 47 ]

Trainer [ 0 ]

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Sight [ 61 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 610 ]

Y Coord [ 828 ]

Z Coord [ 0 ]

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Sprite 17:

ID [ 17 ]

Sprite [ 19 ]

Movement [ 0 ]

Trainer [ 0 ]

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Orientation [ 2 ]

Sight [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 613 ]

Y Coord [ 836 ]

Z Coord [ 0 ]

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Sprite [ 29 ]

Movement [ 3 ]

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- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 595 ]

Y Coord [ 847 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 19:

ID [ 19 ]

Sprite [ 13 ]

Movement [ 3 ]

Trainer [ 0 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 3 ]

X Coord [ 623 ]

Y Coord [ 814 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 20:

ID [ 9 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 371 ]

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Y Movement [ 0 ]

X Coord [ 570 ]

Y Coord [ 845 ]

Z Coord [ 0 ]

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Movement [ 14 ]

Trainer [ 0 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 2 ]

Y Movement [ 2 ]

X Coord [ 614 ]

Y Coord [ 810 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 22:

ID [ 22 ]

Sprite [ 148 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 455 ]

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Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 2 ]

X Coord [ 628 ]

Y Coord [ 812 ]

Z Coord [ 0 ]

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Sprite 23:

ID [ 39 ]

Sprite [ 19 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 371 ]

Script [ 65535 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 570 ]

Y Coord [ 852 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 24:

ID [ 24 ]

Sprite [ 55 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 2 ]

Y Movement [ 2 ]

X Coord [ 614 ]

Y Coord [ 818 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 25:

ID [ 25 ]

Sprite [ 19 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 11 ]

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- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 607 ]

Y Coord [ 833 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 26:

ID [ 26 ]

Sprite [ 11 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 12 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

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X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 609 ]

Y Coord [ 844 ]

Z Coord [ 0 ]

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Warp 0:

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Y Coord [ 827 ]

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Warp 1:

X Coord [ 601 ]

Y Coord [ 835 ]

Map ID [ 128 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 601 ]

Y Coord [ 844 ]

Map ID [ 121 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 600 ]

Y Coord [ 824 ]

Map ID [ 130 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 4:

X Coord [ 611 ]

Y Coord [ 835 ]

Map ID [ 129 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 5:

X Coord [ 624 ]

Y Coord [ 819 ]

Map ID [ 131 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 6:

X Coord [ 589 ]

Y Coord [ 844 ]

Map ID [ 127 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 7:

X Coord [ 610 ]

Y Coord [ 809 ]

Map ID [ 125 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 8:

X Coord [ 611 ]

Y Coord [ 809 ]

Map ID [ 125 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 9:

X Coord [ 600 ]

Y Coord [ 815 ]

Map ID [ 123 ]

Type [ 0 ]

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- [ 0 ]

Warp 10:

X Coord [ 639 ]

Y Coord [ 812 ]

Map ID [ 374 ]

Type [ 1 ]

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- [ 0 ]

Warp 11:

X Coord [ 639 ]

Y Coord [ 813 ]

Map ID [ 374 ]

Type [ 1 ]

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- [ 0 ]

# (121) C06FS0101 Pastoria City Mart

Matrix [ 206 ]

Object 0:

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Y Coord [ 6 ]

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Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

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Sprite [ 25 ]

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Trainer [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

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Sprite [ 5 ]

Movement [ 3 ]

Trainer [ 0 ]

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- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 5 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

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Sprite [ 8 ]

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Trainer [ 0 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 8 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

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Sprite [ 24 ]

Movement [ 0 ]

Trainer [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

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Sprite [ 193 ]

Movement [ 0 ]

Trainer [ 0 ]

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Y Movement [ 0 ]

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Y Coord [ 7 ]

Z Coord [ 0 ]

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Warp 0:

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# (122) C06GYM0101 Pastoria City GYM

Matrix [ 111 ]

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Y Coord [ 38 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

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Sprite 0:

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Movement [ 15 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

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Movement [ 15 ]

Trainer [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 40 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

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Sprite [ 49 ]

Movement [ 15 ]

Trainer [ 1 ]

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Sight [ 2 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 33 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 56 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3338 ]

Orientation [ 1 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 22 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 48 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3497 ]

Orientation [ 2 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 21 ]

Y Coord [ 33 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 56 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3482 ]

Orientation [ 2 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 54 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3292 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 19 ]

Y Coord [ 18 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 54 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3400 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 13 ]

Y Coord [ 42 ]

Map ID [ 120 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 2 ]

X Coord [ 3 ]

Y Coord [ 6 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16385 ]

Trigger 1:

Script [ 3 ]

X Coord [ 19 ]

Y Coord [ 24 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16386 ]

Trigger 2:

Script [ 2 ]

X Coord [ 9 ]

Y Coord [ 24 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16385 ]

Trigger 3:

Script [ 3 ]

X Coord [ 17 ]

Y Coord [ 9 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16386 ]

Trigger 4:

Script [ 3 ]

X Coord [ 10 ]

Y Coord [ 30 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16386 ]

Trigger 5:

Script [ 3 ]

X Coord [ 19 ]

Y Coord [ 13 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16386 ]

Trigger 6:

Script [ 4 ]

X Coord [ 9 ]

Y Coord [ 14 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16387 ]

Trigger 7:

Script [ 4 ]

X Coord [ 23 ]

Y Coord [ 31 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16387 ]

Trigger 8:

Script [ 4 ]

X Coord [ 19 ]

Y Coord [ 22 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16387 ]

Trigger 9:

Script [ 4 ]

X Coord [ 3 ]

Y Coord [ 34 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16387 ]

# (123) C06PC0101 Pastoria City Pokemon Center

Matrix [ 116 ]

Sprite 0:

ID [ 0 ]

Sprite [ 26 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 51 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 5 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 8 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 11 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 12 ]

Map ID [ 120 ]

Type [ 9 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 2 ]

Y Coord [ 10 ]

Map ID [ 124 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 14 ]

Y Coord [ 10 ]

Map ID [ 479 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (124) C06PC0102 Pastoria City Pokemon Center Top Floor

Matrix [ 117 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9003 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9001 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9011 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 44 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 2 ]

Y Coord [ 10 ]

Map ID [ 123 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 8 ]

Y Coord [ 2 ]

Map ID [ 466 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (125) C06R0101 Pastoria City R1-01

Matrix [ 181 ]

Sprite 0:

ID [ 0 ]

Sprite [ 25 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 24 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 5 ]

Y Coord [ 11 ]

Map ID [ 120 ]

Type [ 7 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 10 ]

Y Coord [ 8 ]

Map ID [ 126 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 5 ]

Y Coord [ 2 ]

Map ID [ 509 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 2 ]

X Coord [ 4 ]

Y Coord [ 6 ]

Width [ 3 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16599 ]

# (126) C06R0102 Pastoria City R1-02

Matrix [ 182 ]

Object 0:

Script [ 1 ]

- [ 0 ]

X Coord [ 2 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 1 ]

- [ 0 ]

X Coord [ 6 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 2:

Script [ 1 ]

- [ 0 ]

X Coord [ 10 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 14 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 5 ]

Movement [ 13 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 15 ]

Movement [ 6 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 53 ]

Movement [ 9 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 7 ]

Y Coord [ 8 ]

Map ID [ 125 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (127) C06R0201 Pastoria City R2-01

Matrix [ 123 ]

Sprite 0:

ID [ 0 ]

Sprite [ 12 ]

Movement [ 9 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 2 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 7 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 120 ]

Type [ 6 ]

- [ 0 ]

- [ 0 ]

# (128) C06R0301 Pastoria City R3-01

Matrix [ 123 ]

Sprite 0:

ID [ 0 ]

Sprite [ 164 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 5 ]

Movement [ 9 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 120 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (129) C06R0401 Pastoria City R4-01

Matrix [ 125 ]

Sprite 0:

ID [ 0 ]

Sprite [ 19 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 3 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 120 ]

Type [ 4 ]

- [ 0 ]

- [ 0 ]

# (130) C06R0501 Pastoria City R5-01

Matrix [ 123 ]

Sprite 0:

ID [ 0 ]

Sprite [ 29 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 74 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 120 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

# (131) C06R0601 Pastoria City R6-01

Matrix [ 123 ]

Sprite 0:

ID [ 0 ]

Sprite [ 11 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 7 ]

Movement [ 4 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 8 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 204 ]

Movement [ 5 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 120 ]

Type [ 5 ]

- [ 0 ]

- [ 0 ]

# (132) C07 Veilstone City

Matrix [ 0 ]

Object 0:

Script [ 8041 ]

- [ 2 ]

X Coord [ 694 ]

- [ 0 ]

Y Coord [ 588 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8040 ]

- [ 2 ]

X Coord [ 697 ]

- [ 0 ]

Y Coord [ 599 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 2:

Script [ 26 ]

- [ 0 ]

X Coord [ 729 ]

- [ 0 ]

Y Coord [ 616 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 3:

Script [ 27 ]

- [ 0 ]

X Coord [ 730 ]

- [ 0 ]

Y Coord [ 629 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 4:

Script [ 28 ]

- [ 0 ]

X Coord [ 732 ]

- [ 0 ]

Y Coord [ 628 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 5:

Script [ 29 ]

- [ 0 ]

X Coord [ 731 ]

- [ 0 ]

Y Coord [ 622 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 10 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 3 ]

X Coord [ 722 ]

Y Coord [ 614 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 1:

ID [ 1 ]

Sprite [ 15 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 2 ]

X Coord [ 706 ]

Y Coord [ 614 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 2:

ID [ 2 ]

Sprite [ 7 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 699 ]

Y Coord [ 618 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 3:

ID [ 3 ]

Sprite [ 63 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 699 ]

Y Coord [ 606 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 4:

ID [ 4 ]

Sprite [ 7 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 10 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 710 ]

Y Coord [ 605 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 5:

ID [ 5 ]

Sprite [ 31 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 6 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 709 ]

Y Coord [ 612 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 6:

ID [ 6 ]

Sprite [ 101 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 454 ]

Script [ 17 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 682 ]

Y Coord [ 614 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 7:

ID [ 7 ]

Sprite [ 124 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 477 ]

Script [ 12 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 697 ]

Y Coord [ 595 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 8:

ID [ 8 ]

Sprite [ 91 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 18 ]

Orientation [ 0 ]

Sight [ 14 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 697 ]

Y Coord [ 612 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 20 ]

Orientation [ 0 ]

Sight [ 14 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 696 ]

Y Coord [ 594 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 21 ]

Orientation [ 0 ]

Sight [ 14 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 719 ]

Y Coord [ 593 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 22 ]

Orientation [ 0 ]

Sight [ 14 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 704 ]

Y Coord [ 603 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 95 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 19 ]

Orientation [ 0 ]

Sight [ 14 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 688 ]

Y Coord [ 611 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 23 ]

Orientation [ 0 ]

Sight [ 14 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 709 ]

Y Coord [ 623 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 24 ]

Orientation [ 0 ]

Sight [ 14 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 714 ]

Y Coord [ 623 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 25 ]

Orientation [ 0 ]

Sight [ 14 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 715 ]

Y Coord [ 635 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 710 ]

Y Coord [ 635 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

ID [ 17 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 712 ]

Y Coord [ 637 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 18:

ID [ 18 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1095 ]

Script [ 7119 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 690 ]

Y Coord [ 613 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 19:

ID [ 19 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1096 ]

Script [ 7120 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 710 ]

Y Coord [ 584 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 20:

ID [ 20 ]

Sprite [ 124 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 477 ]

Script [ 13 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 697 ]

Y Coord [ 597 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 21:

ID [ 21 ]

Sprite [ 10 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 711 ]

Y Coord [ 625 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 22:

ID [ 22 ]

Sprite [ 31 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 8 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 687 ]

Y Coord [ 624 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 23:

ID [ 23 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1224 ]

Script [ 7121 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 721 ]

Y Coord [ 594 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 24:

ID [ 24 ]

Sprite [ 124 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 577 ]

Script [ 14 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 721 ]

Y Coord [ 594 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 25:

ID [ 25 ]

Sprite [ 124 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 477 ]

Script [ 15 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 2 ]

X Coord [ 720 ]

Y Coord [ 632 ]

Z Coord [ 0 ]

- [ 7 ]

Warp 0:

X Coord [ 678 ]

Y Coord [ 598 ]

Map ID [ 149 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 678 ]

Y Coord [ 599 ]

Map ID [ 149 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 706 ]

Y Coord [ 623 ]

Map ID [ 136 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 701 ]

Y Coord [ 603 ]

Map ID [ 137 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 4:

X Coord [ 701 ]

Y Coord [ 591 ]

Map ID [ 143 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 5:

X Coord [ 716 ]

Y Coord [ 623 ]

Map ID [ 144 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 6:

X Coord [ 690 ]

Y Coord [ 623 ]

Map ID [ 148 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 7:

X Coord [ 696 ]

Y Coord [ 623 ]

Map ID [ 145 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 8:

X Coord [ 711 ]

Y Coord [ 602 ]

Map ID [ 146 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 9:

X Coord [ 717 ]

Y Coord [ 602 ]

Map ID [ 147 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 10:

X Coord [ 717 ]

Y Coord [ 611 ]

Map ID [ 134 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 11:

X Coord [ 718 ]

Y Coord [ 638 ]

Map ID [ 381 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 12:

X Coord [ 719 ]

Y Coord [ 638 ]

Map ID [ 381 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 13:

X Coord [ 684 ]

Y Coord [ 611 ]

Map ID [ 133 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 14:

X Coord [ 714 ]

Y Coord [ 589 ]

Map ID [ 305 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 15:

X Coord [ 717 ]

Y Coord [ 589 ]

Map ID [ 305 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 16:

X Coord [ 720 ]

Y Coord [ 589 ]

Map ID [ 305 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 11 ]

X Coord [ 697 ]

Y Coord [ 596 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16509 ]

Trigger 1:

Script [ 16 ]

X Coord [ 681 ]

Y Coord [ 616 ]

Width [ 4 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16629 ]

# (133) C07GYM0101 Veilstone City GYM

Matrix [ 115 ]

Object 0:

Script [ 4 ]

- [ 0 ]

X Coord [ 10 ]

- [ 0 ]

Y Coord [ 24 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 4 ]

- [ 0 ]

X Coord [ 14 ]

- [ 0 ]

Y Coord [ 24 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 129 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 168 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 24 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 51 ]

Movement [ 2 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3308 ]

Orientation [ 1 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 51 ]

Movement [ 9 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3309 ]

Orientation [ 3 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 19 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 51 ]

Movement [ 18 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3311 ]

Orientation [ 1 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 19 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 51 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3310 ]

Orientation [ 2 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 19 ]

Y Coord [ 18 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 12 ]

Y Coord [ 25 ]

Map ID [ 132 ]

Type [ 13 ]

- [ 0 ]

- [ 0 ]

# (134) C07PC0101 Veilstone City Pokemon Center

Matrix [ 116 ]

Sprite 0:

ID [ 0 ]

Sprite [ 26 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 37 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 3 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 3 ]

Movement [ 8 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 10 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 12 ]

Map ID [ 132 ]

Type [ 10 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 2 ]

Y Coord [ 10 ]

Map ID [ 135 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 14 ]

Y Coord [ 10 ]

Map ID [ 480 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (135) C07PC0102 Veilstone City Pokemon Center Top Floor

Matrix [ 117 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9003 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9001 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9011 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 2 ]

Y Coord [ 10 ]

Map ID [ 134 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 8 ]

Y Coord [ 2 ]

Map ID [ 466 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (136) C07R0101 Veilstone City R1-01

Matrix [ 139 ]

Object 0:

Script [ 1 ]

- [ 0 ]

X Coord [ 12 ]

- [ 0 ]

Y Coord [ 6 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 1 ]

- [ 0 ]

Object 1:

Script [ 2 ]

- [ 0 ]

X Coord [ 13 ]

- [ 0 ]

Y Coord [ 7 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 2 ]

- [ 0 ]

Object 2:

Script [ 3 ]

- [ 0 ]

X Coord [ 7 ]

- [ 0 ]

Y Coord [ 7 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 1 ]

- [ 0 ]

Object 3:

Script [ 4 ]

- [ 0 ]

X Coord [ 7 ]

- [ 0 ]

Y Coord [ 8 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 1 ]

- [ 0 ]

Object 4:

Script [ 5 ]

- [ 0 ]

X Coord [ 13 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 2 ]

- [ 0 ]

Object 5:

Script [ 6 ]

- [ 0 ]

X Coord [ 8 ]

- [ 0 ]

Y Coord [ 6 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 2 ]

- [ 0 ]

Object 6:

Script [ 7 ]

- [ 0 ]

X Coord [ 8 ]

- [ 0 ]

Y Coord [ 7 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 2 ]

- [ 0 ]

Object 7:

Script [ 8 ]

- [ 0 ]

X Coord [ 8 ]

- [ 0 ]

Y Coord [ 8 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 2 ]

- [ 0 ]

Object 8:

Script [ 9 ]

- [ 0 ]

X Coord [ 8 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 2 ]

- [ 0 ]

Object 9:

Script [ 10 ]

- [ 0 ]

X Coord [ 13 ]

- [ 0 ]

Y Coord [ 6 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 2 ]

- [ 0 ]

Object 10:

Script [ 11 ]

- [ 0 ]

X Coord [ 12 ]

- [ 0 ]

Y Coord [ 8 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 1 ]

- [ 0 ]

Object 11:

Script [ 12 ]

- [ 0 ]

X Coord [ 12 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 1 ]

- [ 0 ]

Object 12:

Script [ 21 ]

- [ 0 ]

X Coord [ 10 ]

- [ 0 ]

Y Coord [ 2 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 163 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 13 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 13 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 14 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 15 ]

Movement [ 11 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 15 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 19 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 16 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 10 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 19 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 40 ]

Movement [ 8 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 17 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 13 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 18 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 15 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 20 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 5 ]

Y Coord [ 11 ]

Map ID [ 132 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (137) C07R0201 Veilstone City R2-01

Matrix [ 172 ]

Object 0:

Script [ 6 ]

- [ 0 ]

X Coord [ 10 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 7 ]

- [ 0 ]

X Coord [ 13 ]

- [ 0 ]

Y Coord [ 2 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 163 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 16 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 82 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 63 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 37 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 8 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 25 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 24 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 10 ]

Y Coord [ 12 ]

Map ID [ 132 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 12 ]

Y Coord [ 8 ]

Map ID [ 138 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 15 ]

Y Coord [ 2 ]

Map ID [ 142 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (138) C07R0202 Veilstone City R2-02

Matrix [ 173 ]

Object 0:

Script [ 7 ]

- [ 0 ]

X Coord [ 13 ]

- [ 0 ]

Y Coord [ 2 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 63 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 3 ]

X Coord [ 15 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 5 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 5 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 24 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 2 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 163 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 18 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 25 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 2 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 25 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 6 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 2 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 7 ]

Y Coord [ 8 ]

Map ID [ 137 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 12 ]

Y Coord [ 8 ]

Map ID [ 139 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 15 ]

Y Coord [ 2 ]

Map ID [ 142 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (139) C07R0203 Veilstone City R2-03

Matrix [ 174 ]

Object 0:

Script [ 6 ]

- [ 0 ]

X Coord [ 13 ]

- [ 0 ]

Y Coord [ 2 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 163 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 18 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 2 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 10 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 25 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 24 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 7 ]

Y Coord [ 8 ]

Map ID [ 138 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 12 ]

Y Coord [ 8 ]

Map ID [ 140 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 15 ]

Y Coord [ 2 ]

Map ID [ 142 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (140) C07R0204 Veilstone City R2-04

Matrix [ 175 ]

Object 0:

Script [ 6 ]

- [ 0 ]

X Coord [ 13 ]

- [ 0 ]

Y Coord [ 2 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 1 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 2 ]

X Coord [ 15 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 16 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 163 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 18 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 25 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 24 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 7 ]

Y Coord [ 8 ]

Map ID [ 139 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 12 ]

Y Coord [ 8 ]

Map ID [ 141 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 15 ]

Y Coord [ 2 ]

Map ID [ 142 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (141) C07R0205 Veilstone City R2-05

Matrix [ 176 ]

Object 0:

Script [ 6 ]

- [ 0 ]

X Coord [ 5 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 6 ]

- [ 0 ]

X Coord [ 6 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 2:

Script [ 5 ]

- [ 0 ]

X Coord [ 13 ]

- [ 0 ]

Y Coord [ 2 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 5 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 83 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 2 ]

X Coord [ 14 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 19 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 19 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 7 ]

Y Coord [ 8 ]

Map ID [ 140 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 15 ]

Y Coord [ 2 ]

Map ID [ 142 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (142) C07R0206 Veilstone City R2-06

Matrix [ 207 ]

Sprite 0:

ID [ 0 ]

Sprite [ 163 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 1 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 3 ]

Y Coord [ 6 ]

Map ID [ 4095 ]

Type [ 256 ]

- [ 0 ]

- [ 0 ]

# (143) C07R0301 Veilstone City R3-01

Matrix [ 177 ]

Sprite 0:

ID [ 0 ]

Sprite [ 124 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1097 ]

Script [ 7122 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1222 ]

Script [ 7123 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 202 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 582 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 202 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 582 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 11 ]

Map ID [ 132 ]

Type [ 4 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 13 ]

Y Coord [ 3 ]

Map ID [ 310 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (144) C07R0401 Veilstone City R4-01

Matrix [ 204 ]

Sprite 0:

ID [ 0 ]

Sprite [ 163 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 10 ]

Movement [ 7 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 164 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 132 ]

Type [ 5 ]

- [ 0 ]

- [ 0 ]

# (145) C07R0501 Veilstone City R5-01

Matrix [ 125 ]

Sprite 0:

ID [ 0 ]

Sprite [ 43 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 51 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 132 ]

Type [ 7 ]

- [ 0 ]

- [ 0 ]

# (146) C07R0601 Veilstone City R6-01

Matrix [ 125 ]

Sprite 0:

ID [ 0 ]

Sprite [ 14 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 165 ]

Movement [ 9 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 206 ]

Movement [ 9 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 132 ]

Type [ 8 ]

- [ 0 ]

- [ 0 ]

# (147) C07R0701 Veilstone City R7-01

Matrix [ 123 ]

Sprite 0:

ID [ 0 ]

Sprite [ 15 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 16 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 132 ]

Type [ 9 ]

- [ 0 ]

- [ 0 ]

# (148) C07R0801 Veilstone City R8-01

Matrix [ 123 ]

Sprite 0:

ID [ 0 ]

Sprite [ 13 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 5 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 4 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 204 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 7 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 132 ]

Type [ 6 ]

- [ 0 ]

- [ 0 ]

# (149) C07R0901 Veilstone City R9-01

Matrix [ 158 ]

Sprite 0:

ID [ 0 ]

Sprite [ 50 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 7 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 10 ]

Y Coord [ 7 ]

Map ID [ 132 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 1 ]

Y Coord [ 7 ]

Map ID [ 382 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (150) C08 Sunyshore City

Matrix [ 0 ]

Object 0:

Script [ 8111 ]

- [ 2 ]

X Coord [ 855 ]

- [ 0 ]

Y Coord [ 759 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8110 ]

- [ 2 ]

X Coord [ 889 ]

- [ 0 ]

Y Coord [ 792 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 56 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 883 ]

Y Coord [ 770 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 1:

ID [ 1 ]

Sprite [ 16 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 6 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 856 ]

Y Coord [ 780 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 12 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 4 ]

Y Movement [ 0 ]

X Coord [ 848 ]

Y Coord [ 785 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 3:

ID [ 3 ]

Sprite [ 40 ]

Movement [ 5 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 881 ]

Y Coord [ 793 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 4:

ID [ 4 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 13 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 848 ]

Y Coord [ 763 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 91 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 10 ]

Orientation [ 0 ]

Sight [ 15 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 841 ]

Y Coord [ 788 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 95 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 11 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 847 ]

Y Coord [ 748 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 56 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 5 ]

X Coord [ 854 ]

Y Coord [ 754 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 8:

ID [ 8 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 12 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 882 ]

Y Coord [ 790 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 167 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 857 ]

Y Coord [ 741 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 853 ]

Y Coord [ 751 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 853 ]

Y Coord [ 745 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 853 ]

Y Coord [ 755 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 14 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 885 ]

Y Coord [ 744 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 16 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 885 ]

Y Coord [ 770 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 15 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 858 ]

Y Coord [ 759 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 884 ]

Y Coord [ 794 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

ID [ 17 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1163 ]

Script [ 7194 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 881 ]

Y Coord [ 779 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 18:

ID [ 18 ]

Sprite [ 136 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 599 ]

Script [ 18 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 4 ]

Y Movement [ 0 ]

X Coord [ 845 ]

Y Coord [ 748 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 19:

ID [ 19 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 878 ]

Y Coord [ 794 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 849 ]

Y Coord [ 762 ]

Map ID [ 157 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 883 ]

Y Coord [ 743 ]

Map ID [ 158 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 845 ]

Y Coord [ 768 ]

Map ID [ 159 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 832 ]

Y Coord [ 790 ]

Map ID [ 398 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 4:

X Coord [ 875 ]

Y Coord [ 743 ]

Map ID [ 160 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 5:

X Coord [ 853 ]

Y Coord [ 768 ]

Map ID [ 153 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 6:

X Coord [ 832 ]

Y Coord [ 791 ]

Map ID [ 398 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 7:

X Coord [ 832 ]

Y Coord [ 751 ]

Map ID [ 161 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 8:

X Coord [ 832 ]

Y Coord [ 750 ]

Map ID [ 162 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 9:

X Coord [ 888 ]

Y Coord [ 771 ]

Map ID [ 163 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 10:

X Coord [ 886 ]

Y Coord [ 790 ]

Map ID [ 516 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 11:

X Coord [ 860 ]

Y Coord [ 784 ]

Map ID [ 151 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 12:

X Coord [ 845 ]

Y Coord [ 747 ]

Map ID [ 154 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 13:

X Coord [ 850 ]

Y Coord [ 762 ]

Map ID [ 157 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 8 ]

X Coord [ 853 ]

Y Coord [ 743 ]

Width [ 5 ]

Length [ 1 ]

- [ 0 ]

- [ 1 ]

Flag [ 16510 ]

# (151) C08PC0101 Sunyshore City Pokemon Center

Matrix [ 116 ]

Sprite 0:

ID [ 0 ]

Sprite [ 26 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 164 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 6 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 1 ]

Movement [ 5 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 82 ]

Movement [ 5 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 12 ]

Map ID [ 150 ]

Type [ 11 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 2 ]

Y Coord [ 10 ]

Map ID [ 152 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 14 ]

Y Coord [ 10 ]

Map ID [ 481 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (152) C08PC0102 Sunyshore City Pokemon Center Top Floor

Matrix [ 117 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9003 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9001 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9011 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 2 ]

Y Coord [ 10 ]

Map ID [ 151 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 8 ]

Y Coord [ 2 ]

Map ID [ 466 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (153) C08FS0101 Sunyshore City Mart

Matrix [ 122 ]

Sprite 0:

ID [ 0 ]

Sprite [ 25 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 50 ]

Movement [ 4 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 56 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 193 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 552 ]

Script [ 10201 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 25 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 3 ]

Y Coord [ 11 ]

Map ID [ 150 ]

Type [ 5 ]

- [ 0 ]

- [ 0 ]

# (154) C08GYM0101 Sunyshore City GYM

Matrix [ 226 ]

Object 0:

Script [ 4 ]

- [ 0 ]

X Coord [ 6 ]

- [ 0 ]

Y Coord [ 12 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 4 ]

- [ 0 ]

X Coord [ 10 ]

- [ 0 ]

Y Coord [ 12 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 168 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 8 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3343 ]

Orientation [ 3 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 14 ]

Map ID [ 150 ]

Type [ 12 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 8 ]

Y Coord [ 2 ]

Map ID [ 155 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 2 ]

X Coord [ 3 ]

Y Coord [ 8 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16384 ]

Trigger 1:

Script [ 2 ]

X Coord [ 13 ]

Y Coord [ 8 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16384 ]

# (155) C08GYM0102 Sunyshore City GYM

Matrix [ 227 ]

Sprite 0:

ID [ 0 ]

Sprite [ 3 ]

Movement [ 14 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3340 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 10 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3300 ]

Orientation [ 1 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 71 ]

Movement [ 45 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3330 ]

Orientation [ 1 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 9 ]

Y Coord [ 21 ]

Map ID [ 154 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 9 ]

Y Coord [ 2 ]

Map ID [ 156 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 2 ]

X Coord [ 6 ]

Y Coord [ 13 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16384 ]

Trigger 1:

Script [ 3 ]

X Coord [ 6 ]

Y Coord [ 8 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16384 ]

Trigger 2:

Script [ 3 ]

X Coord [ 11 ]

Y Coord [ 8 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16384 ]

# (156) C08GYM0103 Sunyshore City GYM

Matrix [ 228 ]

Sprite 0:

ID [ 0 ]

Sprite [ 133 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 14 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3284 ]

Orientation [ 3 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 23 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 10 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3301 ]

Orientation [ 1 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 10 ]

Movement [ 45 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3302 ]

Orientation [ 1 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 16 ]

Y Coord [ 23 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 11 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3280 ]

Orientation [ 2 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 21 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 11 ]

Y Coord [ 25 ]

Map ID [ 155 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 2 ]

X Coord [ 6 ]

Y Coord [ 8 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16384 ]

Trigger 1:

Script [ 2 ]

X Coord [ 16 ]

Y Coord [ 13 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16384 ]

Trigger 2:

Script [ 3 ]

X Coord [ 6 ]

Y Coord [ 18 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16384 ]

Trigger 3:

Script [ 3 ]

X Coord [ 16 ]

Y Coord [ 18 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16384 ]

# (157) C08R0101 Sunyshore City R1-01

Matrix [ 203 ]

Sprite 0:

ID [ 0 ]

Sprite [ 12 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 15 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 56 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 168 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 5 ]

Y Coord [ 12 ]

Map ID [ 150 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (158) C08R0201 Sunyshore City R2-01

Matrix [ 243 ]

Sprite 0:

ID [ 0 ]

Sprite [ 13 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 150 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (159) C08R0301 Sunyshore City R3-01

Matrix [ 244 ]

Sprite 0:

ID [ 0 ]

Sprite [ 7 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 43 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 168 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 6 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 12 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 5 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 4 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 4 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 4 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 150 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (160) C08R0401 Sunyshore City R4-01

Matrix [ 243 ]

Sprite 0:

ID [ 0 ]

Sprite [ 164 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 165 ]

Movement [ 7 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 1 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 150 ]

Type [ 4 ]

- [ 0 ]

- [ 0 ]

# (161) C08R0501 Sunyshore City R5-01

Matrix [ 243 ]

Sprite 0:

ID [ 0 ]

Sprite [ 164 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 1 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 5 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 150 ]

Type [ 7 ]

- [ 0 ]

- [ 0 ]

# (162) C08R0601 Sunyshore City R6-01

Matrix [ 243 ]

Sprite 0:

ID [ 0 ]

Sprite [ 56 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 6 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 150 ]

Type [ 8 ]

- [ 0 ]

- [ 0 ]

# (163) C08R0701 Sunyshore City R7-01

Matrix [ 125 ]

Sprite 0:

ID [ 0 ]

Sprite [ 29 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 5 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 150 ]

Type [ 9 ]

- [ 0 ]

- [ 0 ]

# (164) C08R0801 Sunyshore City R8-01

Matrix [ 230 ]

Object 0:

Script [ 3 ]

- [ 0 ]

X Coord [ 6 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 56 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 4 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 133 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 671 ]

Script [ 4 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 6 ]

Y Coord [ 9 ]

Map ID [ 516 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (165) C09 Snowpoint City

Matrix [ 0 ]

Object 0:

Script [ 8178 ]

- [ 2 ]

X Coord [ 381 ]

- [ 0 ]

Y Coord [ 220 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 69 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 365 ]

Y Coord [ 243 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 1:

ID [ 1 ]

Sprite [ 91 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 10 ]

Orientation [ 0 ]

Sight [ 16 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 360 ]

Y Coord [ 240 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 95 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 11 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 363 ]

Y Coord [ 222 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 64 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 8 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 361 ]

Y Coord [ 216 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 4:

ID [ 4 ]

Sprite [ 65 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 6 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 376 ]

Y Coord [ 211 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 5:

ID [ 5 ]

Sprite [ 56 ]

Movement [ 4 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 373 ]

Y Coord [ 228 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 6:

ID [ 6 ]

Sprite [ 69 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 367 ]

Y Coord [ 198 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 7:

ID [ 7 ]

Sprite [ 131 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 529 ]

Script [ 4 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 366 ]

Y Coord [ 208 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 8:

ID [ 8 ]

Sprite [ 56 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 664 ]

Script [ 12 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 356 ]

Y Coord [ 247 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 9:

ID [ 9 ]

Sprite [ 65 ]

Movement [ 11 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 355 ]

Y Coord [ 221 ]

Z Coord [ 0 ]

- [ 7 ]

Warp 0:

X Coord [ 353 ]

Y Coord [ 208 ]

Map ID [ 170 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 379 ]

Y Coord [ 208 ]

Map ID [ 171 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 366 ]

Y Coord [ 197 ]

Map ID [ 278 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 353 ]

Y Coord [ 232 ]

Map ID [ 166 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 4:

X Coord [ 379 ]

Y Coord [ 233 ]

Map ID [ 168 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 5:

X Coord [ 367 ]

Y Coord [ 222 ]

Map ID [ 167 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 6:

X Coord [ 367 ]

Y Coord [ 197 ]

Map ID [ 278 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 3 ]

X Coord [ 366 ]

Y Coord [ 198 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16511 ]

# (166) C09FS0101 Snowpoint City Mart

Matrix [ 122 ]

Sprite 0:

ID [ 0 ]

Sprite [ 25 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 4 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 5 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 65 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 9 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 193 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 552 ]

Script [ 10201 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 24 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 3 ]

Y Coord [ 11 ]

Map ID [ 165 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

# (167) C09GYM0101 Snowpoint City GYM

Matrix [ 114 ]

Object 0:

Script [ 4 ]

- [ 0 ]

X Coord [ 9 ]

- [ 0 ]

Y Coord [ 27 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 4 ]

- [ 0 ]

X Coord [ 13 ]

- [ 0 ]

Y Coord [ 27 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 131 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 168 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 27 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 68 ]

Movement [ 4 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3826 ]

Orientation [ 0 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 69 ]

Movement [ 14 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3269 ]

Orientation [ 0 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 20 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 69 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3270 ]

Orientation [ 2 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 68 ]

Movement [ 4 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3268 ]

Orientation [ 0 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 69 ]

Movement [ 4 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3827 ]

Orientation [ 0 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 68 ]

Movement [ 4 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3267 ]

Orientation [ 0 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 1 ]

Y Coord [ 20 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 118 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2037 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 118 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2037 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 19 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 118 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2037 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 16 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 118 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2037 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 118 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2037 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 118 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2037 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 118 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2037 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 118 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2037 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 1 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 118 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2037 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

ID [ 17 ]

Sprite [ 118 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2037 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 16 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 18:

ID [ 18 ]

Sprite [ 118 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2037 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 19:

ID [ 19 ]

Sprite [ 118 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2037 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 20:

ID [ 20 ]

Sprite [ 118 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2037 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 21:

ID [ 21 ]

Sprite [ 118 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2037 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 16 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 22:

ID [ 22 ]

Sprite [ 118 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2037 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 23:

ID [ 23 ]

Sprite [ 118 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2037 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 16 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 24:

ID [ 24 ]

Sprite [ 118 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2037 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 1 ]

Y Coord [ 25 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 25:

ID [ 25 ]

Sprite [ 118 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2037 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 21 ]

Y Coord [ 25 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 11 ]

Y Coord [ 28 ]

Map ID [ 165 ]

Type [ 5 ]

- [ 0 ]

- [ 0 ]

# (168) C09PC0101 Snowpoint City Pokemon Center

Matrix [ 116 ]

Sprite 0:

ID [ 0 ]

Sprite [ 26 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 6 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 3 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 7 ]

Movement [ 5 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 74 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 10 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 12 ]

Map ID [ 165 ]

Type [ 4 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 2 ]

Y Coord [ 10 ]

Map ID [ 169 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 14 ]

Y Coord [ 10 ]

Map ID [ 482 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (169) C09PC0102 Snowpoint City Pokemon Center Top Floor

Matrix [ 117 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9003 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9001 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9011 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 2 ]

Y Coord [ 10 ]

Map ID [ 168 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 8 ]

Y Coord [ 2 ]

Map ID [ 466 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (170) C09R0101 Snowpoint City R1-01

Matrix [ 123 ]

Sprite 0:

ID [ 0 ]

Sprite [ 11 ]

Movement [ 8 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 13 ]

Movement [ 8 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 165 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (171) C09R0201 Snowpoint City R2-01

Matrix [ 123 ]

Sprite 0:

ID [ 0 ]

Sprite [ 17 ]

Movement [ 9 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 165 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (172) C10 Pokémon League

Matrix [ 0 ]

Object 0:

Script [ 8120 ]

- [ 2 ]

X Coord [ 842 ]

- [ 0 ]

Y Coord [ 580 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 3 ]

- [ 0 ]

X Coord [ 842 ]

- [ 0 ]

Y Coord [ 577 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 2:

Script [ 3 ]

- [ 0 ]

X Coord [ 843 ]

- [ 0 ]

Y Coord [ 577 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 3:

Script [ 3 ]

- [ 0 ]

X Coord [ 851 ]

- [ 0 ]

Y Coord [ 577 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 4:

Script [ 3 ]

- [ 0 ]

X Coord [ 852 ]

- [ 0 ]

Y Coord [ 577 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 5:

Script [ 3 ]

- [ 0 ]

X Coord [ 837 ]

- [ 0 ]

Y Coord [ 561 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 6:

Script [ 3 ]

- [ 0 ]

X Coord [ 838 ]

- [ 0 ]

Y Coord [ 561 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 7:

Script [ 3 ]

- [ 0 ]

X Coord [ 856 ]

- [ 0 ]

Y Coord [ 561 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 8:

Script [ 3 ]

- [ 0 ]

X Coord [ 857 ]

- [ 0 ]

Y Coord [ 561 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 853 ]

Y Coord [ 598 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 849 ]

Y Coord [ 580 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 842 ]

Y Coord [ 598 ]

Map ID [ 173 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 847 ]

Y Coord [ 559 ]

Map ID [ 175 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 851 ]

Y Coord [ 597 ]

Map ID [ 244 ]

Type [ 7 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 853 ]

Y Coord [ 582 ]

Map ID [ 244 ]

Type [ 8 ]

- [ 0 ]

- [ 0 ]

# (173) C10PC0101 Pokémon League Pokemon Center

Matrix [ 116 ]

Sprite 0:

ID [ 0 ]

Sprite [ 26 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 15 ]

Movement [ 8 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 14 ]

Movement [ 8 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 6 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 12 ]

Map ID [ 172 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 2 ]

Y Coord [ 10 ]

Map ID [ 174 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 14 ]

Y Coord [ 10 ]

Map ID [ 483 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (174) C10PC0102 Pokémon League Pokemon Center Top Floor

Matrix [ 117 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9003 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9001 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9011 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 2 ]

Y Coord [ 10 ]

Map ID [ 173 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 8 ]

Y Coord [ 2 ]

Map ID [ 466 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (175) C10R0101 Pokémon League R1-01

Matrix [ 144 ]

Sprite 0:

ID [ 0 ]

Sprite [ 11 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 25 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 24 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 18 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 26 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 14 ]

Movement [ 11 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 6 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 148 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 571 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 11 ]

Y Coord [ 2 ]

Map ID [ 176 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 11 ]

Y Coord [ 11 ]

Map ID [ 172 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 2 ]

Y Coord [ 10 ]

Map ID [ 495 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 19 ]

Y Coord [ 10 ]

Map ID [ 496 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 4 ]

X Coord [ 10 ]

Y Coord [ 4 ]

Width [ 3 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16623 ]

# (176) C10R0102 Pokémon League R1-02

Matrix [ 187 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 2 ]

Map ID [ 177 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 4 ]

Y Coord [ 15 ]

Map ID [ 175 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 3 ]

X Coord [ 4 ]

Y Coord [ 11 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16384 ]

# (177) C10R0103 Pokémon League R1-03

Matrix [ 183 ]

Sprite 0:

ID [ 0 ]

Sprite [ 134 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 209 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 672 ]

Script [ 2037 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 209 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 676 ]

Script [ 2037 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 2 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 2 ]

Map ID [ 178 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 8 ]

Y Coord [ 11 ]

Map ID [ 176 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (178) C10R0104 Pokémon League R1-04

Matrix [ 188 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 2 ]

Map ID [ 179 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 4 ]

Y Coord [ 15 ]

Map ID [ 177 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 3 ]

X Coord [ 4 ]

Y Coord [ 11 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16384 ]

# (179) C10R0105 Pokémon League R1-05

Matrix [ 184 ]

Sprite 0:

ID [ 0 ]

Sprite [ 135 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 209 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 673 ]

Script [ 2037 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 209 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 677 ]

Script [ 2037 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 2 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 2 ]

Map ID [ 180 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 8 ]

Y Coord [ 11 ]

Map ID [ 178 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (180) C10R0106 Pokémon League R1-06

Matrix [ 188 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 2 ]

Map ID [ 181 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 4 ]

Y Coord [ 15 ]

Map ID [ 179 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 3 ]

X Coord [ 4 ]

Y Coord [ 11 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16384 ]

# (181) C10R0107 Pokémon League R1-07

Matrix [ 185 ]

Sprite 0:

ID [ 0 ]

Sprite [ 136 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 209 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 678 ]

Script [ 2037 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 2 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 209 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 674 ]

Script [ 2037 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 2 ]

Map ID [ 182 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 8 ]

Y Coord [ 11 ]

Map ID [ 180 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (182) C10R0108 Pokémon League R1-08

Matrix [ 188 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 2 ]

Map ID [ 183 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 4 ]

Y Coord [ 15 ]

Map ID [ 181 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 3 ]

X Coord [ 4 ]

Y Coord [ 11 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16384 ]

# (183) C10R0109 Pokémon League R1-09

Matrix [ 186 ]

Sprite 0:

ID [ 0 ]

Sprite [ 137 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 209 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 679 ]

Script [ 2037 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 2 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 209 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 675 ]

Script [ 2037 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 2 ]

Map ID [ 184 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 8 ]

Y Coord [ 11 ]

Map ID [ 182 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (184) C10R0110 Pokémon League R1-10

Matrix [ 189 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 2 ]

Map ID [ 185 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 4 ]

Y Coord [ 23 ]

Map ID [ 183 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 3 ]

X Coord [ 4 ]

Y Coord [ 19 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16384 ]

# (185) C10R0111 Pokémon League R1-11

Matrix [ 190 ]

Sprite 0:

ID [ 0 ]

Sprite [ 138 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 2 ]

Map ID [ 186 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 8 ]

Y Coord [ 18 ]

Map ID [ 184 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (186) C10R0112 Pokémon League R1-12

Matrix [ 192 ]

Sprite 0:

ID [ 0 ]

Sprite [ 138 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 600 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 22 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 99 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 601 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 22 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 5 ]

Y Coord [ 2 ]

Map ID [ 187 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 5 ]

Y Coord [ 23 ]

Map ID [ 185 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (187) C10R0113 Pokémon League R1-13

Matrix [ 191 ]

Sprite 0:

ID [ 0 ]

Sprite [ 138 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 99 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 15 ]

Map ID [ 186 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (188) C11 Fight Area

Matrix [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 91 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9 ]

Orientation [ 0 ]

Sight [ 18 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 636 ]

Y Coord [ 431 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 11 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 631 ]

Y Coord [ 429 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 10 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 656 ]

Y Coord [ 427 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 648 ]

Y Coord [ 437 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 648 ]

Y Coord [ 436 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 56 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 638 ]

Y Coord [ 437 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 54 ]

Movement [ 8 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 8 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 633 ]

Y Coord [ 423 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 148 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 497 ]

Script [ 14 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 628 ]

Y Coord [ 434 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 144 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 498 ]

Script [ 0 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 632 ]

Y Coord [ 432 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 90 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 639 ]

Y Coord [ 429 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 91 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 640 ]

Y Coord [ 429 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 92 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 641 ]

Y Coord [ 429 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 93 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 642 ]

Y Coord [ 429 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 9 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 652 ]

Y Coord [ 443 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 11 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 2 ]

X Coord [ 655 ]

Y Coord [ 433 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 14 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 3 ]

X Coord [ 661 ]

Y Coord [ 429 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 2 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 2 ]

X Coord [ 659 ]

Y Coord [ 442 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

ID [ 17 ]

Sprite [ 7 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 6 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 642 ]

Y Coord [ 432 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 18:

ID [ 18 ]

Sprite [ 56 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 12 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 623 ]

Y Coord [ 435 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 19:

ID [ 19 ]

Sprite [ 51 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 13 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 650 ]

Y Coord [ 437 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 20:

ID [ 20 ]

Sprite [ 192 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 621 ]

Y Coord [ 434 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 21:

ID [ 21 ]

Sprite [ 192 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 621 ]

Y Coord [ 435 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 22:

ID [ 22 ]

Sprite [ 11 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 690 ]

Script [ 16 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 629 ]

Y Coord [ 429 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 23:

ID [ 23 ]

Sprite [ 51 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 690 ]

Script [ 17 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 630 ]

Y Coord [ 429 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 630 ]

Y Coord [ 421 ]

Map ID [ 193 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 631 ]

Y Coord [ 421 ]

Map ID [ 193 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 658 ]

Y Coord [ 425 ]

Map ID [ 192 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 659 ]

Y Coord [ 425 ]

Map ID [ 192 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 4:

X Coord [ 654 ]

Y Coord [ 440 ]

Map ID [ 194 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 5:

X Coord [ 645 ]

Y Coord [ 440 ]

Map ID [ 195 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 6:

X Coord [ 647 ]

Y Coord [ 431 ]

Map ID [ 189 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 7:

X Coord [ 663 ]

Y Coord [ 440 ]

Map ID [ 191 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (189) C11PC0101 Fight Area Pokemon Center

Matrix [ 116 ]

Sprite 0:

ID [ 0 ]

Sprite [ 26 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 10 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 10 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 60 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 51 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 12 ]

Map ID [ 188 ]

Type [ 6 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 2 ]

Y Coord [ 10 ]

Map ID [ 190 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 14 ]

Y Coord [ 10 ]

Map ID [ 484 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (190) C11PC0102 Fight Area Pokemon Center Top Floor

Matrix [ 117 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9003 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9001 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9011 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 2 ]

Y Coord [ 10 ]

Map ID [ 189 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 8 ]

Y Coord [ 2 ]

Map ID [ 466 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (191) C11FS0101 Fight Area Mart

Matrix [ 122 ]

Sprite 0:

ID [ 0 ]

Sprite [ 43 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 37 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 25 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 3 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 193 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 552 ]

Script [ 10201 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 3 ]

Y Coord [ 11 ]

Map ID [ 188 ]

Type [ 7 ]

- [ 0 ]

- [ 0 ]

# (192) C11R0101 Fight Area R1-01

Matrix [ 159 ]

Sprite 0:

ID [ 0 ]

Sprite [ 175 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 175 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 175 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 175 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 19 ]

Movement [ 6 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 6 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 175 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 5 ]

Y Coord [ 12 ]

Map ID [ 188 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 5 ]

Y Coord [ 2 ]

Map ID [ 322 ]

Type [ 4 ]

- [ 0 ]

- [ 0 ]

# (193) C11R0201 Fight Area R2-01

Matrix [ 157 ]

Sprite 0:

ID [ 0 ]

Sprite [ 11 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 4 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 62 ]

Movement [ 6 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 6 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 5 ]

Y Coord [ 12 ]

Map ID [ 188 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 5 ]

Y Coord [ 2 ]

Map ID [ 400 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (194) C11R0301 Fight Area R3-01

Matrix [ 123 ]

Sprite 0:

ID [ 0 ]

Sprite [ 15 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 3 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 8 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 188 ]

Type [ 4 ]

- [ 0 ]

- [ 0 ]

# (195) C11R0401 Fight Area R4-01

Matrix [ 123 ]

Sprite 0:

ID [ 0 ]

Sprite [ 164 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 78 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 165 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 188 ]

Type [ 5 ]

- [ 0 ]

- [ 0 ]

# (196) C11R0501 Fight Area R5-01

Matrix [ 123 ]

# (197) D01 Oreburgh Mine

Matrix [ 5 ]

# (198) D01R0101 Oreburgh Mine R1-01

Matrix [ 5 ]

Sprite 0:

ID [ 0 ]

Sprite [ 40 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1221 ]

Script [ 7011 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 19 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 2 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 11 ]

Y Coord [ 1 ]

Map ID [ 45 ]

Type [ 12 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 12 ]

Y Coord [ 1 ]

Map ID [ 45 ]

Type [ 13 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 13 ]

Y Coord [ 1 ]

Map ID [ 45 ]

Type [ 14 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 12 ]

Y Coord [ 21 ]

Map ID [ 199 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 4:

X Coord [ 11 ]

Y Coord [ 21 ]

Map ID [ 199 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 5:

X Coord [ 13 ]

Y Coord [ 21 ]

Map ID [ 199 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (199) D01R0102 Oreburgh Mine R1-02

Matrix [ 6 ]

Sprite 0:

ID [ 0 ]

Sprite [ 126 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 424 ]

Script [ 1 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 18 ]

Y Coord [ 28 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 1:

ID [ 1 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 19 ]

Y Coord [ 28 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 33 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 28 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 993 ]

Script [ 7012 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 28 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 994 ]

Script [ 7013 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 26 ]

Y Coord [ 24 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 40 ]

Movement [ 14 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3194 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 28 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 6:

ID [ 6 ]

Sprite [ 40 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3195 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 26 ]

Y Coord [ 20 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 7:

ID [ 7 ]

Sprite [ 40 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 21 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 8:

ID [ 8 ]

Sprite [ 208 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 28 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 9:

ID [ 9 ]

Sprite [ 208 ]

Movement [ 9 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 20 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 10:

ID [ 10 ]

Sprite [ 208 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 27 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 1 ]

Warp 0:

X Coord [ 15 ]

Y Coord [ 1 ]

Map ID [ 198 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

# (200) D02 Valley Windworks

Matrix [ 0 ]

Object 0:

Script [ 8000 ]

- [ 2 ]

X Coord [ 235 ]

- [ 0 ]

Y Coord [ 650 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 4 ]

- [ 0 ]

X Coord [ 243 ]

- [ 0 ]

Y Coord [ 654 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 124 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 428 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 243 ]

Y Coord [ 655 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 240 ]

Y Coord [ 659 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 6 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 347 ]

Script [ 65535 ]

Orientation [ 0 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 215 ]

Y Coord [ 659 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1001 ]

Script [ 7023 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 242 ]

Y Coord [ 644 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 185 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 553 ]

Script [ 6 ]

Orientation [ 1 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 241 ]

Y Coord [ 660 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1238 ]

Script [ 7024 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 246 ]

Y Coord [ 660 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 243 ]

Y Coord [ 654 ]

Map ID [ 201 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (201) D02R0101 Valley Windworks R1-01

Matrix [ 234 ]

Sprite 0:

ID [ 0 ]

Sprite [ 124 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 450 ]

Script [ 0 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 121 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 451 ]

Script [ 4 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 20 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 29 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 21 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 124 ]

Movement [ 6 ]

Trainer [ 1 ]

Flag [ 451 ]

Script [ 3297 ]

Orientation [ 2 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 124 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 451 ]

Script [ 3298 ]

Orientation [ 1 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 2 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 535 ]

Script [ 6 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 124 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 451 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 18 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 12 ]

Y Coord [ 16 ]

Map ID [ 200 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 4 ]

X Coord [ 19 ]

Y Coord [ 6 ]

Width [ 1 ]

Length [ 2 ]

- [ 0 ]

- [ 1 ]

Flag [ 16591 ]

# (202) D03 Eterna Forest

Matrix [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 7 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 231 ]

Y Coord [ 554 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 6 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 230 ]

Y Coord [ 554 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 8 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 232 ]

Y Coord [ 554 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 9 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 233 ]

Y Coord [ 554 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 246 ]

Y Coord [ 540 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 33 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 247 ]

Y Coord [ 540 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 34 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 216 ]

Y Coord [ 566 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 34 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 216 ]

Y Coord [ 567 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1014 ]

Script [ 7043 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 243 ]

Y Coord [ 569 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1015 ]

Script [ 7044 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 228 ]

Y Coord [ 571 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 12 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 232 ]

Y Coord [ 560 ]

Z Coord [ 0 ]

- [ 0 ]

# (203) D03R0101 Eterna Forest R1-01

Matrix [ 7 ]

Object 0:

Script [ 8001 ]

- [ 2 ]

X Coord [ 80 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 141 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 441 ]

Script [ 9702 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 28 ]

Y Coord [ 83 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 5 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 24 ]

Y Coord [ 80 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 5 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3200 ]

Orientation [ 3 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 37 ]

Y Coord [ 67 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 5 ]

Movement [ 14 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3201 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 65 ]

Y Coord [ 87 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 70 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3394 ]

Orientation [ 3 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 74 ]

Y Coord [ 67 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 70 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3205 ]

Orientation [ 3 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 50 ]

Y Coord [ 67 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 6 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3203 ]

Orientation [ 2 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 40 ]

Y Coord [ 67 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 5 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3202 ]

Orientation [ 1 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 65 ]

Y Coord [ 83 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1004 ]

Script [ 7029 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 81 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1005 ]

Script [ 7030 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 41 ]

Y Coord [ 59 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1006 ]

Script [ 7031 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 50 ]

Y Coord [ 85 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1007 ]

Script [ 7032 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 66 ]

Y Coord [ 42 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 29 ]

Y Coord [ 82 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 96 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 10 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 76 ]

Y Coord [ 72 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 70 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3204 ]

Orientation [ 2 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 55 ]

Y Coord [ 67 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 70 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3397 ]

Orientation [ 2 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 77 ]

Y Coord [ 67 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 190 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 11 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 66 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

ID [ 17 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1071 ]

Script [ 7033 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 81 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 18:

ID [ 18 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1235 ]

Script [ 7034 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 84 ]

Y Coord [ 82 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 19:

ID [ 19 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 74 ]

Y Coord [ 33 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 20:

ID [ 20 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 33 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 75 ]

Y Coord [ 33 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 21:

ID [ 21 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 34 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 77 ]

Y Coord [ 33 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 22:

ID [ 22 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 35 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 36 ]

Y Coord [ 64 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 23:

ID [ 23 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 36 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 36 ]

Y Coord [ 65 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 24:

ID [ 24 ]

Sprite [ 127 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 538 ]

Script [ 8 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 73 ]

Y Coord [ 33 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 28 ]

Y Coord [ 86 ]

Map ID [ 347 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 29 ]

Y Coord [ 86 ]

Map ID [ 347 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 86 ]

Y Coord [ 36 ]

Map ID [ 349 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 86 ]

Y Coord [ 37 ]

Map ID [ 349 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 4:

X Coord [ 74 ]

Y Coord [ 15 ]

Map ID [ 295 ]

Type [ 4 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 1 ]

X Coord [ 28 ]

Y Coord [ 85 ]

Width [ 2 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16561 ]

Trigger 1:

Script [ 2 ]

X Coord [ 28 ]

Y Coord [ 86 ]

Width [ 2 ]

Length [ 1 ]

- [ 0 ]

- [ 1 ]

Flag [ 16561 ]

Trigger 2:

Script [ 3 ]

X Coord [ 82 ]

Y Coord [ 34 ]

Width [ 1 ]

Length [ 6 ]

- [ 0 ]

- [ 1 ]

Flag [ 16561 ]

# (204) D04 Fuego Ironworks

Matrix [ 0 ]

Object 0:

Script [ 8156 ]

- [ 2 ]

X Coord [ 187 ]

- [ 0 ]

Y Coord [ 594 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8155 ]

- [ 2 ]

X Coord [ 177 ]

- [ 0 ]

Y Coord [ 581 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 10 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 168 ]

Y Coord [ 594 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 11 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 169 ]

Y Coord [ 594 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 12 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 170 ]

Y Coord [ 594 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 13 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 171 ]

Y Coord [ 594 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 172 ]

Y Coord [ 588 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 169 ]

Y Coord [ 587 ]

Map ID [ 205 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 168 ]

Y Coord [ 587 ]

Map ID [ 205 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 170 ]

Y Coord [ 587 ]

Map ID [ 205 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (205) D04R0101 Fuego Ironworks R1-01

Matrix [ 8 ]

Object 0:

Script [ 8047 ]

- [ 2 ]

X Coord [ 44 ]

- [ 0 ]

Y Coord [ 15 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8046 ]

- [ 2 ]

X Coord [ 22 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1106 ]

Script [ 7132 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 21 ]

Y Coord [ 21 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1108 ]

Script [ 7134 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1107 ]

Script [ 7133 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 46 ]

Y Coord [ 20 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1109 ]

Script [ 7135 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 51 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 82 ]

Movement [ 13 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 25 ]

Y Coord [ 19 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 40 ]

Movement [ 9 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3843 ]

Orientation [ 1 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 40 ]

Movement [ 45 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3844 ]

Orientation [ 1 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 26 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 40 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3845 ]

Orientation [ 3 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 35 ]

Y Coord [ 25 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 26 ]

Y Coord [ 26 ]

Map ID [ 204 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (206) D05 Mt. Coronet

Matrix [ 0 ]

# (207) D05R0101 Mt. Coronet R1-01

Matrix [ 9 ]

Object 0:

Script [ 8013 ]

- [ 2 ]

X Coord [ 13 ]

- [ 0 ]

Y Coord [ 18 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 16 ]

Y Coord [ 23 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 33 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 20 ]

Y Coord [ 23 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 34 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 24 ]

Y Coord [ 23 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 35 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 25 ]

Y Coord [ 22 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1032 ]

Script [ 7059 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1033 ]

Script [ 7060 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 28 ]

Y Coord [ 28 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 120 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 457 ]

Script [ 0 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 353 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 27 ]

Y Coord [ 20 ]

Map ID [ 354 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 25 ]

Y Coord [ 3 ]

Map ID [ 208 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 2 ]

X Coord [ 14 ]

Y Coord [ 23 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16534 ]

# (208) D05R0102 Mt. Coronet R1-02

Matrix [ 10 ]

Object 0:

Script [ 8082 ]

- [ 2 ]

X Coord [ 25 ]

- [ 0 ]

Y Coord [ 11 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8081 ]

- [ 2 ]

X Coord [ 16 ]

- [ 0 ]

Y Coord [ 35 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1156 ]

Script [ 7187 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 31 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1158 ]

Script [ 7189 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 23 ]

Y Coord [ 37 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1157 ]

Script [ 7188 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 55 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1159 ]

Script [ 7190 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 60 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 203 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 595 ]

Script [ 1 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 23 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 27 ]

Y Coord [ 48 ]

Map ID [ 207 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 2 ]

Y Coord [ 59 ]

Map ID [ 353 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 7 ]

Y Coord [ 23 ]

Map ID [ 208 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 7 ]

Y Coord [ 12 ]

Map ID [ 208 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 4:

X Coord [ 11 ]

Y Coord [ 4 ]

Map ID [ 209 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 5:

X Coord [ 21 ]

Y Coord [ 4 ]

Map ID [ 209 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (209) D05R0103 Mt. Coronet R1-03

Matrix [ 11 ]

Object 0:

Script [ 8083 ]

- [ 2 ]

X Coord [ 2 ]

- [ 0 ]

Y Coord [ 13 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 125 ]

Movement [ 2 ]

Trainer [ 1 ]

Flag [ 685 ]

Script [ 3522 ]

Orientation [ 1 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 124 ]

Movement [ 20 ]

Trainer [ 4 ]

Flag [ 685 ]

Script [ 3514 ]

Orientation [ 3 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 20 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 14 ]

Y Coord [ 26 ]

Map ID [ 208 ]

Type [ 4 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 18 ]

Y Coord [ 26 ]

Map ID [ 208 ]

Type [ 5 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 3 ]

Y Coord [ 29 ]

Map ID [ 211 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (210) D05R0104 Mt. Coronet R1-04

Matrix [ 12 ]

Object 0:

Script [ 8084 ]

- [ 2 ]

X Coord [ 41 ]

- [ 0 ]

Y Coord [ 44 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8092 ]

- [ 2 ]

X Coord [ 44 ]

- [ 0 ]

Y Coord [ 47 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 2:

Script [ 8085 ]

- [ 2 ]

X Coord [ 33 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 3:

Script [ 8086 ]

- [ 2 ]

X Coord [ 21 ]

- [ 0 ]

Y Coord [ 19 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 4:

Script [ 8088 ]

- [ 2 ]

X Coord [ 43 ]

- [ 0 ]

Y Coord [ 17 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 42 ]

Y Coord [ 44 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 33 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 43 ]

Y Coord [ 42 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 34 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 45 ]

Y Coord [ 43 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 35 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 45 ]

Y Coord [ 39 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 36 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 42 ]

Y Coord [ 37 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 37 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 39 ]

Y Coord [ 20 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 38 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 35 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 42 ]

Y Coord [ 40 ]

Map ID [ 212 ]

Type [ 4 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 13 ]

Y Coord [ 19 ]

Map ID [ 213 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 45 ]

Y Coord [ 28 ]

Map ID [ 216 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (211) D05R0105 Mt. Coronet R1-05

Matrix [ 13 ]

Object 0:

Script [ 8084 ]

- [ 2 ]

X Coord [ 41 ]

- [ 0 ]

Y Coord [ 7 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8092 ]

- [ 2 ]

X Coord [ 44 ]

- [ 0 ]

Y Coord [ 10 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 2:

Script [ 8089 ]

- [ 2 ]

X Coord [ 13 ]

- [ 0 ]

Y Coord [ 29 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 3:

Script [ 8090 ]

- [ 2 ]

X Coord [ 31 ]

- [ 0 ]

Y Coord [ 33 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 31 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 33 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 42 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 34 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 43 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 35 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 45 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 36 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 45 ]

Y Coord [ 2 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 37 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 42 ]

Y Coord [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 38 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 47 ]

Y Coord [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 39 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 25 ]

Y Coord [ 29 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 12 ]

Y Coord [ 35 ]

Map ID [ 209 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 11 ]

Y Coord [ 17 ]

Map ID [ 212 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 39 ]

Y Coord [ 18 ]

Map ID [ 212 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (212) D05R0106 Mt. Coronet R1-06

Matrix [ 14 ]

Object 0:

Script [ 8093 ]

- [ 2 ]

X Coord [ 5 ]

- [ 0 ]

Y Coord [ 6 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8094 ]

- [ 2 ]

X Coord [ 15 ]

- [ 0 ]

Y Coord [ 2 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 2:

Script [ 8095 ]

- [ 2 ]

X Coord [ 23 ]

- [ 0 ]

Y Coord [ 12 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 3:

Script [ 8098 ]

- [ 2 ]

X Coord [ 26 ]

- [ 0 ]

Y Coord [ 18 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 4:

Script [ 8097 ]

- [ 2 ]

X Coord [ 29 ]

- [ 0 ]

Y Coord [ 24 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 5:

Script [ 8096 ]

- [ 2 ]

X Coord [ 38 ]

- [ 0 ]

Y Coord [ 14 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 6:

Script [ 8099 ]

- [ 2 ]

X Coord [ 59 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 33 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 34 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 35 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 26 ]

Y Coord [ 19 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 36 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 29 ]

Y Coord [ 23 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 37 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 30 ]

Y Coord [ 24 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 124 ]

Movement [ 7 ]

Trainer [ 1 ]

Flag [ 685 ]

Script [ 3516 ]

Orientation [ 0 ]

Sight [ 2 ]

- [ 5 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 23 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 124 ]

Movement [ 16 ]

Trainer [ 4 ]

Flag [ 685 ]

Script [ 3515 ]

Orientation [ 2 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 7 ]

Y Coord [ 25 ]

Map ID [ 211 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 35 ]

Y Coord [ 24 ]

Map ID [ 211 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 17 ]

Y Coord [ 6 ]

Map ID [ 212 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 59 ]

Y Coord [ 6 ]

Map ID [ 212 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 4:

X Coord [ 40 ]

Y Coord [ 10 ]

Map ID [ 210 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (213) D05R0107 Mt. Coronet R1-07

Matrix [ 15 ]

Object 0:

Script [ 8100 ]

- [ 2 ]

X Coord [ 5 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Warp 0:

X Coord [ 2 ]

Y Coord [ 3 ]

Map ID [ 210 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 18 ]

Y Coord [ 8 ]

Map ID [ 214 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (214) D05R0108 Mt. Coronet R1-08

Matrix [ 16 ]

Object 0:

Script [ 8102 ]

- [ 2 ]

X Coord [ 27 ]

- [ 0 ]

Y Coord [ 17 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8101 ]

- [ 2 ]

X Coord [ 25 ]

- [ 0 ]

Y Coord [ 25 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 125 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 685 ]

Script [ 3524 ]

Orientation [ 2 ]

Sight [ 5 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 26 ]

Y Coord [ 16 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 124 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 685 ]

Script [ 3519 ]

Orientation [ 1 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 20 ]

Y Coord [ 22 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 21 ]

Y Coord [ 7 ]

Map ID [ 213 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 13 ]

Y Coord [ 24 ]

Map ID [ 215 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (215) D05R0109 Mt. Coronet R1-09

Matrix [ 17 ]

Sprite 0:

ID [ 0 ]

Sprite [ 125 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 685 ]

Script [ 3525 ]

Orientation [ 2 ]

Sight [ 6 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 10 ]

Y Coord [ 24 ]

Map ID [ 214 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 7 ]

Y Coord [ 5 ]

Map ID [ 220 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (216) D05R0110 Mt. Coronet R1-10

Matrix [ 18 ]

Object 0:

Script [ 8105 ]

- [ 2 ]

X Coord [ 5 ]

- [ 0 ]

Y Coord [ 7 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8103 ]

- [ 2 ]

X Coord [ 11 ]

- [ 0 ]

Y Coord [ 10 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 2:

Script [ 8104 ]

- [ 2 ]

X Coord [ 16 ]

- [ 0 ]

Y Coord [ 35 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 3:

Script [ 8107 ]

- [ 2 ]

X Coord [ 19 ]

- [ 0 ]

Y Coord [ 39 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 4:

Script [ 8106 ]

- [ 2 ]

X Coord [ 25 ]

- [ 0 ]

Y Coord [ 56 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 5:

Script [ 8108 ]

- [ 2 ]

X Coord [ 20 ]

- [ 0 ]

Y Coord [ 58 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 33 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 23 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 34 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 25 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 35 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 18 ]

Y Coord [ 29 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 36 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 30 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 37 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 34 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 38 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 35 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 39 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 38 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 40 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 41 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 41 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 43 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 42 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 26 ]

Y Coord [ 54 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 43 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 25 ]

Y Coord [ 55 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 44 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 57 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 124 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 685 ]

Script [ 3517 ]

Orientation [ 3 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 20 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 124 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 685 ]

Script [ 3518 ]

Orientation [ 1 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 48 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 125 ]

Movement [ 20 ]

Trainer [ 4 ]

Flag [ 685 ]

Script [ 3523 ]

Orientation [ 1 ]

Sight [ 1 ]

- [ 2 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 10 ]

X Coord [ 25 ]

Y Coord [ 31 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 124 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 685 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 16 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 2 ]

Y Coord [ 58 ]

Map ID [ 210 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 16 ]

Y Coord [ 13 ]

Map ID [ 218 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (217) D05R0111 Mt. Coronet R1-11

Matrix [ 19 ]

Object 0:

Script [ 8061 ]

- [ 2 ]

X Coord [ 15 ]

- [ 0 ]

Y Coord [ 16 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Warp 0:

X Coord [ 10 ]

Y Coord [ 27 ]

Map ID [ 219 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 2 ]

Y Coord [ 18 ]

Map ID [ 383 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (218) D05R0112 Mt. Coronet R1-12

Matrix [ 20 ]

Object 0:

Script [ 8065 ]

- [ 2 ]

X Coord [ 14 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8066 ]

- [ 2 ]

X Coord [ 23 ]

- [ 0 ]

Y Coord [ 35 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 2:

Script [ 8064 ]

- [ 2 ]

X Coord [ 15 ]

- [ 0 ]

Y Coord [ 38 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 3:

Script [ 8062 ]

- [ 2 ]

X Coord [ 4 ]

- [ 0 ]

Y Coord [ 41 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 4:

Script [ 8063 ]

- [ 2 ]

X Coord [ 12 ]

- [ 0 ]

Y Coord [ 59 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 24 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 33 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 22 ]

Y Coord [ 26 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 34 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 25 ]

Y Coord [ 26 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 35 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 26 ]

Y Coord [ 27 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 36 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 21 ]

Y Coord [ 41 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 37 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 36 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 38 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 52 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 39 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 29 ]

Y Coord [ 30 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 40 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 34 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 41 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 18 ]

Y Coord [ 39 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 42 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 18 ]

Y Coord [ 43 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1136 ]

Script [ 7162 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 26 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1134 ]

Script [ 7160 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 31 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1135 ]

Script [ 7161 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 28 ]

Y Coord [ 43 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1160 ]

Script [ 7191 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 60 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 125 ]

Movement [ 9 ]

Trainer [ 0 ]

Flag [ 691 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 19 ]

Y Coord [ 41 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 21 ]

Y Coord [ 61 ]

Map ID [ 216 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 11 ]

Y Coord [ 10 ]

Map ID [ 219 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 2 ]

Y Coord [ 41 ]

Map ID [ 365 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 29 ]

Y Coord [ 35 ]

Map ID [ 366 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

**(219) D05R0113 Mt. Coronet R1-13**

Matrix [ 21 ]

Object 0:

Script [ 8070 ]

- [ 2 ]

X Coord [ 11 ]

- [ 0 ]

Y Coord [ 12 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8069 ]

- [ 2 ]

X Coord [ 2 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 2:

Script [ 8068 ]

- [ 2 ]

X Coord [ 7 ]

- [ 0 ]

Y Coord [ 27 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 3:

Script [ 8067 ]

- [ 2 ]

X Coord [ 2 ]

- [ 0 ]

Y Coord [ 61 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 33 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 34 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 35 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 25 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 36 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 28 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 37 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 29 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 38 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 23 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 39 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 25 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 40 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 28 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 41 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 30 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 42 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 34 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 43 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 29 ]

Y Coord [ 30 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 45 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 43 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 46 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 45 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 47 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 57 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 48 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 60 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 49 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

ID [ 17 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 50 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 26 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 18:

ID [ 18 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1142 ]

Script [ 7168 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 19:

ID [ 19 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1137 ]

Script [ 7163 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 18 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 20:

ID [ 20 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1138 ]

Script [ 7164 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 22 ]

Y Coord [ 36 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 21:

ID [ 21 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1141 ]

Script [ 7167 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 26 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 22:

ID [ 22 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1140 ]

Script [ 7166 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 29 ]

Y Coord [ 32 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 23:

ID [ 23 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1139 ]

Script [ 7165 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 60 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 60 ]

Map ID [ 218 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 8 ]

Y Coord [ 3 ]

Map ID [ 217 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (220) D05R0114 Mt. Coronet R1-14 Spear Pillar

Matrix [ 22 ]

Sprite 0:

ID [ 0 ]

Sprite [ 125 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 486 ]

Script [ 6 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 30 ]

Y Coord [ 48 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 120 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 488 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 31 ]

Y Coord [ 28 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 121 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 487 ]

Script [ 12 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 33 ]

Y Coord [ 32 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 124 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 486 ]

Script [ 6 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 32 ]

Y Coord [ 48 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 123 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 487 ]

Script [ 11 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 29 ]

Y Coord [ 32 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 102 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 482 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 31 ]

Y Coord [ 21 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 148 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 483 ]

Script [ 1 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 30 ]

Y Coord [ 35 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 101 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 484 ]

Script [ 7 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 29 ]

Y Coord [ 35 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 99 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 485 ]

Script [ 8 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 29 ]

Y Coord [ 36 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 151 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 492 ]

Script [ 0 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 31 ]

Y Coord [ 16 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 152 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 493 ]

Script [ 0 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 25 ]

Y Coord [ 23 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 153 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 494 ]

Script [ 0 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 37 ]

Y Coord [ 23 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1023 ]

Script [ 7253 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 31 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1025 ]

Script [ 7254 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 31 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 31 ]

Y Coord [ 53 ]

Map ID [ 215 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 3 ]

X Coord [ 31 ]

Y Coord [ 48 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16536 ]

Trigger 1:

Script [ 4 ]

X Coord [ 29 ]

Y Coord [ 35 ]

Width [ 5 ]

Length [ 1 ]

- [ 0 ]

- [ 1 ]

Flag [ 16536 ]

Trigger 2:

Script [ 5 ]

X Coord [ 30 ]

Y Coord [ 32 ]

Width [ 3 ]

Length [ 1 ]

- [ 0 ]

- [ 2 ]

Flag [ 16536 ]

Trigger 3:

Script [ 10 ]

X Coord [ 30 ]

Y Coord [ 26 ]

Width [ 3 ]

Length [ 1 ]

- [ 0 ]

- [ 3 ]

Flag [ 16536 ]

Trigger 4:

Script [ 9 ]

X Coord [ 29 ]

Y Coord [ 31 ]

Width [ 5 ]

Length [ 1 ]

- [ 0 ]

- [ 3 ]

Flag [ 16536 ]

Trigger 5:

Script [ 13 ]

X Coord [ 29 ]

Y Coord [ 36 ]

Width [ 5 ]

Length [ 1 ]

- [ 0 ]

- [ 2 ]

Flag [ 16536 ]

Trigger 6:

Script [ 2039 ]

X Coord [ 31 ]

Y Coord [ 52 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 1 ]

Flag [ 16664 ]

Trigger 7:

Script [ 14 ]

X Coord [ 29 ]

Y Coord [ 26 ]

Width [ 5 ]

Length [ 1 ]

- [ 0 ]

- [ 5 ]

Flag [ 16536 ]

# (221) D05R0115 Mt. Coronet R1-15

Matrix [ 23 ]

# (222) D06 Great Marsh

Matrix [ 0 ]

# (223) D06R0101 Great Marsh R1-01

Matrix [ 24 ]

# (224) D07 Solaceon Ruins

Matrix [ 0 ]

# (225) D07R0101 Solaceon Ruins R1-01

Matrix [ 25 ]

Object 0:

Script [ 1 ]

- [ 0 ]

X Coord [ 4 ]

- [ 0 ]

Y Coord [ 1 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 1 ]

- [ 0 ]

X Coord [ 5 ]

- [ 0 ]

Y Coord [ 1 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 2:

Script [ 1 ]

- [ 0 ]

X Coord [ 6 ]

- [ 0 ]

Y Coord [ 1 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 5 ]

Y Coord [ 11 ]

Map ID [ 433 ]

Type [ 7 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 8 ]

Y Coord [ 3 ]

Map ID [ 513 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (226) D07R0102 Solaceon Ruins R1-02

Matrix [ 26 ]

Object 0:

Script [ 2 ]

- [ 0 ]

X Coord [ 4 ]

- [ 0 ]

Y Coord [ 1 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 2 ]

- [ 0 ]

X Coord [ 5 ]

- [ 0 ]

Y Coord [ 1 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 2:

Script [ 2 ]

- [ 0 ]

X Coord [ 6 ]

- [ 0 ]

Y Coord [ 1 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 5 ]

Y Coord [ 11 ]

Map ID [ 433 ]

Type [ 8 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 6 ]

Y Coord [ 3 ]

Map ID [ 229 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 6 ]

Y Coord [ 10 ]

Map ID [ 230 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 4 ]

Y Coord [ 3 ]

Map ID [ 228 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (227) D07R0103 Solaceon Ruins R1-03

Matrix [ 40 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 3 ]

Map ID [ 229 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (228) D07R0104 Solaceon Ruins R1-04

Matrix [ 35 ]

Object 0:

Script [ 8036 ]

- [ 2 ]

X Coord [ 3 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Warp 0:

X Coord [ 5 ]

Y Coord [ 3 ]

Map ID [ 226 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

# (229) D07R0105 Solaceon Ruins R1-05

Matrix [ 39 ]

Sprite 0:

ID [ 0 ]

Sprite [ 1 ]

Movement [ 11 ]

Trainer [ 0 ]

Flag [ 573 ]

Script [ 1 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 3 ]

Map ID [ 226 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 4 ]

Y Coord [ 10 ]

Map ID [ 231 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 6 ]

Y Coord [ 3 ]

Map ID [ 227 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 6 ]

Y Coord [ 10 ]

Map ID [ 232 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (230) D07R0106 Solaceon Ruins R1-06

Matrix [ 31 ]

Warp 0:

X Coord [ 2 ]

Y Coord [ 3 ]

Map ID [ 226 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (231) D07R0107 Solaceon Ruins R1-07

Matrix [ 34 ]

Sprite 0:

ID [ 0 ]

Sprite [ 50 ]

Movement [ 2 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3552 ]

Orientation [ 1 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 6 ]

Y Coord [ 10 ]

Map ID [ 229 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 6 ]

Y Coord [ 3 ]

Map ID [ 237 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 4 ]

Y Coord [ 3 ]

Map ID [ 235 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 4 ]

Y Coord [ 10 ]

Map ID [ 236 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (232) D07R0108 Solaceon Ruins R1-08

Matrix [ 31 ]

Warp 0:

X Coord [ 2 ]

Y Coord [ 3 ]

Map ID [ 229 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

# (233) D07R0109 Solaceon Ruins R1-09

Matrix [ 40 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 3 ]

Map ID [ 238 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

# (234) D07R0110 Solaceon Ruins R1-10

Matrix [ 42 ]

Warp 0:

X Coord [ 6 ]

Y Coord [ 3 ]

Map ID [ 239 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (235) D07R0111 Solaceon Ruins R1-11

Matrix [ 35 ]

Warp 0:

X Coord [ 5 ]

Y Coord [ 3 ]

Map ID [ 231 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (236) D07R0112 Solaceon Ruins R1-12

Matrix [ 35 ]

Object 0:

Script [ 8037 ]

- [ 2 ]

X Coord [ 3 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Warp 0:

X Coord [ 5 ]

Y Coord [ 3 ]

Map ID [ 231 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

# (237) D07R0113 Solaceon Ruins R1-13

Matrix [ 36 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 3 ]

Map ID [ 239 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 4 ]

Y Coord [ 10 ]

Map ID [ 231 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 6 ]

Y Coord [ 10 ]

Map ID [ 241 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (238) D07R0114 Solaceon Ruins R1-14

Matrix [ 34 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 3 ]

Map ID [ 242 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 6 ]

Y Coord [ 3 ]

Map ID [ 239 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 4 ]

Y Coord [ 10 ]

Map ID [ 240 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 6 ]

Y Coord [ 10 ]

Map ID [ 233 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (239) D07R0115 Solaceon Ruins R1-15

Matrix [ 30 ]

Warp 0:

X Coord [ 2 ]

Y Coord [ 3 ]

Map ID [ 238 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 6 ]

Y Coord [ 3 ]

Map ID [ 237 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 2 ]

Y Coord [ 10 ]

Map ID [ 234 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 6 ]

Y Coord [ 10 ]

Map ID [ 515 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (240) D07R0116 Solaceon Ruins R1-16

Matrix [ 41 ]

Object 0:

Script [ 1 ]

- [ 0 ]

X Coord [ 4 ]

- [ 0 ]

Y Coord [ 1 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 1 ]

- [ 0 ]

X Coord [ 5 ]

- [ 0 ]

Y Coord [ 1 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 2:

Script [ 1 ]

- [ 0 ]

X Coord [ 6 ]

- [ 0 ]

Y Coord [ 1 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1081 ]

Script [ 7106 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1082 ]

Script [ 7107 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1083 ]

Script [ 7108 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1084 ]

Script [ 7109 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 3 ]

Map ID [ 238 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (241) D07R0117 Solaceon Ruins R1-17

Matrix [ 31 ]

Warp 0:

X Coord [ 2 ]

Y Coord [ 3 ]

Map ID [ 237 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (242) D07R0118 Solaceon Ruins R1-18

Matrix [ 35 ]

Warp 0:

X Coord [ 5 ]

Y Coord [ 3 ]

Map ID [ 238 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (243) D09 Victory Road

Matrix [ 0 ]

# (244) D09R0101 Victory Road R1-01

Matrix [ 43 ]

Object 0:

Script [ 8114 ]

- [ 2 ]

X Coord [ 36 ]

- [ 0 ]

Y Coord [ 70 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8115 ]

- [ 2 ]

X Coord [ 41 ]

- [ 0 ]

Y Coord [ 50 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 2:

Script [ 8113 ]

- [ 2 ]

X Coord [ 10 ]

- [ 0 ]

Y Coord [ 26 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1169 ]

Script [ 7200 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 42 ]

Y Coord [ 48 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1168 ]

Script [ 7199 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 28 ]

Y Coord [ 46 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1167 ]

Script [ 7198 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 61 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1171 ]

Script [ 7202 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 38 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1170 ]

Script [ 7201 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 44 ]

Y Coord [ 36 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 70 ]

Movement [ 7 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3233 ]

Orientation [ 0 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 69 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 51 ]

Movement [ 15 ]

Trainer [ 4 ]

Flag [ 0 ]

Script [ 3443 ]

Orientation [ 1 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 30 ]

Y Coord [ 41 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 14 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3232 ]

Orientation [ 2 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 31 ]

Y Coord [ 58 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 14 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3225 ]

Orientation [ 1 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 42 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 17 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3227 ]

Orientation [ 3 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 27 ]

Y Coord [ 25 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 11 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3230 ]

Orientation [ 2 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 40 ]

Y Coord [ 31 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 19 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 668 ]

Script [ 9 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 45 ]

Y Coord [ 33 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 37 ]

Map ID [ 245 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 7 ]

Y Coord [ 47 ]

Map ID [ 245 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 42 ]

Y Coord [ 41 ]

Map ID [ 246 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 44 ]

Y Coord [ 48 ]

Map ID [ 246 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 4:

X Coord [ 41 ]

Y Coord [ 24 ]

Map ID [ 246 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 5:

X Coord [ 4 ]

Y Coord [ 25 ]

Map ID [ 245 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 6:

X Coord [ 45 ]

Y Coord [ 33 ]

Map ID [ 248 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 7:

X Coord [ 15 ]

Y Coord [ 78 ]

Map ID [ 172 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 8:

X Coord [ 34 ]

Y Coord [ 4 ]

Map ID [ 172 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

# (245) D09R0102 Victory Road R1-02

Matrix [ 44 ]

Object 0:

Script [ 8116 ]

- [ 2 ]

X Coord [ 6 ]

- [ 0 ]

Y Coord [ 15 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8117 ]

- [ 2 ]

X Coord [ 22 ]

- [ 0 ]

Y Coord [ 39 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1174 ]

Script [ 7205 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 16 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1172 ]

Script [ 7203 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1173 ]

Script [ 7204 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 34 ]

Y Coord [ 22 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1175 ]

Script [ 7206 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 43 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 11 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3223 ]

Orientation [ 1 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 27 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 14 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3226 ]

Orientation [ 2 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 37 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 17 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3228 ]

Orientation [ 1 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 23 ]

Y Coord [ 29 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 11 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3236 ]

Orientation [ 2 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 57 ]

Y Coord [ 20 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 14 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 5236 ]

Orientation [ 2 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 57 ]

Y Coord [ 19 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 18 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 33 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 18 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 34 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 18 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 35 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 16 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 36 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 16 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 37 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 36 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 38 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 16 ]

Y Coord [ 28 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 39 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 28 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

ID [ 17 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 40 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 16 ]

Y Coord [ 29 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 18:

ID [ 18 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 41 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 32 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 19:

ID [ 19 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 42 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 32 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 20:

ID [ 20 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 43 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 22 ]

Y Coord [ 38 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 21:

ID [ 21 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 44 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 23 ]

Y Coord [ 37 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 22:

ID [ 22 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 45 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 24 ]

Y Coord [ 38 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 23:

ID [ 23 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 46 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 41 ]

Y Coord [ 34 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 24:

ID [ 24 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 47 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 41 ]

Y Coord [ 32 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 25:

ID [ 25 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 48 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 42 ]

Y Coord [ 30 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 26:

ID [ 26 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 49 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 16 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 27:

ID [ 27 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 50 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 16 ]

Y Coord [ 19 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 28:

ID [ 28 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 51 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 19 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 29:

ID [ 29 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 52 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 34 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 30:

ID [ 30 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 53 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 41 ]

Y Coord [ 31 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 31:

ID [ 31 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 54 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 20 ]

Y Coord [ 16 ]

Map ID [ 244 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 23 ]

Y Coord [ 26 ]

Map ID [ 244 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 20 ]

Y Coord [ 4 ]

Map ID [ 244 ]

Type [ 5 ]

- [ 0 ]

- [ 0 ]

# (246) D09R0103 Victory Road R1-03

Matrix [ 45 ]

Object 0:

Script [ 8118 ]

- [ 2 ]

X Coord [ 24 ]

- [ 0 ]

Y Coord [ 35 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8119 ]

- [ 2 ]

X Coord [ 7 ]

- [ 0 ]

Y Coord [ 23 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1176 ]

Script [ 7207 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 18 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 11 ]

Movement [ 50 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3235 ]

Orientation [ 1 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 33 ]

Y Coord [ 43 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 14 ]

Movement [ 43 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 5235 ]

Orientation [ 2 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 6 ]

Y Movement [ 1 ]

X Coord [ 33 ]

Y Coord [ 44 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 11 ]

Movement [ 14 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3229 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 70 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3234 ]

Orientation [ 2 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 22 ]

Y Coord [ 29 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 11 ]

Movement [ 20 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3224 ]

Orientation [ 1 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 6 ]

X Coord [ 32 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 39 ]

Map ID [ 244 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 6 ]

Y Coord [ 46 ]

Map ID [ 244 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 3 ]

Y Coord [ 22 ]

Map ID [ 244 ]

Type [ 4 ]

- [ 0 ]

- [ 0 ]

# (247) D09R0104 Victory Road R1-04

Matrix [ 46 ]

Object 0:

Script [ 8123 ]

- [ 2 ]

X Coord [ 22 ]

- [ 0 ]

Y Coord [ 10 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8122 ]

- [ 2 ]

X Coord [ 55 ]

- [ 0 ]

Y Coord [ 26 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 2:

Script [ 8121 ]

- [ 2 ]

X Coord [ 29 ]

- [ 0 ]

Y Coord [ 26 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 3:

Script [ 8129 ]

- [ 2 ]

X Coord [ 33 ]

- [ 0 ]

Y Coord [ 7 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 4:

Script [ 8128 ]

- [ 2 ]

X Coord [ 24 ]

- [ 0 ]

Y Coord [ 46 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1179 ]

Script [ 7210 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 44 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 1:

ID [ 1 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1177 ]

Script [ 7208 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 2:

ID [ 2 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1178 ]

Script [ 7209 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 3:

ID [ 3 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1183 ]

Script [ 7214 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 27 ]

Y Coord [ 60 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 4:

ID [ 4 ]

Sprite [ 11 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3388 ]

Orientation [ 2 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 47 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 5:

ID [ 5 ]

Sprite [ 14 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3392 ]

Orientation [ 3 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 47 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 6:

ID [ 6 ]

Sprite [ 70 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3398 ]

Orientation [ 1 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 7:

ID [ 7 ]

Sprite [ 70 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3395 ]

Orientation [ 3 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 8:

ID [ 8 ]

Sprite [ 51 ]

Movement [ 14 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3445 ]

Orientation [ 0 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 16 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 9:

ID [ 9 ]

Sprite [ 17 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3498 ]

Orientation [ 1 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 16 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 10:

ID [ 10 ]

Sprite [ 11 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3389 ]

Orientation [ 2 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 44 ]

Y Coord [ 57 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 11:

ID [ 11 ]

Sprite [ 14 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3393 ]

Orientation [ 3 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 42 ]

Y Coord [ 57 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 12:

ID [ 12 ]

Sprite [ 70 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3396 ]

Orientation [ 2 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 38 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 13:

ID [ 13 ]

Sprite [ 70 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3399 ]

Orientation [ 3 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 36 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 14:

ID [ 14 ]

Sprite [ 14 ]

Movement [ 14 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3372 ]

Orientation [ 0 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 28 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 15:

ID [ 15 ]

Sprite [ 11 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3385 ]

Orientation [ 1 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 28 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 16:

ID [ 16 ]

Sprite [ 51 ]

Movement [ 14 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3446 ]

Orientation [ 0 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 46 ]

Y Coord [ 25 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 17:

ID [ 17 ]

Sprite [ 17 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3499 ]

Orientation [ 1 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 46 ]

Y Coord [ 23 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 18:

ID [ 18 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 51 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 19:

ID [ 19 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 33 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 31 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 20:

ID [ 20 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 34 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 28 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 21:

ID [ 21 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 35 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 25 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 22:

ID [ 22 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 36 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 23:

ID [ 23 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 37 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 24:

ID [ 24 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 38 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 25:

ID [ 25 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 39 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 32 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 26:

ID [ 26 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 40 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 31 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 27:

ID [ 27 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 41 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 21 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 28:

ID [ 28 ]

Sprite [ 143 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 516 ]

Script [ 9705 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 58 ]

Z Coord [ 0 ]

- [ 1 ]

Warp 0:

X Coord [ 3 ]

Y Coord [ 58 ]

Map ID [ 248 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 56 ]

Y Coord [ 13 ]

Map ID [ 249 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 3 ]

X Coord [ 51 ]

Y Coord [ 19 ]

Width [ 4 ]

Length [ 1 ]

- [ 0 ]

- [ 1 ]

Flag [ 16528 ]

Trigger 1:

Script [ 2 ]

X Coord [ 4 ]

Y Coord [ 55 ]

Width [ 1 ]

Length [ 6 ]

- [ 0 ]

- [ 1 ]

Flag [ 16528 ]

Trigger 2:

Script [ 1 ]

X Coord [ 5 ]

Y Coord [ 55 ]

Width [ 1 ]

Length [ 6 ]

- [ 0 ]

- [ 0 ]

Flag [ 16528 ]

# (248) D09R0105 Victory Road R1-05

Matrix [ 47 ]

Warp 0:

X Coord [ 5 ]

Y Coord [ 20 ]

Map ID [ 244 ]

Type [ 6 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 21 ]

Y Coord [ 10 ]

Map ID [ 247 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (249) D09R0106 Victory Road R1-06

Matrix [ 48 ]

Warp 0:

X Coord [ 12 ]

Y Coord [ 16 ]

Map ID [ 247 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 29 ]

Y Coord [ 16 ]

Map ID [ 399 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (250) D10 Pal Park

Matrix [ 49 ]

# (251) D10R0101 Pal Park R1-01

Matrix [ 49 ]

Sprite 0:

ID [ 0 ]

Sprite [ 40 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 6 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 28 ]

Y Coord [ 48 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 24 ]

Y Coord [ 52 ]

Map ID [ 393 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 25 ]

Y Coord [ 52 ]

Map ID [ 393 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 5 ]

X Coord [ 22 ]

Y Coord [ 48 ]

Width [ 6 ]

Length [ 1 ]

- [ 0 ]

- [ 1 ]

Flag [ 16627 ]

# (252) D11 Amity Square

Matrix [ 0 ]

# (253) D11R0101 Amity Square R1-01

Matrix [ 50 ]

Sprite 0:

ID [ 0 ]

Sprite [ 163 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 17 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 46 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 163 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 18 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 53 ]

Y Coord [ 46 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1037 ]

Script [ 7064 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 32 ]

Y Coord [ 18 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1038 ]

Script [ 7065 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 25 ]

Y Coord [ 45 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1039 ]

Script [ 7066 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 53 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 71 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 512 ]

Script [ 6 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 45 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 78 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 513 ]

Script [ 7 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 45 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 9 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 19 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 45 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 185 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 20 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 45 ]

Y Coord [ 16 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 207 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 22 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 27 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 12 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 21 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 27 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 19 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 23 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 23 ]

Y Coord [ 39 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 71 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 24 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 22 ]

Y Coord [ 39 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 2 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 25 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 46 ]

Y Coord [ 32 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 72 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 26 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 47 ]

Y Coord [ 32 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 72 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 585 ]

Script [ 8 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 45 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 74 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 586 ]

Script [ 9 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 45 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

ID [ 17 ]

Sprite [ 204 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 587 ]

Script [ 10 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 45 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 18:

ID [ 18 ]

Sprite [ 185 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 588 ]

Script [ 11 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 45 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 19:

ID [ 19 ]

Sprite [ 206 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 589 ]

Script [ 12 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 45 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 20:

ID [ 20 ]

Sprite [ 207 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 590 ]

Script [ 13 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 45 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 21:

ID [ 21 ]

Sprite [ 73 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 591 ]

Script [ 14 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 45 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 22:

ID [ 22 ]

Sprite [ 79 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 592 ]

Script [ 15 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 45 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 23:

ID [ 23 ]

Sprite [ 205 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 593 ]

Script [ 16 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 45 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 24:

ID [ 24 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1236 ]

Script [ 7067 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 41 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 10 ]

Y Coord [ 51 ]

Map ID [ 107 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 11 ]

Y Coord [ 51 ]

Map ID [ 107 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 52 ]

Y Coord [ 51 ]

Map ID [ 108 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 53 ]

Y Coord [ 51 ]

Map ID [ 108 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 2 ]

X Coord [ 12 ]

Y Coord [ 46 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16537 ]

Trigger 1:

Script [ 3 ]

X Coord [ 12 ]

Y Coord [ 47 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 1 ]

Flag [ 16537 ]

Trigger 2:

Script [ 4 ]

X Coord [ 51 ]

Y Coord [ 46 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16537 ]

Trigger 3:

Script [ 5 ]

X Coord [ 51 ]

Y Coord [ 47 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 1 ]

Flag [ 16537 ]

# (254) D12R0101 Ravaged Path R1-01

Matrix [ 51 ]

Sprite 0:

ID [ 0 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 23 ]

Y Coord [ 44 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 33 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 22 ]

Y Coord [ 43 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 34 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 22 ]

Y Coord [ 42 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 35 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 40 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 36 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 41 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 37 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 39 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 38 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 40 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 39 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 40 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 40 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 39 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 41 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 38 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 42 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 38 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 43 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 37 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 44 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 37 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 45 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 36 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 46 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 24 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 47 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 22 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 48 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 20 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

ID [ 17 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 49 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 16 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 18:

ID [ 18 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 50 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 19:

ID [ 19 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 51 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 20:

ID [ 20 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 52 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 21:

ID [ 21 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 53 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 22:

ID [ 22 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 54 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 23:

ID [ 23 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 55 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 24:

ID [ 24 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 56 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 25:

ID [ 25 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 57 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 26:

ID [ 26 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 58 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 27:

ID [ 27 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 997 ]

Script [ 7017 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 38 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 28:

ID [ 28 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 998 ]

Script [ 7018 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 29:

ID [ 29 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 999 ]

Script [ 7019 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 28 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 30:

ID [ 30 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1237 ]

Script [ 7020 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 22 ]

Y Coord [ 44 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 19 ]

Y Coord [ 50 ]

Map ID [ 345 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 28 ]

Y Coord [ 44 ]

Map ID [ 346 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (255) D13 Floaroma Meadow

Matrix [ 52 ]

# (256) D13R0101 Floaroma Meadow R1-01

Matrix [ 52 ]

Object 0:

Script [ 8058 ]

- [ 2 ]

X Coord [ 52 ]

- [ 0 ]

Y Coord [ 31 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8059 ]

- [ 2 ]

X Coord [ 20 ]

- [ 0 ]

Y Coord [ 27 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 2:

Script [ 8220 ]

- [ 2 ]

X Coord [ 17 ]

- [ 0 ]

Y Coord [ 18 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 3:

Script [ 8227 ]

- [ 2 ]

X Coord [ 44 ]

- [ 0 ]

Y Coord [ 20 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 4:

Script [ 8226 ]

- [ 2 ]

X Coord [ 39 ]

- [ 0 ]

Y Coord [ 23 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 5:

Script [ 8219 ]

- [ 2 ]

X Coord [ 11 ]

- [ 0 ]

Y Coord [ 35 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 6:

Script [ 8222 ]

- [ 2 ]

X Coord [ 28 ]

- [ 0 ]

Y Coord [ 25 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 7:

Script [ 8223 ]

- [ 2 ]

X Coord [ 32 ]

- [ 0 ]

Y Coord [ 37 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 8:

Script [ 8224 ]

- [ 2 ]

X Coord [ 35 ]

- [ 0 ]

Y Coord [ 32 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 9:

Script [ 8225 ]

- [ 2 ]

X Coord [ 36 ]

- [ 0 ]

Y Coord [ 17 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 10:

Script [ 8221 ]

- [ 2 ]

X Coord [ 24 ]

- [ 0 ]

Y Coord [ 30 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 124 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 445 ]

Script [ 3 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 47 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 124 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 446 ]

Script [ 4 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 47 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 15 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 46 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 87 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 444 ]

Script [ 7 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 47 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1132 ]

Script [ 7157 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1220 ]

Script [ 7158 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 46 ]

Y Coord [ 28 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 50 ]

Y Coord [ 9 ]

Map ID [ 426 ]

Type [ 5 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 51 ]

Y Coord [ 9 ]

Map ID [ 426 ]

Type [ 6 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 39 ]

Y Coord [ 45 ]

Map ID [ 257 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 12 ]

Y Coord [ 54 ]

Map ID [ 426 ]

Type [ 7 ]

- [ 0 ]

- [ 0 ]

Warp 4:

X Coord [ 13 ]

Y Coord [ 54 ]

Map ID [ 426 ]

Type [ 8 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 2 ]

X Coord [ 12 ]

Y Coord [ 48 ]

Width [ 2 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16617 ]

# (257) D13R0102 Floaroma Meadow R1-02

Matrix [ 123 ]

Sprite 0:

ID [ 0 ]

Sprite [ 20 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 5 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 1 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 256 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (258) D14R0101 Oreburgh Gate R1-01

Matrix [ 3 ]

Sprite 0:

ID [ 0 ]

Sprite [ 53 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3328 ]

Orientation [ 1 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 24 ]

Y Coord [ 21 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 52 ]

Movement [ 14 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3264 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 25 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 2:

ID [ 2 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 19 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 33 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 34 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 35 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 36 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 25 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 37 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 26 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 38 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 26 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 39 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 25 ]

Y Coord [ 24 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 20 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 20 ]

Z Coord [ 0 ]

- [ 1 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 22 ]

Map ID [ 344 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 27 ]

Y Coord [ 22 ]

Map ID [ 45 ]

Type [ 10 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 20 ]

Y Coord [ 5 ]

Map ID [ 259 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 3 ]

X Coord [ 7 ]

Y Coord [ 22 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 1 ]

Flag [ 16531 ]

# (259) D14R0102 Oreburgh Gate R1-02

Matrix [ 4 ]

Sprite 0:

ID [ 0 ]

Sprite [ 17 ]

Movement [ 45 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3239 ]

Orientation [ 1 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 1:

ID [ 1 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 33 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 34 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 19 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 35 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 38 ]

Y Coord [ 19 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 36 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 28 ]

Y Coord [ 18 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 37 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 39 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 38 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 43 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 39 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 47 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 40 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 53 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 41 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 55 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 989 ]

Script [ 7005 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 992 ]

Script [ 7008 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 21 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 990 ]

Script [ 7006 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 23 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 991 ]

Script [ 7007 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 57 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 39 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 37 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1155 ]

Script [ 7009 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 41 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 48 ]

Y Coord [ 4 ]

Map ID [ 258 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (260) D15 Fullmoon Island

Matrix [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 56 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 40 ]

Y Coord [ 277 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 192 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 40 ]

Y Coord [ 276 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 192 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 40 ]

Y Coord [ 275 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 192 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 40 ]

Y Coord [ 278 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 53 ]

Y Coord [ 268 ]

Map ID [ 261 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 54 ]

Y Coord [ 268 ]

Map ID [ 261 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (261) D15R0101 Fullmoon Island R1-01

Matrix [ 53 ]

Sprite 0:

ID [ 0 ]

Sprite [ 159 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 621 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 16 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 1:

ID [ 1 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1078 ]

Script [ 7252 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 16 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 1 ]

Warp 0:

X Coord [ 16 ]

Y Coord [ 21 ]

Map ID [ 260 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 17 ]

Y Coord [ 21 ]

Map ID [ 260 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (262) D16 Stark Mountain

Matrix [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1197 ]

Script [ 7229 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 742 ]

Y Coord [ 243 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1196 ]

Script [ 7228 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 762 ]

Y Coord [ 232 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 11 ]

Movement [ 46 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3557 ]

Orientation [ 3 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 749 ]

Y Coord [ 245 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 750 ]

Y Coord [ 235 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 747 ]

Y Coord [ 234 ]

Map ID [ 263 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (263) D16R0101 Stark Mountain R1-01

Matrix [ 57 ]

Object 0:

Script [ 8138 ]

- [ 2 ]

X Coord [ 25 ]

- [ 0 ]

Y Coord [ 4 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 19 ]

Y Coord [ 27 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 33 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 36 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 34 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 18 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 35 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 18 ]

Y Coord [ 24 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 37 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 26 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 38 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 26 ]

Y Coord [ 16 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 39 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 26 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 40 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 27 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 41 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 18 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1198 ]

Script [ 7230 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1199 ]

Script [ 7231 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 23 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1200 ]

Script [ 7232 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 33 ]

Y Coord [ 25 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1201 ]

Script [ 7233 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 25 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 148 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 503 ]

Script [ 2 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 20 ]

Y Coord [ 29 ]

Map ID [ 262 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 17 ]

Y Coord [ 2 ]

Map ID [ 264 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (264) D16R0102 Stark Mountain R1-02

Matrix [ 58 ]

Object 0:

Script [ 8140 ]

- [ 2 ]

X Coord [ 85 ]

- [ 0 ]

Y Coord [ 49 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8141 ]

- [ 2 ]

X Coord [ 60 ]

- [ 0 ]

Y Coord [ 11 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 2:

Script [ 8139 ]

- [ 2 ]

X Coord [ 5 ]

- [ 0 ]

Y Coord [ 48 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 3:

Script [ 8175 ]

- [ 2 ]

X Coord [ 26 ]

- [ 0 ]

Y Coord [ 66 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 4:

Script [ 8176 ]

- [ 2 ]

X Coord [ 53 ]

- [ 0 ]

Y Coord [ 39 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 5:

Script [ 8177 ]

- [ 2 ]

X Coord [ 65 ]

- [ 0 ]

Y Coord [ 65 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 33 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 43 ]

Y Coord [ 30 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 55 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 20 ]

Y Coord [ 30 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 54 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 29 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 56 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 53 ]

Y Coord [ 52 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 37 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 60 ]

Y Coord [ 53 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 51 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 41 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1202 ]

Script [ 7234 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 44 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1209 ]

Script [ 7241 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 49 ]

Y Coord [ 49 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1208 ]

Script [ 7240 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 54 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1206 ]

Script [ 7238 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 76 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1203 ]

Script [ 7235 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 56 ]

Y Coord [ 77 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1204 ]

Script [ 7236 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 69 ]

Y Coord [ 55 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1205 ]

Script [ 7237 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 92 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1207 ]

Script [ 7239 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 38 ]

Y Coord [ 44 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 144 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 504 ]

Script [ 9703 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 42 ]

Y Coord [ 68 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 11 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3568 ]

Orientation [ 1 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 31 ]

Y Coord [ 73 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 14 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3578 ]

Orientation [ 2 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 33 ]

Y Coord [ 76 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

ID [ 17 ]

Sprite [ 11 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3570 ]

Orientation [ 3 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 52 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 18:

ID [ 18 ]

Sprite [ 14 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3580 ]

Orientation [ 2 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 54 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 19:

ID [ 19 ]

Sprite [ 70 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3585 ]

Orientation [ 2 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 86 ]

Y Coord [ 75 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 20:

ID [ 20 ]

Sprite [ 70 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3583 ]

Orientation [ 3 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 83 ]

Y Coord [ 75 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 21:

ID [ 21 ]

Sprite [ 14 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3555 ]

Orientation [ 1 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 48 ]

Y Coord [ 53 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 22:

ID [ 22 ]

Sprite [ 51 ]

Movement [ 14 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3588 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 48 ]

Y Coord [ 57 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 23:

ID [ 23 ]

Sprite [ 11 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3569 ]

Orientation [ 2 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 36 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 24:

ID [ 24 ]

Sprite [ 14 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3579 ]

Orientation [ 3 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 36 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 25:

ID [ 25 ]

Sprite [ 11 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3560 ]

Orientation [ 3 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 22 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 26:

ID [ 26 ]

Sprite [ 51 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3589 ]

Orientation [ 2 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 22 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 27:

ID [ 27 ]

Sprite [ 11 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3571 ]

Orientation [ 1 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 77 ]

Y Coord [ 64 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 28:

ID [ 28 ]

Sprite [ 14 ]

Movement [ 14 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3581 ]

Orientation [ 0 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 77 ]

Y Coord [ 66 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 29:

ID [ 29 ]

Sprite [ 17 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3605 ]

Orientation [ 3 ]

Sight [ 5 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 62 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 30:

ID [ 30 ]

Sprite [ 11 ]

Movement [ 14 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3561 ]

Orientation [ 0 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 67 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 47 ]

Y Coord [ 2 ]

Map ID [ 265 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 42 ]

Y Coord [ 86 ]

Map ID [ 263 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 1 ]

X Coord [ 42 ]

Y Coord [ 69 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16532 ]

Trigger 1:

Script [ 2 ]

X Coord [ 42 ]

Y Coord [ 70 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 1 ]

Flag [ 16532 ]

Trigger 2:

Script [ 3 ]

X Coord [ 47 ]

Y Coord [ 3 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 1 ]

Flag [ 16532 ]

# (265) D16R0103 Stark Mountain R1-03

Matrix [ 59 ]

Sprite 0:

ID [ 0 ]

Sprite [ 148 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 506 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 16 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 161 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 507 ]

Script [ 5 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 144 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 505 ]

Script [ 4 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 84 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 508 ]

Script [ 0 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 7 ]

Y Coord [ 17 ]

Map ID [ 264 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 3 ]

X Coord [ 7 ]

Y Coord [ 10 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16542 ]

# (266) D17 Sendoff Spring

Matrix [ 0 ]

# (267) D17R0101 Sendoff Spring Turnback Cave-01

Matrix [ 60 ]

Warp 0:

X Coord [ 12 ]

Y Coord [ 56 ]

Map ID [ 341 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 13 ]

Y Coord [ 56 ]

Map ID [ 341 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 31 ]

Y Coord [ 16 ]

Map ID [ 268 ]

Type [ 4 ]

- [ 0 ]

- [ 0 ]

# (268) D17R0102 Sendoff Spring Turnback Cave-02

Matrix [ 61 ]

Object 0:

Script [ 2 ]

- [ 0 ]

X Coord [ 10 ]

- [ 0 ]

Y Coord [ 14 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 2 ]

- [ 0 ]

X Coord [ 11 ]

- [ 0 ]

Y Coord [ 14 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 2:

Script [ 2 ]

- [ 0 ]

X Coord [ 12 ]

- [ 0 ]

Y Coord [ 14 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 11 ]

Y Coord [ 1 ]

Map ID [ 268 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 20 ]

Y Coord [ 11 ]

Map ID [ 268 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 11 ]

Y Coord [ 20 ]

Map ID [ 268 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 2 ]

Y Coord [ 11 ]

Map ID [ 268 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 4:

X Coord [ 11 ]

Y Coord [ 16 ]

Map ID [ 267 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (269) D17R0103 Sendoff Spring Turnback Cave-03

Matrix [ 62 ]

Object 0:

Script [ 2 ]

- [ 0 ]

X Coord [ 10 ]

- [ 0 ]

Y Coord [ 14 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 2 ]

- [ 0 ]

X Coord [ 11 ]

- [ 0 ]

Y Coord [ 14 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 2:

Script [ 2 ]

- [ 0 ]

X Coord [ 12 ]

- [ 0 ]

Y Coord [ 14 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 11 ]

Y Coord [ 1 ]

Map ID [ 268 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 20 ]

Y Coord [ 11 ]

Map ID [ 268 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 11 ]

Y Coord [ 20 ]

Map ID [ 268 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 2 ]

Y Coord [ 11 ]

Map ID [ 268 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (270) D17R0104 Sendoff Spring Turnback Cave-04

Matrix [ 63 ]

Object 0:

Script [ 4 ]

- [ 0 ]

X Coord [ 11 ]

- [ 0 ]

Y Coord [ 12 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 4 ]

- [ 0 ]

X Coord [ 10 ]

- [ 0 ]

Y Coord [ 12 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 2:

Script [ 4 ]

- [ 0 ]

X Coord [ 12 ]

- [ 0 ]

Y Coord [ 12 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 160 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 622 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 662 ]

Script [ 3 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 11 ]

Y Coord [ 1 ]

Map ID [ 268 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 20 ]

Y Coord [ 11 ]

Map ID [ 268 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 11 ]

Y Coord [ 20 ]

Map ID [ 268 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 2 ]

Y Coord [ 11 ]

Map ID [ 268 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (271) D17R0105 Sendoff Spring Turnback Cave-05

Matrix [ 64 ]

Sprite 0:

ID [ 0 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 35 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 36 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 37 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 34 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 33 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 38 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 16 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 39 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 40 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 16 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 41 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 43 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 11 ]

Y Coord [ 1 ]

Map ID [ 268 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 20 ]

Y Coord [ 11 ]

Map ID [ 268 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 11 ]

Y Coord [ 20 ]

Map ID [ 268 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 2 ]

Y Coord [ 11 ]

Map ID [ 268 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (272) D17R0106 Sendoff Spring Turnback Cave-06

Matrix [ 64 ]

Sprite 0:

ID [ 0 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 35 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 36 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 37 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 34 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 33 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 38 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 39 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 16 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 40 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 41 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 16 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 42 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 11 ]

Y Coord [ 1 ]

Map ID [ 268 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 20 ]

Y Coord [ 11 ]

Map ID [ 268 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 11 ]

Y Coord [ 20 ]

Map ID [ 268 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 2 ]

Y Coord [ 11 ]

Map ID [ 268 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (273) D17R0107 Sendoff Spring Turnback Cave-07

Matrix [ 65 ]

Sprite 0:

ID [ 0 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 33 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 34 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 35 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 36 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 37 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 38 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 39 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 16 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 40 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 41 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 18 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 42 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 19 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 43 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 20 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 44 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 11 ]

Y Coord [ 1 ]

Map ID [ 268 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 20 ]

Y Coord [ 11 ]

Map ID [ 268 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 11 ]

Y Coord [ 20 ]

Map ID [ 268 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 2 ]

Y Coord [ 11 ]

Map ID [ 268 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (274) D18 Flower Paradise

Matrix [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 158 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 623 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 911 ]

Y Coord [ 203 ]

Z Coord [ 0 ]

- [ 0 ]

# (275) D18R0101 Flower Paradise R1-01

Matrix [ 123 ]

# (276) D19A D19A

Matrix [ 0 ]

# (277) D19B D19B

Matrix [ 0 ]

# (278) D20R0101 Snowpoint Temple R1-01

Matrix [ 68 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 13 ]

Map ID [ 165 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 14 ]

Y Coord [ 3 ]

Map ID [ 279 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (279) D20R0102 Snowpoint Temple R1-02

Matrix [ 69 ]

Sprite 0:

ID [ 0 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1228 ]

Script [ 7178 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 3 ]

Map ID [ 278 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 14 ]

Y Coord [ 3 ]

Map ID [ 280 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (280) D20R0103 Snowpoint Temple R1-03

Matrix [ 70 ]

Sprite 0:

ID [ 0 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 33 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 6 ]

Y Coord [ 3 ]

Map ID [ 279 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 14 ]

Y Coord [ 3 ]

Map ID [ 281 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (281) D20R0104 Snowpoint Temple R1-04

Matrix [ 71 ]

Object 0:

Script [ 8179 ]

- [ 2 ]

X Coord [ 10 ]

- [ 0 ]

Y Coord [ 8 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Warp 0:

X Coord [ 6 ]

Y Coord [ 3 ]

Map ID [ 280 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 14 ]

Y Coord [ 3 ]

Map ID [ 282 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (282) D20R0105 Snowpoint Temple R1-05

Matrix [ 72 ]

Sprite 0:

ID [ 0 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1229 ]

Script [ 7179 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 18 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 6 ]

Y Coord [ 3 ]

Map ID [ 281 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 14 ]

Y Coord [ 3 ]

Map ID [ 283 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (283) D20R0106 Snowpoint Temple R1-06

Matrix [ 73 ]

Sprite 0:

ID [ 0 ]

Sprite [ 184 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 609 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 3 ]

Map ID [ 282 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (284) D21R0101 Wayward Cave R1-01

Matrix [ 74 ]

Object 0:

Script [ 8006 ]

- [ 2 ]

X Coord [ 72 ]

- [ 0 ]

Y Coord [ 15 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8009 ]

- [ 2 ]

X Coord [ 74 ]

- [ 0 ]

Y Coord [ 34 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 2:

Script [ 8008 ]

- [ 2 ]

X Coord [ 17 ]

- [ 0 ]

Y Coord [ 43 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 3:

Script [ 8162 ]

- [ 2 ]

X Coord [ 43 ]

- [ 0 ]

Y Coord [ 29 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 4:

Script [ 8208 ]

- [ 2 ]

X Coord [ 55 ]

- [ 0 ]

Y Coord [ 41 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 5:

Script [ 8209 ]

- [ 2 ]

X Coord [ 92 ]

- [ 0 ]

Y Coord [ 51 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1024 ]

Script [ 7052 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 56 ]

Y Coord [ 55 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1020 ]

Script [ 7049 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 44 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1021 ]

Script [ 7050 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1022 ]

Script [ 7051 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 44 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 145 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 514 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 72 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 52 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3378 ]

Orientation [ 3 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 53 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3457 ]

Orientation [ 2 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 6 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3449 ]

Orientation [ 3 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 42 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 4 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3495 ]

Orientation [ 2 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 42 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 20 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3453 ]

Orientation [ 3 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 38 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 19 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3382 ]

Orientation [ 3 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 91 ]

Y Coord [ 48 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 53 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3458 ]

Orientation [ 3 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 73 ]

Y Coord [ 30 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 52 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3379 ]

Orientation [ 2 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 77 ]

Y Coord [ 30 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 50 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3442 ]

Orientation [ 2 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 93 ]

Y Coord [ 48 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 20 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3454 ]

Orientation [ 2 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 20 ]

Y Coord [ 38 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 38 ]

Y Coord [ 42 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 33 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 35 ]

Y Coord [ 29 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

ID [ 17 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 34 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 16 ]

Y Coord [ 29 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 18:

ID [ 18 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 35 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 44 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 19:

ID [ 19 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 36 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 26 ]

Y Coord [ 16 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 20:

ID [ 20 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 37 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 21:

ID [ 21 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 38 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 31 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 22:

ID [ 22 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 39 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 54 ]

Y Coord [ 29 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 23:

ID [ 23 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 40 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 57 ]

Y Coord [ 40 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 24:

ID [ 24 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 41 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 66 ]

Y Coord [ 52 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 25:

ID [ 25 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 42 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 88 ]

Y Coord [ 27 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 26:

ID [ 26 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 43 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 29 ]

Y Coord [ 55 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 27:

ID [ 27 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 44 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 30 ]

Y Coord [ 54 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 28:

ID [ 28 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 45 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 31 ]

Y Coord [ 55 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 29:

ID [ 29 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 46 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 29 ]

Y Coord [ 53 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 30:

ID [ 30 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 47 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 31 ]

Y Coord [ 53 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 30 ]

Y Coord [ 55 ]

Map ID [ 350 ]

Type [ 12 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 41 ]

Y Coord [ 53 ]

Map ID [ 350 ]

Type [ 13 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 28 ]

Y Coord [ 54 ]

Map ID [ 285 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 55 ]

Y Coord [ 54 ]

Map ID [ 285 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 4 ]

X Coord [ 41 ]

Y Coord [ 53 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 1 ]

Flag [ 16529 ]

# (285) D21R0102 Wayward Cave R1-02

Matrix [ 75 ]

Object 0:

Script [ 8011 ]

- [ 2 ]

X Coord [ 3 ]

- [ 0 ]

Y Coord [ 10 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8010 ]

- [ 2 ]

X Coord [ 4 ]

- [ 0 ]

Y Coord [ 39 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1028 ]

Script [ 7055 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 22 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1026 ]

Script [ 7053 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 31 ]

Y Coord [ 16 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1027 ]

Script [ 7054 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 33 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 43 ]

Y Coord [ 38 ]

Map ID [ 284 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 16 ]

Y Coord [ 40 ]

Map ID [ 284 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (286) D22R0101 Ruin Maniac Cave R1-01

Matrix [ 76 ]

Sprite 0:

ID [ 0 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1102 ]

Script [ 7128 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 19 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 6 ]

Y Coord [ 7 ]

Map ID [ 380 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (287) D23R0101 Trophy Garden R1-01

Matrix [ 79 ]

Warp 0:

X Coord [ 14 ]

Y Coord [ 25 ]

Map ID [ 368 ]

Type [ 5 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 15 ]

Y Coord [ 25 ]

Map ID [ 368 ]

Type [ 5 ]

- [ 0 ]

- [ 0 ]

# (288) D24 Iron Island

Matrix [ 0 ]

Object 0:

Script [ 8051 ]

- [ 2 ]

X Coord [ 114 ]

- [ 0 ]

Y Coord [ 504 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 56 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 99 ]

Y Coord [ 502 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 111 ]

Y Coord [ 499 ]

Map ID [ 514 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 117 ]

Y Coord [ 489 ]

Map ID [ 289 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 103 ]

Y Coord [ 489 ]

Map ID [ 294 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (289) D24R0101 Iron Island R1-01

Matrix [ 80 ]

Warp 0:

X Coord [ 6 ]

Y Coord [ 8 ]

Map ID [ 288 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 4 ]

Y Coord [ 3 ]

Map ID [ 290 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 8 ]

Y Coord [ 3 ]

Map ID [ 291 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (290) D24R0102 Iron Island R1-02

Matrix [ 81 ]

Sprite 0:

ID [ 0 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1121 ]

Script [ 7146 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 52 ]

Movement [ 9 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3377 ]

Orientation [ 3 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 15 ]

Y Coord [ 3 ]

Map ID [ 289 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (291) D24R0103 Iron Island R1-03

Matrix [ 82 ]

Object 0:

Script [ 8052 ]

- [ 2 ]

X Coord [ 19 ]

- [ 0 ]

Y Coord [ 16 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1123 ]

Script [ 7148 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 21 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1122 ]

Script [ 7147 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 53 ]

Movement [ 4 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3456 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 16 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 6 ]

Y Coord [ 26 ]

Map ID [ 293 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 16 ]

Y Coord [ 26 ]

Map ID [ 292 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 2 ]

Y Coord [ 3 ]

Map ID [ 289 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 2 ]

X Coord [ 11 ]

Y Coord [ 23 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16384 ]

# (292) D24R0104 Iron Island R1-04

Matrix [ 83 ]

Object 0:

Script [ 8053 ]

- [ 2 ]

X Coord [ 12 ]

- [ 0 ]

Y Coord [ 17 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1124 ]

Script [ 7149 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 16 ]

Y Coord [ 2 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1125 ]

Script [ 7150 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 40 ]

Movement [ 40 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3502 ]

Orientation [ 3 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 6 ]

Y Movement [ 1 ]

X Coord [ 4 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 40 ]

Movement [ 21 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3503 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 4 ]

Y Movement [ 6 ]

X Coord [ 1 ]

Y Coord [ 19 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 2 ]

Y Coord [ 3 ]

Map ID [ 291 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (293) D24R0105 Iron Island R1-05

Matrix [ 84 ]

Object 0:

Script [ 8056 ]

- [ 2 ]

X Coord [ 32 ]

- [ 0 ]

Y Coord [ 40 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8054 ]

- [ 2 ]

X Coord [ 19 ]

- [ 0 ]

Y Coord [ 14 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 2:

Script [ 8055 ]

- [ 2 ]

X Coord [ 22 ]

- [ 0 ]

Y Coord [ 31 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1128 ]

Script [ 7153 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 38 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1126 ]

Script [ 7151 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1127 ]

Script [ 7152 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 16 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1129 ]

Script [ 7154 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 21 ]

Y Coord [ 38 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 142 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 515 ]

Script [ 8 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 34 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 124 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 517 ]

Script [ 9 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 19 ]

Y Coord [ 40 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 124 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 517 ]

Script [ 9 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 19 ]

Y Coord [ 41 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 20 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3451 ]

Orientation [ 1 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 26 ]

Y Coord [ 2 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 20 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3452 ]

Orientation [ 3 ]

Sight [ 5 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 21 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 51 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3444 ]

Orientation [ 1 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 36 ]

Y Coord [ 18 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 7 ]

Movement [ 14 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3371 ]

Orientation [ 0 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 36 ]

Y Coord [ 21 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 40 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3504 ]

Orientation [ 2 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 25 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 40 ]

Movement [ 14 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3505 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 28 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 11 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3387 ]

Orientation [ 3 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 23 ]

Y Coord [ 31 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 14 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3391 ]

Orientation [ 2 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 27 ]

Y Coord [ 31 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 38 ]

Y Coord [ 3 ]

Map ID [ 291 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 14 ]

Y Coord [ 48 ]

Map ID [ 294 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 3 ]

X Coord [ 35 ]

Y Coord [ 2 ]

Width [ 1 ]

Length [ 2 ]

- [ 0 ]

- [ 0 ]

Flag [ 16530 ]

Trigger 1:

Script [ 4 ]

X Coord [ 36 ]

Y Coord [ 2 ]

Width [ 1 ]

Length [ 2 ]

- [ 0 ]

- [ 1 ]

Flag [ 16530 ]

Trigger 2:

Script [ 2 ]

X Coord [ 19 ]

Y Coord [ 44 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16384 ]

Trigger 3:

Script [ 9 ]

X Coord [ 21 ]

Y Coord [ 40 ]

Width [ 1 ]

Length [ 2 ]

- [ 0 ]

- [ 1 ]

Flag [ 16530 ]

# (294) D24R0106 Iron Island R1-06

Matrix [ 85 ]

Sprite 0:

ID [ 0 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1130 ]

Script [ 7155 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 2 ]

Y Coord [ 5 ]

Map ID [ 288 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 14 ]

Y Coord [ 15 ]

Map ID [ 293 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 2 ]

X Coord [ 9 ]

Y Coord [ 11 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16384 ]

# (295) D25R0101 Old Chateau R1-01

Matrix [ 86 ]

Object 0:

Script [ 2 ]

- [ 0 ]

X Coord [ 7 ]

- [ 0 ]

Y Coord [ 6 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Warp 0:

X Coord [ 1 ]

Y Coord [ 6 ]

Map ID [ 297 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 17 ]

Y Coord [ 6 ]

Map ID [ 297 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 9 ]

Y Coord [ 5 ]

Map ID [ 296 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 9 ]

Y Coord [ 2 ]

Map ID [ 298 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 4:

X Coord [ 9 ]

Y Coord [ 15 ]

Map ID [ 203 ]

Type [ 4 ]

- [ 0 ]

- [ 0 ]

# (296) D25R0102 Old Chateau R1-02

Matrix [ 87 ]

Object 0:

Script [ 8167 ]

- [ 2 ]

X Coord [ 6 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 164 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 665 ]

Script [ 0 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 19 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 19 ]

Y Coord [ 11 ]

Map ID [ 295 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (297) D25R0103 Old Chateau R1-03

Matrix [ 88 ]

Sprite 0:

ID [ 0 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1008 ]

Script [ 7035 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 7 ]

Y Coord [ 5 ]

Map ID [ 295 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 24 ]

Y Coord [ 5 ]

Map ID [ 295 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (298) D25R0104 Old Chateau R1-04

Matrix [ 89 ]

Warp 0:

X Coord [ 19 ]

Y Coord [ 5 ]

Map ID [ 295 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 4 ]

Y Coord [ 2 ]

Map ID [ 299 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 11 ]

Y Coord [ 2 ]

Map ID [ 300 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 19 ]

Y Coord [ 2 ]

Map ID [ 301 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 4:

X Coord [ 27 ]

Y Coord [ 2 ]

Map ID [ 302 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 5:

X Coord [ 34 ]

Y Coord [ 2 ]

Map ID [ 303 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (299) D25R0105 Old Chateau R1-05

Matrix [ 90 ]

Sprite 0:

ID [ 0 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1233 ]

Script [ 7036 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 7 ]

Map ID [ 298 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (300) D25R0106 Old Chateau R1-06

Matrix [ 91 ]

Object 0:

Script [ 1 ]

- [ 0 ]

X Coord [ 11 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 1 ]

- [ 0 ]

X Coord [ 12 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1233 ]

Script [ 7036 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 11 ]

Y Coord [ 7 ]

Map ID [ 298 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (301) D25R0107 Old Chateau R1-07

Matrix [ 92 ]

Warp 0:

X Coord [ 12 ]

Y Coord [ 7 ]

Map ID [ 298 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

# (302) D25R0108 Old Chateau R1-08

Matrix [ 93 ]

Sprite 0:

ID [ 0 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1234 ]

Script [ 7037 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 20 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 2 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 666 ]

Script [ 0 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 20 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 13 ]

Y Coord [ 7 ]

Map ID [ 298 ]

Type [ 4 ]

- [ 0 ]

- [ 0 ]

# (303) D25R0109 Old Chateau R1-09

Matrix [ 94 ]

Sprite 0:

ID [ 0 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1234 ]

Script [ 7037 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 10 ]

Y Coord [ 7 ]

Map ID [ 298 ]

Type [ 5 ]

- [ 0 ]

- [ 0 ]

# (304) D25R1001 Old Chateau R10-01

Matrix [ 157 ]

# (305) D26R0101 Galactic HQ R1-01

Matrix [ 95 ]

Object 0:

Script [ 8074 ]

- [ 2 ]

X Coord [ 36 ]

- [ 0 ]

Y Coord [ 14 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 7 ]

- [ 0 ]

X Coord [ 42 ]

- [ 0 ]

Y Coord [ 13 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 125 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 29 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 29 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 18 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1151 ]

Script [ 7182 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 52 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 125 ]

Movement [ 8 ]

Trainer [ 1 ]

Flag [ 597 ]

Script [ 3427 ]

Orientation [ 1 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 41 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 29 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 597 ]

Script [ 3829 ]

Orientation [ 3 ]

Sight [ 6 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 202 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 578 ]

Script [ 6 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 22 ]

Y Coord [ 18 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 202 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 578 ]

Script [ 6 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 23 ]

Y Coord [ 18 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 125 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 2 ]

Y Coord [ 19 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 124 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 19 ]

Y Coord [ 21 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 122 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 688 ]

Script [ 8 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 3 ]

Y Movement [ 0 ]

X Coord [ 33 ]

Y Coord [ 19 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 22 ]

Map ID [ 132 ]

Type [ 14 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 29 ]

Y Coord [ 22 ]

Map ID [ 132 ]

Type [ 15 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 42 ]

Y Coord [ 22 ]

Map ID [ 132 ]

Type [ 16 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 4 ]

Y Coord [ 3 ]

Map ID [ 306 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 4:

X Coord [ 19 ]

Y Coord [ 14 ]

Map ID [ 306 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 5:

X Coord [ 27 ]

Y Coord [ 3 ]

Map ID [ 306 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 6:

X Coord [ 11 ]

Y Coord [ 3 ]

Map ID [ 310 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 7:

X Coord [ 46 ]

Y Coord [ 3 ]

Map ID [ 309 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 8:

X Coord [ 52 ]

Y Coord [ 21 ]

Map ID [ 305 ]

Type [ 9 ]

- [ 0 ]

- [ 0 ]

Warp 9:

X Coord [ 41 ]

Y Coord [ 3 ]

Map ID [ 305 ]

Type [ 8 ]

- [ 0 ]

- [ 0 ]

Warp 10:

X Coord [ 39 ]

Y Coord [ 3 ]

Map ID [ 305 ]

Type [ 11 ]

- [ 0 ]

- [ 0 ]

Warp 11:

X Coord [ 32 ]

Y Coord [ 3 ]

Map ID [ 305 ]

Type [ 10 ]

- [ 0 ]

- [ 0 ]

Warp 12:

X Coord [ 36 ]

Y Coord [ 8 ]

Map ID [ 305 ]

Type [ 13 ]

- [ 0 ]

- [ 0 ]

Warp 13:

X Coord [ 1 ]

Y Coord [ 8 ]

Map ID [ 305 ]

Type [ 12 ]

- [ 0 ]

- [ 0 ]

Warp 14:

X Coord [ 41 ]

Y Coord [ 14 ]

Map ID [ 308 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (306) D26R0102 Galactic HQ R1-02

Matrix [ 96 ]

Object 0:

Script [ 1 ]

- [ 0 ]

X Coord [ 40 ]

- [ 0 ]

Y Coord [ 4 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8075 ]

- [ 2 ]

X Coord [ 36 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 2:

Script [ 8076 ]

- [ 2 ]

X Coord [ 7 ]

- [ 0 ]

Y Coord [ 11 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 3:

Script [ 2 ]

- [ 0 ]

X Coord [ 42 ]

- [ 0 ]

Y Coord [ 2 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 4:

Script [ 3 ]

- [ 0 ]

X Coord [ 31 ]

- [ 0 ]

Y Coord [ 18 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 5:

Script [ 4 ]

- [ 0 ]

X Coord [ 9 ]

- [ 0 ]

Y Coord [ 19 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 6:

Script [ 6 ]

- [ 0 ]

X Coord [ 39 ]

- [ 0 ]

Y Coord [ 14 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 7:

Script [ 5 ]

- [ 0 ]

X Coord [ 41 ]

- [ 0 ]

Y Coord [ 12 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 8:

Script [ 5 ]

- [ 0 ]

X Coord [ 42 ]

- [ 0 ]

Y Coord [ 12 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 9:

Script [ 1 ]

- [ 0 ]

X Coord [ 40 ]

- [ 0 ]

Y Coord [ 5 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 3 ]

- [ 0 ]

Object 10:

Script [ 1 ]

- [ 0 ]

X Coord [ 44 ]

- [ 0 ]

Y Coord [ 5 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 3 ]

- [ 0 ]

Object 11:

Script [ 1 ]

- [ 0 ]

X Coord [ 44 ]

- [ 0 ]

Y Coord [ 4 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1153 ]

Script [ 7184 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 48 ]

Y Coord [ 21 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 124 ]

Movement [ 14 ]

Trainer [ 1 ]

Flag [ 597 ]

Script [ 3509 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 124 ]

Movement [ 7 ]

Trainer [ 1 ]

Flag [ 597 ]

Script [ 3512 ]

Orientation [ 0 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 21 ]

Y Coord [ 16 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 125 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 597 ]

Script [ 3429 ]

Orientation [ 2 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 26 ]

Y Coord [ 16 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 29 ]

Movement [ 14 ]

Trainer [ 1 ]

Flag [ 597 ]

Script [ 3828 ]

Orientation [ 0 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 32 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 7 ]

Y Coord [ 3 ]

Map ID [ 305 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 24 ]

Y Coord [ 3 ]

Map ID [ 305 ]

Type [ 5 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 10 ]

Y Coord [ 11 ]

Map ID [ 305 ]

Type [ 4 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 12 ]

Y Coord [ 3 ]

Map ID [ 307 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 4:

X Coord [ 50 ]

Y Coord [ 3 ]

Map ID [ 307 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 5:

X Coord [ 1 ]

Y Coord [ 3 ]

Map ID [ 306 ]

Type [ 6 ]

- [ 0 ]

- [ 0 ]

Warp 6:

X Coord [ 17 ]

Y Coord [ 5 ]

Map ID [ 306 ]

Type [ 5 ]

- [ 0 ]

- [ 0 ]

Warp 7:

X Coord [ 1 ]

Y Coord [ 14 ]

Map ID [ 306 ]

Type [ 8 ]

- [ 0 ]

- [ 0 ]

Warp 8:

X Coord [ 45 ]

Y Coord [ 12 ]

Map ID [ 306 ]

Type [ 7 ]

- [ 0 ]

- [ 0 ]

Warp 9:

X Coord [ 52 ]

Y Coord [ 6 ]

Map ID [ 306 ]

Type [ 10 ]

- [ 0 ]

- [ 0 ]

Warp 10:

X Coord [ 29 ]

Y Coord [ 13 ]

Map ID [ 306 ]

Type [ 9 ]

- [ 0 ]

- [ 0 ]

Warp 11:

X Coord [ 52 ]

Y Coord [ 12 ]

Map ID [ 306 ]

Type [ 12 ]

- [ 0 ]

- [ 0 ]

Warp 12:

X Coord [ 18 ]

Y Coord [ 20 ]

Map ID [ 306 ]

Type [ 11 ]

- [ 0 ]

- [ 0 ]

Warp 13:

X Coord [ 1 ]

Y Coord [ 22 ]

Map ID [ 306 ]

Type [ 14 ]

- [ 0 ]

- [ 0 ]

Warp 14:

X Coord [ 45 ]

Y Coord [ 22 ]

Map ID [ 306 ]

Type [ 13 ]

- [ 0 ]

- [ 0 ]

# (307) D26R0103 Galactic HQ R1-03

Matrix [ 97 ]

Object 0:

Script [ 8078 ]

- [ 2 ]

X Coord [ 39 ]

- [ 0 ]

Y Coord [ 22 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8077 ]

- [ 2 ]

X Coord [ 1 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 2:

Script [ 8079 ]

- [ 2 ]

X Coord [ 52 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 3:

Script [ 3 ]

- [ 0 ]

X Coord [ 6 ]

- [ 0 ]

Y Coord [ 19 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 124 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 597 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1152 ]

Script [ 7183 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 36 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 124 ]

Movement [ 20 ]

Trainer [ 4 ]

Flag [ 597 ]

Script [ 3511 ]

Orientation [ 3 ]

Sight [ 2 ]

- [ 2 ]

- [ 0 ]

X Movement [ 8 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 20 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 124 ]

Movement [ 14 ]

Trainer [ 1 ]

Flag [ 597 ]

Script [ 3513 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 42 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 125 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 597 ]

Script [ 3521 ]

Orientation [ 1 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 42 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 202 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 579 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 27 ]

Y Coord [ 19 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 202 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 579 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 28 ]

Y Coord [ 19 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 124 ]

Movement [ 6 ]

Trainer [ 1 ]

Flag [ 597 ]

Script [ 3508 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1154 ]

Script [ 7185 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 50 ]

Y Coord [ 21 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 15 ]

Y Coord [ 3 ]

Map ID [ 306 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 47 ]

Y Coord [ 3 ]

Map ID [ 306 ]

Type [ 4 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 10 ]

Y Coord [ 11 ]

Map ID [ 308 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 6 ]

Y Coord [ 14 ]

Map ID [ 307 ]

Type [ 4 ]

- [ 0 ]

- [ 0 ]

Warp 4:

X Coord [ 15 ]

Y Coord [ 13 ]

Map ID [ 307 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 5:

X Coord [ 17 ]

Y Coord [ 11 ]

Map ID [ 307 ]

Type [ 6 ]

- [ 0 ]

- [ 0 ]

Warp 6:

X Coord [ 52 ]

Y Coord [ 12 ]

Map ID [ 307 ]

Type [ 5 ]

- [ 0 ]

- [ 0 ]

Warp 7:

X Coord [ 19 ]

Y Coord [ 11 ]

Map ID [ 307 ]

Type [ 8 ]

- [ 0 ]

- [ 0 ]

Warp 8:

X Coord [ 32 ]

Y Coord [ 22 ]

Map ID [ 307 ]

Type [ 7 ]

- [ 0 ]

- [ 0 ]

# (308) D26R0104 Galactic HQ R1-04

Matrix [ 98 ]

Object 0:

Script [ 8080 ]

- [ 2 ]

X Coord [ 1 ]

- [ 0 ]

Y Coord [ 4 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 3 ]

- [ 0 ]

X Coord [ 21 ]

- [ 0 ]

Y Coord [ 14 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 2:

Script [ 4 ]

- [ 0 ]

X Coord [ 1 ]

- [ 0 ]

Y Coord [ 6 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 2 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 120 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 476 ]

Script [ 1 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 202 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 580 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 202 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 580 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 192 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 597 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 18 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 192 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 597 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 19 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 3 ]

Y Coord [ 15 ]

Map ID [ 307 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 22 ]

Y Coord [ 3 ]

Map ID [ 497 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 21 ]

Y Coord [ 17 ]

Map ID [ 305 ]

Type [ 14 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 1 ]

X Coord [ 8 ]

Y Coord [ 11 ]

Width [ 2 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16598 ]

# (309) D26R0105 Galactic HQ R1-05

Matrix [ 100 ]

Sprite 0:

ID [ 0 ]

Sprite [ 124 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 597 ]

Script [ 1 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 11 ]

Y Coord [ 3 ]

Map ID [ 305 ]

Type [ 7 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 3 ]

Y Coord [ 7 ]

Map ID [ 310 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (310) D26R0106 Galactic HQ R1-06

Matrix [ 99 ]

Sprite 0:

ID [ 0 ]

Sprite [ 124 ]

Movement [ 8 ]

Trainer [ 0 ]

Flag [ 597 ]

Script [ 1 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 26 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 29 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 597 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 5 ]

X Coord [ 8 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1150 ]

Script [ 7180 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 29 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 124 ]

Movement [ 6 ]

Trainer [ 1 ]

Flag [ 597 ]

Script [ 3506 ]

Orientation [ 2 ]

Sight [ 5 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 40 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 124 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 597 ]

Script [ 3507 ]

Orientation [ 1 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 71 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1223 ]

Script [ 7186 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 20 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 202 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 581 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 202 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 581 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1230 ]

Script [ 7181 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 62 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 50 ]

Y Coord [ 3 ]

Map ID [ 305 ]

Type [ 6 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 81 ]

Y Coord [ 3 ]

Map ID [ 309 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 3 ]

Y Coord [ 16 ]

Map ID [ 143 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (311) D27R0101 Lake Verity R1-01

Matrix [ 101 ]

Sprite 0:

ID [ 0 ]

Sprite [ 99 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 403 ]

Script [ 4 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 48 ]

Y Coord [ 43 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 101 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 434 ]

Script [ 5 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 49 ]

Y Coord [ 43 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 173 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 429 ]

Script [ 0 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 57 ]

Y Coord [ 43 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 173 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 429 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 48 ]

Y Coord [ 51 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 174 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 404 ]

Script [ 4 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 48 ]

Y Coord [ 43 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 148 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 436 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 47 ]

Y Coord [ 54 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1225 ]

Script [ 7000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 25 ]

Y Coord [ 54 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 46 ]

Y Coord [ 54 ]

Map ID [ 334 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 47 ]

Y Coord [ 54 ]

Map ID [ 334 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (312) D27R0102 Lake Verity R1-02

Matrix [ 102 ]

Sprite 0:

ID [ 0 ]

Sprite [ 124 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 478 ]

Script [ 3418 ]

Orientation [ 3 ]

Sight [ 6 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 43 ]

Y Coord [ 49 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 124 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 478 ]

Script [ 3419 ]

Orientation [ 3 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 48 ]

Y Coord [ 43 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 125 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 478 ]

Script [ 3425 ]

Orientation [ 2 ]

Sight [ 6 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 50 ]

Y Coord [ 49 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 125 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 478 ]

Script [ 3426 ]

Orientation [ 2 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 53 ]

Y Coord [ 43 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1225 ]

Script [ 7000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 25 ]

Y Coord [ 54 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 99 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 682 ]

Script [ 3 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 53 ]

Y Coord [ 39 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 101 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 683 ]

Script [ 4 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 54 ]

Y Coord [ 38 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 121 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 478 ]

Script [ 6 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 55 ]

Y Coord [ 38 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 124 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 478 ]

Script [ 7 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 47 ]

Y Coord [ 51 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 32 ]

Y Coord [ 32 ]

Map ID [ 313 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 46 ]

Y Coord [ 54 ]

Map ID [ 334 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 47 ]

Y Coord [ 54 ]

Map ID [ 334 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

# (313) D27R0103 Lake Verity R1-03

Matrix [ 103 ]

Sprite 0:

ID [ 0 ]

Sprite [ 152 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 509 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 99 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 692 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 22 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 14 ]

Y Coord [ 29 ]

Map ID [ 312 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (314) D28R0101 Lake Valor R1-01

Matrix [ 104 ]

Object 0:

Script [ 8057 ]

- [ 2 ]

X Coord [ 12 ]

- [ 0 ]

Y Coord [ 15 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 124 ]

Movement [ 5 ]

Trainer [ 0 ]

Flag [ 474 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 34 ]

Y Coord [ 34 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 125 ]

Movement [ 6 ]

Trainer [ 0 ]

Flag [ 474 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 124 ]

Movement [ 13 ]

Trainer [ 0 ]

Flag [ 474 ]

Script [ 3 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 36 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 195 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 479 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 36 ]

Y Coord [ 19 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 124 ]

Movement [ 7 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3416 ]

Orientation [ 0 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 32 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 125 ]

Movement [ 8 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3424 ]

Orientation [ 1 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 29 ]

Y Coord [ 18 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 124 ]

Movement [ 14 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3417 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 25 ]

Y Coord [ 35 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 195 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 479 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 195 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 479 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 27 ]

Y Coord [ 36 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 195 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 479 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 195 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 479 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 195 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 479 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 195 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 479 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 195 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 479 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 19 ]

Y Coord [ 34 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 195 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 479 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 38 ]

Y Coord [ 44 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 195 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 479 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 44 ]

Y Coord [ 33 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 195 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 479 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

ID [ 17 ]

Sprite [ 195 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 479 ]

Script [ 4 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 18:

ID [ 18 ]

Sprite [ 195 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 479 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 19:

ID [ 19 ]

Sprite [ 195 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 479 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 20:

ID [ 20 ]

Sprite [ 195 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 479 ]

Script [ 4 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 21:

ID [ 21 ]

Sprite [ 195 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 479 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 23 ]

Y Coord [ 19 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 22:

ID [ 22 ]

Sprite [ 195 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 479 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 21 ]

Y Coord [ 29 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 23:

ID [ 23 ]

Sprite [ 195 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 479 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 28 ]

Y Coord [ 28 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 24:

ID [ 24 ]

Sprite [ 195 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 479 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 31 ]

Y Coord [ 25 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 25:

ID [ 25 ]

Sprite [ 195 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 479 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 30 ]

Y Coord [ 38 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 26:

ID [ 26 ]

Sprite [ 195 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 479 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 29 ]

Y Coord [ 36 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 27:

ID [ 27 ]

Sprite [ 195 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 479 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 28:

ID [ 28 ]

Sprite [ 195 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 479 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 40 ]

Y Coord [ 28 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 29:

ID [ 29 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1226 ]

Script [ 7156 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 53 ]

Y Coord [ 46 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 52 ]

Y Coord [ 10 ]

Map ID [ 336 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 32 ]

Y Coord [ 32 ]

Map ID [ 316 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 52 ]

Y Coord [ 11 ]

Map ID [ 336 ]

Type [ 4 ]

- [ 0 ]

- [ 0 ]

# (315) D28R0102 Lake Valor R1-02

Matrix [ 105 ]

Sprite 0:

ID [ 0 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1226 ]

Script [ 7156 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 53 ]

Y Coord [ 46 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 51 ]

Y Coord [ 8 ]

Map ID [ 336 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 32 ]

Y Coord [ 32 ]

Map ID [ 316 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 51 ]

Y Coord [ 7 ]

Map ID [ 336 ]

Type [ 4 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 52 ]

Y Coord [ 10 ]

Map ID [ 336 ]

Type [ 5 ]

- [ 0 ]

- [ 0 ]

Warp 4:

X Coord [ 52 ]

Y Coord [ 11 ]

Map ID [ 336 ]

Type [ 6 ]

- [ 0 ]

- [ 0 ]

# (316) D28R0103 Lake Valor R1-03

Matrix [ 106 ]

Sprite 0:

ID [ 0 ]

Sprite [ 153 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 510 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 16 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 122 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 474 ]

Script [ 4 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 19 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 14 ]

Y Coord [ 29 ]

Map ID [ 314 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 14 ]

Y Coord [ 29 ]

Map ID [ 315 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (317) D29R0101 Lake Acuity R1-01

Matrix [ 107 ]

Sprite 0:

ID [ 0 ]

Sprite [ 148 ]

Movement [ 7 ]

Trainer [ 0 ]

Flag [ 689 ]

Script [ 1 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 16 ]

Y Coord [ 46 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1227 ]

Script [ 7177 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 38 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 14 ]

Y Coord [ 50 ]

Map ID [ 340 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 15 ]

Y Coord [ 50 ]

Map ID [ 340 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (318) D29R0102 Lake Acuity R1-02

Matrix [ 108 ]

Sprite 0:

ID [ 0 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1227 ]

Script [ 7177 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 38 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 123 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 472 ]

Script [ 0 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 44 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 148 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 471 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 45 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 11 ]

Y Coord [ 50 ]

Map ID [ 340 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 32 ]

Y Coord [ 32 ]

Map ID [ 319 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 12 ]

Y Coord [ 50 ]

Map ID [ 340 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 14 ]

Y Coord [ 50 ]

Map ID [ 340 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 4:

X Coord [ 15 ]

Y Coord [ 50 ]

Map ID [ 340 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

# (319) D29R0103 Lake Acuity R1-03

Matrix [ 109 ]

Sprite 0:

ID [ 0 ]

Sprite [ 151 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 511 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 14 ]

Y Coord [ 29 ]

Map ID [ 318 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (320) D30 Newmoon Island

Matrix [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 56 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 663 ]

Script [ 2 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 151 ]

Y Coord [ 277 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 192 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 151 ]

Y Coord [ 278 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 192 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 151 ]

Y Coord [ 276 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 192 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 151 ]

Y Coord [ 275 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 137 ]

Y Coord [ 268 ]

Map ID [ 321 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 138 ]

Y Coord [ 268 ]

Map ID [ 321 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (321) D30R0101 Newmoon Island R1-01

Matrix [ 110 ]

Sprite 0:

ID [ 0 ]

Sprite [ 157 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 606 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 16 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 16 ]

Y Coord [ 21 ]

Map ID [ 320 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 17 ]

Y Coord [ 21 ]

Map ID [ 320 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (322) D31 Battle Tower

Matrix [ 229 ]

Sprite 0:

ID [ 0 ]

Sprite [ 15 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 34 ]

Y Coord [ 39 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 22 ]

Y Coord [ 35 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 81 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 8 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 35 ]

Y Coord [ 39 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 22 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 13 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 29 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 18 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 29 ]

Y Coord [ 37 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 3 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 6 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 28 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 82 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 10 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 2 ]

X Coord [ 15 ]

Y Coord [ 40 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 51 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 12 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 14 ]

Y Coord [ 47 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 11 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 11 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 26 ]

Y Coord [ 47 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1231 ]

Script [ 7215 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 52 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 169 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 660 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 23 ]

Y Coord [ 40 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 148 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 661 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 24 ]

Y Coord [ 40 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 27 ]

Y Coord [ 35 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 20 ]

Y Coord [ 33 ]

Map ID [ 323 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 29 ]

Y Coord [ 33 ]

Map ID [ 323 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 24 ]

Y Coord [ 10 ]

Map ID [ 326 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 25 ]

Y Coord [ 10 ]

Map ID [ 326 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 4:

X Coord [ 24 ]

Y Coord [ 53 ]

Map ID [ 192 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 5:

X Coord [ 25 ]

Y Coord [ 53 ]

Map ID [ 192 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 1 ]

X Coord [ 23 ]

Y Coord [ 32 ]

Width [ 4 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16654 ]

# (323) D31R0101 Battle Tower R1-01

Matrix [ 231 ]

Sprite 0:

ID [ 0 ]

Sprite [ 175 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 175 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 22 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 2 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 8 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 18 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 18 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 36 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 3 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 37 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 23 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 43 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 42 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 6 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 19 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 31 ]

Movement [ 10 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 11 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 5 ]

Y Coord [ 17 ]

Map ID [ 322 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 21 ]

Y Coord [ 17 ]

Map ID [ 322 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (324) D31R0102 Battle Tower R1-02

Matrix [ 232 ]

# (325) D31R0103 Battle Tower R1-03

Matrix [ 233 ]

# (326) D31R0201 Battle Tower R2-01

Matrix [ 193 ]

Object 0:

Script [ 10 ]

- [ 0 ]

X Coord [ 9 ]

- [ 0 ]

Y Coord [ 5 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 11 ]

- [ 0 ]

X Coord [ 5 ]

- [ 0 ]

Y Coord [ 5 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 2:

Script [ 12 ]

- [ 0 ]

X Coord [ 13 ]

- [ 0 ]

Y Coord [ 5 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 3:

Script [ 13 ]

- [ 0 ]

X Coord [ 17 ]

- [ 0 ]

Y Coord [ 5 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 519 ]

Script [ 7 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 44 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 19 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 2 ]

X Coord [ 7 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 45 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 15 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 15 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 35 ]

Movement [ 7 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 16 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 2 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 62 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 17 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 20 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 71 ]

Movement [ 13 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 18 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 20 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 71 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 21 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 15 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 3 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 20 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 16 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 55 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 14 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 2 ]

X Coord [ 8 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 22 ]

Movement [ 6 ]

Trainer [ 0 ]

Flag [ 556 ]

Script [ 10151 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 3 ]

Movement [ 8 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2033 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 11 ]

Y Coord [ 17 ]

Map ID [ 322 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (327) D31R0202 Battle Tower R2-02

Matrix [ 207 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

# (328) D31R0203 Battle Tower R2-03

Matrix [ 194 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 1 ]

Z Coord [ 0 ]

- [ 0 ]

# (329) D31R0204 Battle Tower R2-04

Matrix [ 195 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 1 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 1 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 101 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 1 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 102 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 1 ]

Z Coord [ 0 ]

- [ 0 ]

# (330) D31R0205 Battle Tower R2-05

Matrix [ 197 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 102 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 489 ]

Script [ 0 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 2 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 101 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

# (331) D31R0206 Battle Tower R2-06

Matrix [ 198 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 101 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 102 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 104 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 521 ]

Script [ 0 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 2 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 103 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 520 ]

Script [ 0 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 2 ]

Z Coord [ 0 ]

- [ 0 ]

# (332) DIRECT2 DIRECT2

Matrix [ 118 ]

Sprite 0:

ID [ 0 ]

Sprite [ 60 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9100 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 9101 ]

X Coord [ 7 ]

Y Coord [ 11 ]

Width [ 2 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16399 ]

# (333) DIRECT4 DIRECT4

Matrix [ 121 ]

Sprite 0:

ID [ 0 ]

Sprite [ 60 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9100 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 9101 ]

X Coord [ 6 ]

Y Coord [ 11 ]

Width [ 4 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16399 ]

# (334) L01 Verity Lakefront

Matrix [ 0 ]

Object 0:

Script [ 8160 ]

- [ 2 ]

X Coord [ 86 ]

- [ 0 ]

Y Coord [ 849 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 148 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 435 ]

Script [ 9701 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 80 ]

Y Coord [ 843 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 6 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 79 ]

Y Coord [ 846 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 81 ]

Y Coord [ 843 ]

Map ID [ 311 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 80 ]

Y Coord [ 843 ]

Map ID [ 311 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 80 ]

Y Coord [ 843 ]

Map ID [ 312 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 81 ]

Y Coord [ 843 ]

Map ID [ 312 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 3 ]

X Coord [ 80 ]

Y Coord [ 844 ]

Width [ 2 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16514 ]

Trigger 1:

Script [ 4 ]

X Coord [ 80 ]

Y Coord [ 844 ]

Width [ 2 ]

Length [ 1 ]

- [ 0 ]

- [ 3 ]

Flag [ 16514 ]

# (335) L01R0101 Verity Lakefront R1-01

Matrix [ 123 ]

# (336) L02 Valor Lakefront

Matrix [ 0 ]

Object 0:

Script [ 8031 ]

- [ 2 ]

X Coord [ 720 ]

- [ 0 ]

Y Coord [ 794 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8007 ]

- [ 2 ]

X Coord [ 730 ]

- [ 0 ]

Y Coord [ 773 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 2:

Script [ 8166 ]

- [ 2 ]

X Coord [ 692 ]

- [ 0 ]

Y Coord [ 801 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 3:

Script [ 8180 ]

- [ 2 ]

X Coord [ 716 ]

- [ 0 ]

Y Coord [ 745 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 138 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 459 ]

Script [ 4 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 723 ]

Y Coord [ 760 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 29 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 460 ]

Script [ 7 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 718 ]

Y Coord [ 760 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 29 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 460 ]

Script [ 5 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 718 ]

Y Coord [ 761 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1069 ]

Script [ 7096 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 712 ]

Y Coord [ 783 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1070 ]

Script [ 7097 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 719 ]

Y Coord [ 769 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 124 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 569 ]

Script [ 3 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 719 ]

Y Coord [ 790 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 31 ]

Sprite [ 13 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 373 ]

Script [ 65535 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 694 ]

Y Coord [ 804 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 8 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 704 ]

Y Coord [ 792 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 13 ]

Movement [ 7 ]

Trainer [ 0 ]

Flag [ 635 ]

Script [ 6 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 715 ]

Y Coord [ 782 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 19 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 667 ]

Script [ 9 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 724 ]

Y Coord [ 788 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 706 ]

Y Coord [ 790 ]

Map ID [ 337 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 715 ]

Y Coord [ 781 ]

Map ID [ 338 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 690 ]

Y Coord [ 791 ]

Map ID [ 339 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 717 ]

Y Coord [ 760 ]

Map ID [ 314 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 4:

X Coord [ 717 ]

Y Coord [ 761 ]

Map ID [ 314 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 5:

X Coord [ 717 ]

Y Coord [ 760 ]

Map ID [ 315 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 6:

X Coord [ 717 ]

Y Coord [ 761 ]

Map ID [ 315 ]

Type [ 4 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 10 ]

X Coord [ 724 ]

Y Coord [ 789 ]

Width [ 1 ]

Length [ 3 ]

- [ 0 ]

- [ 0 ]

Flag [ 16658 ]

# (337) L02R0101 Valor Lakefront Restaurant-01

Matrix [ 147 ]

Sprite 0:

ID [ 0 ]

Sprite [ 36 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 612 ]

Script [ 8 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 37 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 612 ]

Script [ 9 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 62 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 611 ]

Script [ 6 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 63 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 611 ]

Script [ 7 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 22 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 616 ]

Script [ 17 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 23 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 616 ]

Script [ 16 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 44 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 610 ]

Script [ 4 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 62 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 617 ]

Script [ 18 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 13 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 617 ]

Script [ 19 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 13 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 610 ]

Script [ 5 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 12 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 613 ]

Script [ 11 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 17 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 615 ]

Script [ 14 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 1 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 6 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 615 ]

Script [ 15 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 16 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 614 ]

Script [ 13 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 29 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 618 ]

Script [ 20 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 3 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 614 ]

Script [ 12 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 12 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 618 ]

Script [ 21 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

ID [ 17 ]

Sprite [ 19 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 613 ]

Script [ 10 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 18:

ID [ 18 ]

Sprite [ 59 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 9 ]

Y Coord [ 12 ]

Map ID [ 336 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (338) L02R0201 Valor Lakefront R2-01

Matrix [ 146 ]

Sprite 0:

ID [ 0 ]

Sprite [ 13 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 636 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 5 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 6 ]

Y Coord [ 8 ]

Map ID [ 336 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (339) L02R0301 Valor Lakefront R3-01

Matrix [ 146 ]

Sprite 0:

ID [ 0 ]

Sprite [ 62 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 6 ]

Y Coord [ 8 ]

Map ID [ 336 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (340) L03 Acuity Lakefront

Matrix [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1149 ]

Script [ 7176 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 340 ]

Y Coord [ 230 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 124 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 594 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 310 ]

Y Coord [ 240 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 124 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 594 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 311 ]

Y Coord [ 240 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 309 ]

Y Coord [ 242 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 310 ]

Y Coord [ 239 ]

Map ID [ 317 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 311 ]

Y Coord [ 239 ]

Map ID [ 317 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 310 ]

Y Coord [ 239 ]

Map ID [ 318 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 311 ]

Y Coord [ 239 ]

Map ID [ 318 ]

Type [ 4 ]

- [ 0 ]

- [ 0 ]

# (341) L04 L04

Matrix [ 0 ]

Warp 0:

X Coord [ 762 ]

Y Coord [ 713 ]

Map ID [ 267 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 763 ]

Y Coord [ 713 ]

Map ID [ 267 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (342) R201 Route 201

Matrix [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 9 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 123 ]

Y Coord [ 854 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 1:

ID [ 1 ]

Sprite [ 24 ]

Movement [ 9 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 10 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 140 ]

Y Coord [ 842 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 2:

ID [ 2 ]

Sprite [ 148 ]

Movement [ 8 ]

Trainer [ 0 ]

Flag [ 400 ]

Script [ 9700 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 112 ]

Y Coord [ 855 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 3:

ID [ 3 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 6 ]

Orientation [ 0 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 109 ]

Y Coord [ 856 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 94 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 0 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 151 ]

Y Coord [ 843 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 99 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 406 ]

Script [ 0 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 104 ]

Y Coord [ 853 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 101 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 407 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 104 ]

Y Coord [ 854 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 5 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 418 ]

Script [ 65535 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 165 ]

Y Coord [ 843 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 3 ]

Sprite [ 10 ]

Movement [ 12 ]

Trainer [ 0 ]

Flag [ 411 ]

Script [ 65535 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 108 ]

Y Coord [ 869 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 3 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 11 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 153 ]

Y Coord [ 847 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 10:

ID [ 10 ]

Sprite [ 96 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 8 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 136 ]

Y Coord [ 851 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 6 ]

Movement [ 5 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 12 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 142 ]

Y Coord [ 855 ]

Z Coord [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 2 ]

X Coord [ 110 ]

Y Coord [ 857 ]

Width [ 6 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16518 ]

Trigger 1:

Script [ 5 ]

X Coord [ 101 ]

Y Coord [ 853 ]

Width [ 1 ]

Length [ 3 ]

- [ 0 ]

- [ 2 ]

Flag [ 16518 ]

Trigger 2:

Script [ 3 ]

X Coord [ 110 ]

Y Coord [ 858 ]

Width [ 6 ]

Length [ 1 ]

- [ 0 ]

- [ 1 ]

Flag [ 16518 ]

# (343) R202 Route 202

Matrix [ 0 ]

Object 0:

Script [ 8161 ]

- [ 2 ]

X Coord [ 168 ]

- [ 0 ]

Y Coord [ 795 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 4 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3000 ]

Orientation [ 1 ]

Sight [ 5 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 166 ]

Y Coord [ 813 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 1:

ID [ 1 ]

Sprite [ 6 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3002 ]

Orientation [ 1 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 181 ]

Y Coord [ 818 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 2:

ID [ 2 ]

Sprite [ 4 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3001 ]

Orientation [ 1 ]

Sight [ 5 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 185 ]

Y Coord [ 804 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 3:

ID [ 3 ]

Sprite [ 101 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 422 ]

Script [ 0 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 174 ]

Y Coord [ 827 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 4:

ID [ 4 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 0 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 183 ]

Y Coord [ 825 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 176 ]

Y Coord [ 804 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 96 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 174 ]

Y Coord [ 816 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 4 ]

Movement [ 5 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 169 ]

Y Coord [ 808 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 986 ]

Script [ 7001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 162 ]

Y Coord [ 806 ]

Z Coord [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 6 ]

X Coord [ 180 ]

Y Coord [ 825 ]

Width [ 1 ]

Length [ 5 ]

- [ 0 ]

- [ 0 ]

Flag [ 16519 ]

# (344) R203 Route 203

Matrix [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 4 ]

Movement [ 45 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3355 ]

Orientation [ 1 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 245 ]

Y Coord [ 756 ]

Z Coord [ 0 ]

- [ 2 ]

Sprite 1:

ID [ 1 ]

Sprite [ 4 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3003 ]

Orientation [ 2 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 204 ]

Y Coord [ 750 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 2:

ID [ 2 ]

Sprite [ 6 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3322 ]

Orientation [ 2 ]

Sight [ 5 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 234 ]

Y Coord [ 757 ]

Z Coord [ 0 ]

- [ 4 ]

Sprite 3:

ID [ 3 ]

Sprite [ 4 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3354 ]

Orientation [ 1 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 222 ]

Y Coord [ 756 ]

Z Coord [ 0 ]

- [ 4 ]

Sprite 4:

ID [ 4 ]

Sprite [ 6 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3321 ]

Orientation [ 1 ]

Sight [ 5 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 240 ]

Y Coord [ 748 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 5:

ID [ 5 ]

Sprite [ 148 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 409 ]

Script [ 0 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 201 ]

Y Coord [ 757 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 6:

ID [ 6 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 200 ]

Y Coord [ 756 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 0 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 244 ]

Y Coord [ 747 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 96 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 238 ]

Y Coord [ 752 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 96 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 217 ]

Y Coord [ 750 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 3 ]

Flag [ 987 ]

Script [ 7003 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 222 ]

Y Coord [ 745 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 3 ]

Flag [ 988 ]

Script [ 7004 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 211 ]

Y Coord [ 750 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 6 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 206 ]

Y Coord [ 757 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 9 ]

Sprite [ 91 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 3 ]

Script [ 65535 ]

Orientation [ 0 ]

Sight [ 8 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 187 ]

Y Coord [ 756 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 19 ]

Sprite [ 19 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 3 ]

Script [ 65535 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 186 ]

Y Coord [ 756 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 246 ]

Y Coord [ 749 ]

Map ID [ 258 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 6 ]

X Coord [ 196 ]

Y Coord [ 757 ]

Width [ 1 ]

Length [ 4 ]

- [ 0 ]

- [ 0 ]

Flag [ 16520 ]

# (345) R204A Route 204

Matrix [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 6 ]

Movement [ 7 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3011 ]

Orientation [ 3 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 172 ]

Y Coord [ 725 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 1:

ID [ 1 ]

Sprite [ 6 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3010 ]

Orientation [ 1 ]

Sight [ 5 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 171 ]

Y Coord [ 712 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 2:

ID [ 2 ]

Sprite [ 4 ]

Movement [ 46 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3009 ]

Orientation [ 2 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 167 ]

Y Coord [ 722 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 3:

ID [ 3 ]

Sprite [ 4 ]

Movement [ 5 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 173 ]

Y Coord [ 706 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 174 ]

Y Coord [ 721 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 170 ]

Y Coord [ 706 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 4 ]

Movement [ 5 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 175 ]

Y Coord [ 700 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 995 ]

Script [ 7015 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 162 ]

Y Coord [ 732 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 996 ]

Script [ 7016 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 189 ]

Y Coord [ 716 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1068 ]

Script [ 7014 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 177 ]

Y Coord [ 722 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 171 ]

Y Coord [ 705 ]

Map ID [ 254 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (346) R204B Route 204

Matrix [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 5 ]

Movement [ 20 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3012 ]

Orientation [ 2 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 4 ]

Y Movement [ 0 ]

X Coord [ 182 ]

Y Coord [ 685 ]

Z Coord [ 0 ]

- [ 5 ]

Sprite 1:

ID [ 1 ]

Sprite [ 12 ]

Movement [ 9 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3013 ]

Orientation [ 1 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 177 ]

Y Coord [ 692 ]

Z Coord [ 0 ]

- [ 5 ]

Sprite 2:

ID [ 2 ]

Sprite [ 2 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3014 ]

Orientation [ 1 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 175 ]

Y Coord [ 679 ]

Z Coord [ 0 ]

- [ 5 ]

Sprite 3:

ID [ 3 ]

Sprite [ 2 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 5014 ]

Orientation [ 1 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 176 ]

Y Coord [ 679 ]

Z Coord [ 0 ]

- [ 5 ]

Sprite 4:

ID [ 4 ]

Sprite [ 4 ]

Movement [ 5 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 175 ]

Y Coord [ 700 ]

Z Coord [ 0 ]

- [ 5 ]

Sprite 5:

ID [ 5 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 0 ]

Sight [ 13 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 177 ]

Y Coord [ 681 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 170 ]

Y Coord [ 706 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 4 ]

Movement [ 5 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 173 ]

Y Coord [ 706 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 181 ]

Y Coord [ 678 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1000 ]

Script [ 7021 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 162 ]

Y Coord [ 682 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 14 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 191 ]

Y Coord [ 676 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1240 ]

Script [ 7022 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 180 ]

Y Coord [ 695 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 180 ]

Y Coord [ 698 ]

Map ID [ 254 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (347) R205A Route 205

Matrix [ 0 ]

Object 0:

Script [ 8217 ]

- [ 2 ]

X Coord [ 212 ]

- [ 0 ]

Y Coord [ 627 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 20 ]

Movement [ 8 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3017 ]

Orientation [ 2 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 210 ]

Y Coord [ 637 ]

Z Coord [ 0 ]

- [ 5 ]

Sprite 1:

ID [ 1 ]

Sprite [ 12 ]

Movement [ 18 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3020 ]

Orientation [ 2 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 215 ]

Y Coord [ 633 ]

Z Coord [ 0 ]

- [ 5 ]

Sprite 2:

ID [ 2 ]

Sprite [ 52 ]

Movement [ 11 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3015 ]

Orientation [ 3 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 215 ]

Y Coord [ 646 ]

Z Coord [ 0 ]

- [ 6 ]

Sprite 3:

ID [ 3 ]

Sprite [ 53 ]

Movement [ 3 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3016 ]

Orientation [ 2 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 215 ]

Y Coord [ 619 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 4:

ID [ 4 ]

Sprite [ 20 ]

Movement [ 9 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3018 ]

Orientation [ 1 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 208 ]

Y Coord [ 610 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 5:

ID [ 5 ]

Sprite [ 7 ]

Movement [ 39 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3019 ]

Orientation [ 1 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 5 ]

X Coord [ 207 ]

Y Coord [ 598 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 6:

ID [ 6 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 8 ]

Orientation [ 0 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 215 ]

Y Coord [ 659 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 209 ]

Y Coord [ 587 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 5 ]

Movement [ 5 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 209 ]

Y Coord [ 584 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 96 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 10 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 209 ]

Y Coord [ 623 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 3 ]

Flag [ 1002 ]

Script [ 7025 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 204 ]

Y Coord [ 618 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 3 ]

Flag [ 1003 ]

Script [ 7026 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 213 ]

Y Coord [ 640 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 124 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 448 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 218 ]

Y Coord [ 653 ]

Z Coord [ 0 ]

- [ 5 ]

Sprite 13:

ID [ 13 ]

Sprite [ 124 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 448 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 216 ]

Y Coord [ 653 ]

Z Coord [ 0 ]

- [ 5 ]

Sprite 14:

ID [ 14 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 202 ]

Y Coord [ 658 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 203 ]

Y Coord [ 658 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 211 ]

Y Coord [ 614 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

ID [ 17 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 5 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 212 ]

Y Coord [ 614 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 18:

ID [ 18 ]

Sprite [ 2 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 534 ]

Script [ 5 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 211 ]

Y Coord [ 661 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 19:

ID [ 11 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 426 ]

Script [ 65535 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 189 ]

Y Coord [ 655 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 20:

ID [ 20 ]

Sprite [ 53 ]

Movement [ 45 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3455 ]

Orientation [ 1 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 208 ]

Y Coord [ 595 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 21:

ID [ 21 ]

Sprite [ 52 ]

Movement [ 44 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3376 ]

Orientation [ 3 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 3 ]

Y Movement [ 3 ]

X Coord [ 206 ]

Y Coord [ 625 ]

Z Coord [ 0 ]

- [ 6 ]

Sprite 22:

ID [ 22 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 212 ]

Y Coord [ 623 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 23:

ID [ 23 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 219 ]

Y Coord [ 618 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 24:

ID [ 24 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 212 ]

Y Coord [ 622 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 25:

ID [ 25 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 219 ]

Y Coord [ 596 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 26:

ID [ 26 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 219 ]

Y Coord [ 597 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 27:

ID [ 27 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 220 ]

Y Coord [ 600 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 28:

ID [ 28 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 219 ]

Y Coord [ 619 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 29:

ID [ 29 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 3 ]

Flag [ 1239 ]

Script [ 7028 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 219 ]

Y Coord [ 608 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 30:

ID [ 30 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 3 ]

Flag [ 1112 ]

Script [ 7027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 203 ]

Y Coord [ 603 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 31:

ID [ 31 ]

Sprite [ 4 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 212 ]

Y Coord [ 653 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 206 ]

Y Coord [ 581 ]

Map ID [ 203 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 207 ]

Y Coord [ 581 ]

Map ID [ 203 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 214 ]

Y Coord [ 594 ]

Map ID [ 348 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 6 ]

X Coord [ 211 ]

Y Coord [ 659 ]

Width [ 1 ]

Length [ 6 ]

- [ 0 ]

- [ 0 ]

Flag [ 16521 ]

Trigger 1:

Script [ 7 ]

X Coord [ 217 ]

Y Coord [ 653 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 1 ]

Flag [ 16521 ]

# (348) R205AR0101 Route 205 A R1-01

Matrix [ 243 ]

Sprite 0:

ID [ 0 ]

Sprite [ 16 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 5 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 347 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (349) R205B Route 205

Matrix [ 0 ]

Object 0:

Script [ 8150 ]

- [ 2 ]

X Coord [ 285 ]

- [ 0 ]

Y Coord [ 520 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 54 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3021 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 274 ]

Y Coord [ 531 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 1:

ID [ 1 ]

Sprite [ 54 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3022 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 270 ]

Y Coord [ 532 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 2:

ID [ 2 ]

Sprite [ 54 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3023 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 277 ]

Y Coord [ 535 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 3:

ID [ 3 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 262 ]

Y Coord [ 523 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 0 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 281 ]

Y Coord [ 532 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 54 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 267 ]

Y Coord [ 532 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 6:

ID [ 6 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1009 ]

Script [ 7038 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 274 ]

Y Coord [ 541 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 14 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 277 ]

Y Coord [ 519 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 15 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 278 ]

Y Coord [ 519 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 16 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 279 ]

Y Coord [ 519 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 17 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 280 ]

Y Coord [ 519 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 7 ]

Sprite [ 91 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 65 ]

Script [ 65535 ]

Orientation [ 0 ]

Sight [ 11 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 293 ]

Y Coord [ 530 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 259 ]

Y Coord [ 525 ]

Map ID [ 203 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 259 ]

Y Coord [ 524 ]

Map ID [ 203 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (350) R206 Route 206

Matrix [ 0 ]

Object 0:

Script [ 8004 ]

- [ 2 ]

X Coord [ 313 ]

- [ 0 ]

Y Coord [ 647 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8005 ]

- [ 2 ]

X Coord [ 295 ]

- [ 0 ]

Y Coord [ 635 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 38 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3024 ]

Orientation [ 3 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 302 ]

Y Coord [ 601 ]

Z Coord [ 0 ]

- [ 9 ]

Sprite 1:

ID [ 1 ]

Sprite [ 39 ]

Movement [ 14 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3028 ]

Orientation [ 0 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 299 ]

Y Coord [ 611 ]

Z Coord [ 0 ]

- [ 8 ]

Sprite 2:

ID [ 2 ]

Sprite [ 38 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3025 ]

Orientation [ 2 ]

Sight [ 5 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 304 ]

Y Coord [ 622 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 3:

ID [ 3 ]

Sprite [ 39 ]

Movement [ 20 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3029 ]

Orientation [ 3 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 7 ]

Y Movement [ 0 ]

X Coord [ 299 ]

Y Coord [ 631 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 4:

ID [ 4 ]

Sprite [ 38 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3026 ]

Orientation [ 3 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 303 ]

Y Coord [ 644 ]

Z Coord [ 0 ]

- [ 6 ]

Sprite 5:

ID [ 5 ]

Sprite [ 39 ]

Movement [ 14 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3030 ]

Orientation [ 0 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 306 ]

Y Coord [ 675 ]

Z Coord [ 0 ]

- [ 3 ]

Sprite 6:

ID [ 6 ]

Sprite [ 38 ]

Movement [ 14 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3027 ]

Orientation [ 0 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 300 ]

Y Coord [ 660 ]

Z Coord [ 0 ]

- [ 4 ]

Sprite 7:

ID [ 7 ]

Sprite [ 39 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3031 ]

Orientation [ 3 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 299 ]

Y Coord [ 669 ]

Z Coord [ 0 ]

- [ 4 ]

Sprite 8:

ID [ 8 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 6 ]

Orientation [ 0 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 305 ]

Y Coord [ 700 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 302 ]

Y Coord [ 578 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 310 ]

Y Coord [ 690 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 33 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 311 ]

Y Coord [ 690 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 34 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 312 ]

Y Coord [ 679 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1016 ]

Script [ 7045 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 292 ]

Y Coord [ 623 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1017 ]

Script [ 7046 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 313 ]

Y Coord [ 679 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 18 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 293 ]

Y Coord [ 627 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 19 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 294 ]

Y Coord [ 627 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

ID [ 17 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 20 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 295 ]

Y Coord [ 691 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 18:

ID [ 18 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 21 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 296 ]

Y Coord [ 691 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 19:

ID [ 8 ]

Sprite [ 96 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 353 ]

Script [ 65535 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 313 ]

Y Coord [ 711 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 20:

ID [ 20 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1019 ]

Script [ 7048 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 302 ]

Y Coord [ 652 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 21:

ID [ 21 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1018 ]

Script [ 7047 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 314 ]

Y Coord [ 631 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 22:

ID [ 22 ]

Sprite [ 20 ]

Movement [ 10 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3450 ]

Orientation [ 1 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 311 ]

Y Coord [ 622 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 302 ]

Y Coord [ 688 ]

Map ID [ 351 ]

Type [ 4 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 303 ]

Y Coord [ 688 ]

Map ID [ 351 ]

Type [ 4 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 302 ]

Y Coord [ 681 ]

Map ID [ 351 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 303 ]

Y Coord [ 681 ]

Map ID [ 351 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 4:

X Coord [ 304 ]

Y Coord [ 576 ]

Map ID [ 80 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 5:

X Coord [ 305 ]

Y Coord [ 576 ]

Map ID [ 80 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 6:

X Coord [ 300 ]

Y Coord [ 681 ]

Map ID [ 351 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 7:

X Coord [ 301 ]

Y Coord [ 681 ]

Map ID [ 351 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 8:

X Coord [ 304 ]

Y Coord [ 681 ]

Map ID [ 351 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 9:

X Coord [ 305 ]

Y Coord [ 681 ]

Map ID [ 351 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 10:

X Coord [ 301 ]

Y Coord [ 688 ]

Map ID [ 351 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 11:

X Coord [ 304 ]

Y Coord [ 688 ]

Map ID [ 351 ]

Type [ 5 ]

- [ 0 ]

- [ 0 ]

Warp 12:

X Coord [ 299 ]

Y Coord [ 611 ]

Map ID [ 284 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 13:

X Coord [ 310 ]

Y Coord [ 607 ]

Map ID [ 284 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (351) R206R0101 Route 206 R1-01

Matrix [ 211 ]

Sprite 0:

ID [ 0 ]

Sprite [ 24 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 24 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 7 ]

Movement [ 10 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 6 ]

Y Coord [ 2 ]

Map ID [ 350 ]

Type [ 7 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 6 ]

Y Coord [ 12 ]

Map ID [ 350 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 7 ]

Y Coord [ 2 ]

Map ID [ 350 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 8 ]

Y Coord [ 2 ]

Map ID [ 350 ]

Type [ 8 ]

- [ 0 ]

- [ 0 ]

Warp 4:

X Coord [ 7 ]

Y Coord [ 12 ]

Map ID [ 350 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 5:

X Coord [ 8 ]

Y Coord [ 12 ]

Map ID [ 350 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 3 ]

X Coord [ 5 ]

Y Coord [ 7 ]

Width [ 5 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16620 ]

# (352) R206R0201 Route 206 R2-01

Matrix [ 157 ]

Warp 0:

X Coord [ 5 ]

Y Coord [ 2 ]

Map ID [ 65 ]

Type [ 8 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 5 ]

Y Coord [ 12 ]

Map ID [ 350 ]

Type [ 4 ]

- [ 0 ]

- [ 0 ]

# (353) R207 Route 207

Matrix [ 0 ]

Object 0:

Script [ 8012 ]

- [ 2 ]

X Coord [ 313 ]

- [ 0 ]

Y Coord [ 719 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8008 ]

- [ 2 ]

X Coord [ 349 ]

- [ 0 ]

Y Coord [ 725 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 2:

Script [ 8091 ]

- [ 2 ]

X Coord [ 299 ]

- [ 0 ]

Y Coord [ 711 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 3:

Script [ 8151 ]

- [ 2 ]

X Coord [ 307 ]

- [ 0 ]

Y Coord [ 710 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 52 ]

Movement [ 14 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3033 ]

Orientation [ 0 ]

Sight [ 5 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 320 ]

Y Coord [ 716 ]

Z Coord [ 0 ]

- [ 5 ]

Sprite 1:

ID [ 1 ]

Sprite [ 53 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3034 ]

Orientation [ 1 ]

Sight [ 5 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 320 ]

Y Coord [ 710 ]

Z Coord [ 0 ]

- [ 5 ]

Sprite 2:

ID [ 2 ]

Sprite [ 4 ]

Movement [ 44 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3032 ]

Orientation [ 3 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 6 ]

Y Movement [ 1 ]

X Coord [ 325 ]

Y Coord [ 725 ]

Z Coord [ 0 ]

- [ 5 ]

Sprite 3:

ID [ 3 ]

Sprite [ 20 ]

Movement [ 6 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3036 ]

Orientation [ 0 ]

Sight [ 5 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 335 ]

Y Coord [ 715 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 20 ]

Movement [ 7 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3035 ]

Orientation [ 0 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 319 ]

Y Coord [ 721 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 5:

ID [ 5 ]

Sprite [ 7 ]

Movement [ 20 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3037 ]

Orientation [ 3 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 4 ]

Y Movement [ 0 ]

X Coord [ 336 ]

Y Coord [ 722 ]

Z Coord [ 0 ]

- [ 6 ]

Sprite 6:

ID [ 6 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 6 ]

Orientation [ 0 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 297 ]

Y Coord [ 726 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 0 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 340 ]

Y Coord [ 711 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 96 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 313 ]

Y Coord [ 711 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1029 ]

Script [ 7010 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 291 ]

Y Coord [ 711 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1030 ]

Script [ 7056 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 323 ]

Y Coord [ 730 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1031 ]

Script [ 7057 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 335 ]

Y Coord [ 725 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 23 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 290 ]

Y Coord [ 706 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 22 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 291 ]

Y Coord [ 706 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 25 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 292 ]

Y Coord [ 706 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 24 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 293 ]

Y Coord [ 706 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 8 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 350 ]

Script [ 65535 ]

Orientation [ 0 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 305 ]

Y Coord [ 700 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

ID [ 9 ]

Sprite [ 91 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 45 ]

Script [ 65535 ]

Orientation [ 0 ]

Sight [ 10 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 300 ]

Y Coord [ 737 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 18:

ID [ 18 ]

Sprite [ 101 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 490 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 301 ]

Y Coord [ 716 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 19:

ID [ 19 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 326 ]

Y Coord [ 728 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 20:

ID [ 20 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 327 ]

Y Coord [ 728 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 21:

ID [ 21 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 328 ]

Y Coord [ 728 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 22:

ID [ 22 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 326 ]

Y Coord [ 715 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 23:

ID [ 23 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 328 ]

Y Coord [ 715 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 24:

ID [ 24 ]

Sprite [ 38 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 307 ]

Y Coord [ 723 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 25:

ID [ 25 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1131 ]

Script [ 7058 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 327 ]

Y Coord [ 715 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 341 ]

Y Coord [ 712 ]

Map ID [ 207 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 348 ]

Y Coord [ 717 ]

Map ID [ 208 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 2 ]

X Coord [ 300 ]

Y Coord [ 708 ]

Width [ 8 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16524 ]

# (354) R208 Route 208

Matrix [ 0 ]

Object 0:

Script [ 8014 ]

- [ 2 ]

X Coord [ 389 ]

- [ 0 ]

Y Coord [ 717 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8015 ]

- [ 2 ]

X Coord [ 428 ]

- [ 0 ]

Y Coord [ 731 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 20 ]

Movement [ 8 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3038 ]

Orientation [ 2 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 408 ]

Y Coord [ 723 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 20 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3039 ]

Orientation [ 3 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 390 ]

Y Coord [ 719 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 20 ]

Movement [ 9 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3040 ]

Orientation [ 0 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 420 ]

Y Coord [ 722 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 51 ]

Movement [ 37 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3041 ]

Orientation [ 0 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 5 ]

Y Movement [ 1 ]

X Coord [ 405 ]

Y Coord [ 714 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 54 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3042 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 413 ]

Y Coord [ 727 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 12 ]

Movement [ 18 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3043 ]

Orientation [ 0 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 433 ]

Y Coord [ 720 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 44 ]

Movement [ 46 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3044 ]

Orientation [ 3 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 439 ]

Y Coord [ 724 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 419 ]

Y Coord [ 713 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 33 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 420 ]

Y Coord [ 714 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 34 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 420 ]

Y Coord [ 715 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 444 ]

Y Coord [ 724 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 439 ]

Y Coord [ 716 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 0 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 392 ]

Y Coord [ 723 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 26 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 435 ]

Y Coord [ 714 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 27 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 436 ]

Y Coord [ 714 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 28 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 437 ]

Y Coord [ 714 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 29 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 438 ]

Y Coord [ 714 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

ID [ 17 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1036 ]

Script [ 7063 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 416 ]

Y Coord [ 714 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 18:

ID [ 18 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1034 ]

Script [ 7061 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 401 ]

Y Coord [ 705 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 19:

ID [ 19 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1035 ]

Script [ 7062 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 399 ]

Y Coord [ 720 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 20:

ID [ 20 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 35 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 390 ]

Y Coord [ 717 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 21:

ID [ 21 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 36 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 391 ]

Y Coord [ 718 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 22:

ID [ 22 ]

Sprite [ 51 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 437 ]

Y Coord [ 733 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 23:

ID [ 23 ]

Sprite [ 96 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 434 ]

Y Coord [ 716 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 447 ]

Y Coord [ 726 ]

Map ID [ 109 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 447 ]

Y Coord [ 727 ]

Map ID [ 109 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 441 ]

Y Coord [ 716 ]

Map ID [ 355 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 392 ]

Y Coord [ 724 ]

Map ID [ 207 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (355) R208R0101 Route 208 R1-01

Matrix [ 123 ]

Sprite 0:

ID [ 0 ]

Sprite [ 164 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 2 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 12 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 354 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (356) R209 Route 209

Matrix [ 0 ]

Object 0:

Script [ 8033 ]

- [ 2 ]

X Coord [ 555 ]

- [ 0 ]

Y Coord [ 703 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8032 ]

- [ 2 ]

X Coord [ 565 ]

- [ 0 ]

Y Coord [ 694 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 2:

Script [ 2 ]

- [ 0 ]

X Coord [ 566 ]

- [ 0 ]

Y Coord [ 713 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 3:

Script [ 2 ]

- [ 0 ]

X Coord [ 566 ]

- [ 0 ]

Y Coord [ 714 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 4:

Script [ 2 ]

- [ 0 ]

X Coord [ 567 ]

- [ 0 ]

Y Coord [ 714 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 5:

Script [ 2 ]

- [ 0 ]

X Coord [ 567 ]

- [ 0 ]

Y Coord [ 713 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 6:

Script [ 8035 ]

- [ 2 ]

X Coord [ 554 ]

- [ 0 ]

Y Coord [ 710 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 7:

Script [ 8153 ]

- [ 2 ]

X Coord [ 547 ]

- [ 0 ]

Y Coord [ 717 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 9 ]

Movement [ 45 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3045 ]

Orientation [ 1 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 522 ]

Y Coord [ 725 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 12 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3046 ]

Orientation [ 3 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 554 ]

Y Coord [ 711 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 42 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3047 ]

Orientation [ 3 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 560 ]

Y Coord [ 690 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 45 ]

Movement [ 36 ]

Trainer [ 1 ]

Flag [ 651 ]

Script [ 3048 ]

Orientation [ 1 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 8 ]

Y Movement [ 7 ]

X Coord [ 540 ]

Y Coord [ 716 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 45 ]

Movement [ 20 ]

Trainer [ 1 ]

Flag [ 653 ]

Script [ 3307 ]

Orientation [ 2 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 5 ]

Y Movement [ 0 ]

X Coord [ 561 ]

Y Coord [ 715 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 71 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3052 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 552 ]

Y Coord [ 722 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 2 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3293 ]

Orientation [ 1 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 544 ]

Y Coord [ 720 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 13 ]

Movement [ 43 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 5054 ]

Orientation [ 2 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 3 ]

Y Movement [ 3 ]

X Coord [ 561 ]

Y Coord [ 685 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 10 ]

Movement [ 50 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3054 ]

Orientation [ 1 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 561 ]

Y Coord [ 684 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 0 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 519 ]

Y Coord [ 724 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 563 ]

Y Coord [ 678 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 573 ]

Y Coord [ 690 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1072 ]

Script [ 7098 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 527 ]

Y Coord [ 708 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1073 ]

Script [ 7099 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 557 ]

Y Coord [ 720 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1075 ]

Script [ 7101 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 572 ]

Y Coord [ 692 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1074 ]

Script [ 7100 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 548 ]

Y Coord [ 674 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1076 ]

Script [ 7102 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 568 ]

Y Coord [ 726 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

ID [ 17 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 30 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 530 ]

Y Coord [ 712 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 18:

ID [ 18 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 31 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 531 ]

Y Coord [ 712 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 19:

ID [ 19 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 32 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 566 ]

Y Coord [ 697 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 20:

ID [ 20 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 33 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 567 ]

Y Coord [ 697 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 21:

ID [ 21 ]

Sprite [ 15 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 570 ]

Y Coord [ 685 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 22:

ID [ 22 ]

Sprite [ 2 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 5293 ]

Orientation [ 1 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 545 ]

Y Coord [ 720 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 23:

ID [ 4 ]

Sprite [ 91 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 433 ]

Script [ 65535 ]

Orientation [ 0 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 564 ]

Y Coord [ 667 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 24:

ID [ 24 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 540 ]

Y Coord [ 712 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 25:

ID [ 25 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 541 ]

Y Coord [ 712 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 26:

ID [ 26 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 565 ]

Y Coord [ 702 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 27:

ID [ 27 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 565 ]

Y Coord [ 700 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 28:

ID [ 28 ]

Sprite [ 54 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 532 ]

Y Coord [ 727 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 29:

ID [ 29 ]

Sprite [ 45 ]

Movement [ 36 ]

Trainer [ 0 ]

Flag [ 650 ]

Script [ 6 ]

Orientation [ 1 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 8 ]

Y Movement [ 7 ]

X Coord [ 540 ]

Y Coord [ 716 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 30:

ID [ 30 ]

Sprite [ 45 ]

Movement [ 20 ]

Trainer [ 0 ]

Flag [ 652 ]

Script [ 7 ]

Orientation [ 2 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 5 ]

Y Movement [ 0 ]

X Coord [ 561 ]

Y Coord [ 715 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 31:

ID [ 31 ]

Sprite [ 96 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 564 ]

Y Coord [ 709 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 512 ]

Y Coord [ 726 ]

Map ID [ 110 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 512 ]

Y Coord [ 727 ]

Map ID [ 110 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 568 ]

Y Coord [ 680 ]

Map ID [ 357 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (357) R209R0101 Route 209 R1-01

Matrix [ 212 ]

Warp 0:

X Coord [ 7 ]

Y Coord [ 14 ]

Map ID [ 356 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 4 ]

Y Coord [ 3 ]

Map ID [ 358 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (358) R209R0102 Route 209 R1-02

Matrix [ 213 ]

Object 0:

Script [ 8187 ]

- [ 2 ]

X Coord [ 12 ]

- [ 0 ]

Y Coord [ 14 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1077 ]

Script [ 7103 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 4 ]

Movement [ 14 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3531 ]

Orientation [ 0 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 11 ]

Y Coord [ 3 ]

Map ID [ 357 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 4 ]

Y Coord [ 3 ]

Map ID [ 359 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (359) R209R0103 Route 209 R1-03

Matrix [ 214 ]

Sprite 0:

ID [ 0 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1079 ]

Script [ 7104 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 1 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 15 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3529 ]

Orientation [ 2 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 31 ]

Movement [ 7 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3528 ]

Orientation [ 3 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 11 ]

Y Coord [ 3 ]

Map ID [ 358 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 4 ]

Y Coord [ 3 ]

Map ID [ 360 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (360) R209R0104 Route 209 R1-04

Matrix [ 215 ]

Object 0:

Script [ 8188 ]

- [ 2 ]

X Coord [ 8 ]

- [ 0 ]

Y Coord [ 8 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1080 ]

Script [ 7105 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 16 ]

Movement [ 9 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3530 ]

Orientation [ 3 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 9 ]

Movement [ 14 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3533 ]

Orientation [ 0 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 12 ]

Movement [ 14 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 5533 ]

Orientation [ 0 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 41 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3532 ]

Orientation [ 2 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 42 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 5532 ]

Orientation [ 2 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 11 ]

Y Coord [ 3 ]

Map ID [ 359 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 4 ]

Y Coord [ 3 ]

Map ID [ 361 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (361) R209R0105 Route 209 R1-05

Matrix [ 216 ]

Sprite 0:

ID [ 0 ]

Sprite [ 165 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 165 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 11 ]

Y Coord [ 3 ]

Map ID [ 360 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (362) R210A Route 210

Matrix [ 0 ]

Object 0:

Script [ 8039 ]

- [ 2 ]

X Coord [ 549 ]

- [ 0 ]

Y Coord [ 573 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8149 ]

- [ 2 ]

X Coord [ 555 ]

- [ 0 ]

Y Coord [ 562 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 2:

Script [ 8154 ]

- [ 2 ]

X Coord [ 565 ]

- [ 0 ]

Y Coord [ 607 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 3:

Script [ 8189 ]

- [ 2 ]

X Coord [ 566 ]

- [ 0 ]

Y Coord [ 571 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 4:

Script [ 8202 ]

- [ 2 ]

X Coord [ 572 ]

- [ 0 ]

Y Coord [ 561 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 1 ]

Movement [ 54 ]

Trainer [ 2 ]

Flag [ 0 ]

Script [ 3487 ]

Orientation [ 1 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 562 ]

Y Coord [ 570 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 1 ]

Movement [ 54 ]

Trainer [ 2 ]

Flag [ 0 ]

Script [ 3488 ]

Orientation [ 1 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 550 ]

Y Coord [ 571 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 2 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 5064 ]

Orientation [ 1 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 558 ]

Y Coord [ 609 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 2 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3064 ]

Orientation [ 1 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 557 ]

Y Coord [ 609 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 1 ]

Movement [ 54 ]

Trainer [ 2 ]

Flag [ 0 ]

Script [ 3489 ]

Orientation [ 1 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 572 ]

Y Coord [ 562 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 45 ]

Movement [ 20 ]

Trainer [ 1 ]

Flag [ 655 ]

Script [ 3305 ]

Orientation [ 2 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 7 ]

Y Movement [ 0 ]

X Coord [ 571 ]

Y Coord [ 624 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 9 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3055 ]

Orientation [ 2 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 554 ]

Y Coord [ 604 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 12 ]

Movement [ 8 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3056 ]

Orientation [ 1 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 563 ]

Y Coord [ 601 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 42 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 5289 ]

Orientation [ 2 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 563 ]

Y Coord [ 616 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 41 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3289 ]

Orientation [ 2 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 563 ]

Y Coord [ 615 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 0 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 563 ]

Y Coord [ 631 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1086 ]

Script [ 7111 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 546 ]

Y Coord [ 578 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1085 ]

Script [ 7110 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 554 ]

Y Coord [ 598 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 564 ]

Y Coord [ 596 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1088 ]

Script [ 7112 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 575 ]

Y Coord [ 546 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 38 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 570 ]

Y Coord [ 627 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 39 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 571 ]

Y Coord [ 627 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

ID [ 17 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 40 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 572 ]

Y Coord [ 627 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 18:

ID [ 18 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 41 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 573 ]

Y Coord [ 627 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 19:

ID [ 19 ]

Sprite [ 74 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 462 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 561 ]

Y Coord [ 587 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 20:

ID [ 20 ]

Sprite [ 138 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 463 ]

Script [ 0 ]

Orientation [ 1 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 561 ]

Y Coord [ 580 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 21:

ID [ 21 ]

Sprite [ 14 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 566 ]

Y Coord [ 612 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 22:

ID [ 22 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1089 ]

Script [ 7113 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 562 ]

Y Coord [ 565 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 23:

ID [ 5 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 433 ]

Script [ 65535 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 556 ]

Y Coord [ 645 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 24:

ID [ 24 ]

Sprite [ 41 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3291 ]

Orientation [ 3 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 555 ]

Y Coord [ 627 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 25:

ID [ 8 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 382 ]

Script [ 65535 ]

Orientation [ 0 ]

Sight [ 6 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 580 ]

Y Coord [ 596 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 26:

ID [ 26 ]

Sprite [ 74 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 462 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 560 ]

Y Coord [ 587 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 27:

ID [ 27 ]

Sprite [ 74 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 462 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 561 ]

Y Coord [ 585 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 28:

ID [ 28 ]

Sprite [ 74 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 462 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 560 ]

Y Coord [ 586 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 29:

ID [ 23 ]

Sprite [ 51 ]

Movement [ 6 ]

Trainer [ 0 ]

Flag [ 363 ]

Script [ 65535 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 570 ]

Y Coord [ 535 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 30:

ID [ 30 ]

Sprite [ 45 ]

Movement [ 20 ]

Trainer [ 0 ]

Flag [ 654 ]

Script [ 6 ]

Orientation [ 2 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 7 ]

Y Movement [ 0 ]

X Coord [ 571 ]

Y Coord [ 624 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 566 ]

Y Coord [ 591 ]

Map ID [ 492 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (363) R210B Route 210

Matrix [ 0 ]

Object 0:

Script [ 8045 ]

- [ 2 ]

X Coord [ 547 ]

- [ 0 ]

Y Coord [ 525 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8044 ]

- [ 2 ]

X Coord [ 526 ]

- [ 0 ]

Y Coord [ 519 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 11 ]

Movement [ 7 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3065 ]

Orientation [ 3 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 534 ]

Y Coord [ 522 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 14 ]

Movement [ 14 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3066 ]

Orientation [ 0 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 547 ]

Y Coord [ 534 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 1 ]

Movement [ 54 ]

Trainer [ 2 ]

Flag [ 0 ]

Script [ 3069 ]

Orientation [ 1 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 564 ]

Y Coord [ 531 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 1 ]

Movement [ 54 ]

Trainer [ 2 ]

Flag [ 0 ]

Script [ 3070 ]

Orientation [ 1 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 525 ]

Y Coord [ 534 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 1 ]

Movement [ 53 ]

Trainer [ 2 ]

Flag [ 0 ]

Script [ 3071 ]

Orientation [ 1 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 499 ]

Y Coord [ 521 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 11 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3072 ]

Orientation [ 2 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 560 ]

Y Coord [ 522 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 14 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3073 ]

Orientation [ 1 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 511 ]

Y Coord [ 533 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 11 ]

Movement [ 50 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3074 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 537 ]

Y Coord [ 528 ]

Z Coord [ 0 ]

- [ 8 ]

Sprite 8:

ID [ 8 ]

Sprite [ 14 ]

Movement [ 40 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 5074 ]

Orientation [ 3 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 3 ]

Y Movement [ 1 ]

X Coord [ 537 ]

Y Coord [ 529 ]

Z Coord [ 0 ]

- [ 8 ]

Sprite 9:

ID [ 9 ]

Sprite [ 17 ]

Movement [ 8 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3067 ]

Orientation [ 1 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 494 ]

Y Coord [ 528 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 51 ]

Movement [ 17 ]

Trainer [ 4 ]

Flag [ 0 ]

Script [ 3068 ]

Orientation [ 3 ]

Sight [ 4 ]

- [ 2 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 518 ]

Y Coord [ 540 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 488 ]

Y Coord [ 529 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 562 ]

Y Coord [ 516 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 33 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 497 ]

Y Coord [ 540 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 559 ]

Y Coord [ 531 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1103 ]

Script [ 7129 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 527 ]

Y Coord [ 535 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1104 ]

Script [ 7130 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 497 ]

Y Coord [ 533 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

ID [ 17 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1105 ]

Script [ 7131 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 493 ]

Y Coord [ 540 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 18:

ID [ 18 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 42 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 492 ]

Y Coord [ 520 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 19:

ID [ 19 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 43 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 493 ]

Y Coord [ 520 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 20:

ID [ 20 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 44 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 494 ]

Y Coord [ 520 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 21:

ID [ 21 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 45 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 495 ]

Y Coord [ 520 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 22:

ID [ 22 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 34 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 498 ]

Y Coord [ 541 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 23:

ID [ 23 ]

Sprite [ 51 ]

Movement [ 6 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 570 ]

Y Coord [ 535 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 564 ]

Y Coord [ 516 ]

Map ID [ 364 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (364) R210BR0101 Route 210 B R1-01

Matrix [ 123 ]

Sprite 0:

ID [ 0 ]

Sprite [ 18 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 363 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (365) R211A Route 211

Matrix [ 0 ]

Object 0:

Script [ 8003 ]

- [ 2 ]

X Coord [ 355 ]

- [ 0 ]

Y Coord [ 521 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8228 ]

- [ 2 ]

X Coord [ 347 ]

- [ 0 ]

Y Coord [ 517 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 14 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3075 ]

Orientation [ 1 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 367 ]

Y Coord [ 523 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 20 ]

Movement [ 9 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3325 ]

Orientation [ 1 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 377 ]

Y Coord [ 529 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 1 ]

Movement [ 53 ]

Trainer [ 2 ]

Flag [ 0 ]

Script [ 3077 ]

Orientation [ 1 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 361 ]

Y Coord [ 525 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 379 ]

Y Coord [ 531 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 379 ]

Y Coord [ 527 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1013 ]

Script [ 7042 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 368 ]

Y Coord [ 535 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 9 ]

Sprite [ 91 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 65 ]

Script [ 65535 ]

Orientation [ 0 ]

Sight [ 11 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 344 ]

Y Coord [ 530 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 0 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 353 ]

Y Coord [ 531 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 380 ]

Y Coord [ 532 ]

Map ID [ 218 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (366) R211B Route 211

Matrix [ 0 ]

Object 0:

Script [ 8060 ]

- [ 2 ]

X Coord [ 431 ]

- [ 0 ]

Y Coord [ 514 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 14 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3080 ]

Orientation [ 3 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 432 ]

Y Coord [ 520 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 1 ]

Movement [ 53 ]

Trainer [ 2 ]

Flag [ 0 ]

Script [ 3079 ]

Orientation [ 1 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 425 ]

Y Coord [ 520 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 51 ]

Movement [ 20 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3078 ]

Orientation [ 3 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 9 ]

Y Movement [ 0 ]

X Coord [ 428 ]

Y Coord [ 540 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 423 ]

Y Coord [ 533 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 33 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 438 ]

Y Coord [ 522 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 34 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 431 ]

Y Coord [ 519 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 35 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 429 ]

Y Coord [ 519 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 36 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 435 ]

Y Coord [ 522 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 37 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 430 ]

Y Coord [ 520 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 84 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 38 ]

Script [ 10002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 427 ]

Y Coord [ 526 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 96 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 426 ]

Y Coord [ 530 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 420 ]

Y Coord [ 526 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1133 ]

Script [ 7159 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 424 ]

Y Coord [ 514 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 46 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 435 ]

Y Coord [ 524 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 47 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 436 ]

Y Coord [ 524 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 48 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 437 ]

Y Coord [ 524 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 49 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 438 ]

Y Coord [ 524 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

ID [ 17 ]

Sprite [ 11 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 430 ]

Y Coord [ 529 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 18:

ID [ 18 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 39 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 438 ]

Y Coord [ 520 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 19:

ID [ 19 ]

Sprite [ 50 ]

Movement [ 8 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3441 ]

Orientation [ 1 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 429 ]

Y Coord [ 525 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 20:

ID [ 20 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 0 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 440 ]

Y Coord [ 526 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 419 ]

Y Coord [ 527 ]

Map ID [ 218 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

# (367) R212A Route 212

Matrix [ 0 ]

Object 0:

Script [ 8018 ]

- [ 2 ]

X Coord [ 475 ]

- [ 0 ]

Y Coord [ 803 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8017 ]

- [ 2 ]

X Coord [ 467 ]

- [ 0 ]

Y Coord [ 779 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 62 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3081 ]

Orientation [ 3 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 472 ]

Y Coord [ 780 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 63 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3082 ]

Orientation [ 2 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 474 ]

Y Coord [ 780 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 36 ]

Movement [ 7 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3083 ]

Orientation [ 3 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 455 ]

Y Coord [ 796 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 37 ]

Movement [ 8 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3084 ]

Orientation [ 2 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 458 ]

Y Coord [ 796 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 34 ]

Movement [ 9 ]

Trainer [ 1 ]

Flag [ 639 ]

Script [ 3087 ]

Orientation [ 3 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 458 ]

Y Coord [ 759 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 34 ]

Movement [ 29 ]

Trainer [ 1 ]

Flag [ 641 ]

Script [ 3088 ]

Orientation [ 2 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 3 ]

Y Movement [ 4 ]

X Coord [ 458 ]

Y Coord [ 777 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 34 ]

Movement [ 20 ]

Trainer [ 4 ]

Flag [ 643 ]

Script [ 3089 ]

Orientation [ 1 ]

Sight [ 2 ]

- [ 1 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 6 ]

X Coord [ 460 ]

Y Coord [ 787 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 34 ]

Movement [ 20 ]

Trainer [ 1 ]

Flag [ 645 ]

Script [ 3101 ]

Orientation [ 3 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 9 ]

Y Movement [ 0 ]

X Coord [ 466 ]

Y Coord [ 797 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 455 ]

Y Coord [ 744 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 468 ]

Y Coord [ 803 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 96 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 459 ]

Y Coord [ 822 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 454 ]

Y Coord [ 807 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1041 ]

Script [ 7069 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 456 ]

Y Coord [ 791 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1040 ]

Script [ 7068 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 453 ]

Y Coord [ 804 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 51 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 460 ]

Y Coord [ 797 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 50 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 461 ]

Y Coord [ 797 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 53 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 448 ]

Y Coord [ 817 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

ID [ 17 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 52 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 449 ]

Y Coord [ 817 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 18:

ID [ 18 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1042 ]

Script [ 7070 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 459 ]

Y Coord [ 821 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 19:

ID [ 19 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 456 ]

Y Coord [ 826 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 20:

ID [ 20 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 461 ]

Y Coord [ 826 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 21:

ID [ 21 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 464 ]

Y Coord [ 826 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 22:

ID [ 22 ]

Sprite [ 4 ]

Movement [ 5 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 461 ]

Y Coord [ 805 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 23:

ID [ 23 ]

Sprite [ 19 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 454 ]

Y Coord [ 748 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 24:

ID [ 24 ]

Sprite [ 34 ]

Movement [ 9 ]

Trainer [ 0 ]

Flag [ 638 ]

Script [ 6 ]

Orientation [ 3 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 458 ]

Y Coord [ 759 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 25:

ID [ 25 ]

Sprite [ 34 ]

Movement [ 29 ]

Trainer [ 0 ]

Flag [ 640 ]

Script [ 7 ]

Orientation [ 2 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 3 ]

Y Movement [ 4 ]

X Coord [ 458 ]

Y Coord [ 777 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 26:

ID [ 26 ]

Sprite [ 34 ]

Movement [ 20 ]

Trainer [ 0 ]

Flag [ 642 ]

Script [ 8 ]

Orientation [ 1 ]

Sight [ 2 ]

- [ 1 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 6 ]

X Coord [ 460 ]

Y Coord [ 787 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 27:

ID [ 27 ]

Sprite [ 34 ]

Movement [ 20 ]

Trainer [ 0 ]

Flag [ 644 ]

Script [ 9 ]

Orientation [ 3 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 9 ]

Y Movement [ 0 ]

X Coord [ 466 ]

Y Coord [ 797 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 458 ]

Y Coord [ 736 ]

Map ID [ 111 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 459 ]

Y Coord [ 736 ]

Map ID [ 111 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 470 ]

Y Coord [ 772 ]

Map ID [ 368 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (368) R212AR0101 Route 212 A R1-01

Matrix [ 178 ]

Sprite 0:

ID [ 0 ]

Sprite [ 175 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 49 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 175 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 34 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 175 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 6 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 1 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 175 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 56 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 33 ]

Y Coord [ 16 ]

Map ID [ 367 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 5 ]

Y Coord [ 5 ]

Map ID [ 369 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 13 ]

Y Coord [ 5 ]

Map ID [ 369 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 21 ]

Y Coord [ 5 ]

Map ID [ 369 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 4:

X Coord [ 48 ]

Y Coord [ 5 ]

Map ID [ 370 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 5:

X Coord [ 33 ]

Y Coord [ 2 ]

Map ID [ 287 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (369) R212AR0102 Route 212 A R1-02

Matrix [ 179 ]

Object 0:

Script [ 8163 ]

- [ 2 ]

X Coord [ 23 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1044 ]

Script [ 7072 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 175 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 2 ]

X Coord [ 11 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 175 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 20 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 20 ]

Y Coord [ 9 ]

Map ID [ 368 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 4 ]

Y Coord [ 9 ]

Map ID [ 368 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 12 ]

Y Coord [ 9 ]

Map ID [ 368 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (370) R212AR0103 Route 212 A R1-03

Matrix [ 180 ]

Object 0:

Script [ 6 ]

- [ 0 ]

X Coord [ 16 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 7 ]

- [ 0 ]

X Coord [ 16 ]

- [ 0 ]

Y Coord [ 6 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1043 ]

Script [ 7071 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 21 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 82 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 16 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 164 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 34 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 681 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 16 ]

Y Coord [ 10 ]

Map ID [ 368 ]

Type [ 4 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 5 ]

X Coord [ 16 ]

Y Coord [ 4 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16662 ]

# (371) R212B Route 212

Matrix [ 0 ]

Object 0:

Script [ 8019 ]

- [ 2 ]

X Coord [ 493 ]

- [ 0 ]

Y Coord [ 858 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8026 ]

- [ 2 ]

X Coord [ 561 ]

- [ 0 ]

Y Coord [ 835 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 2:

Script [ 8025 ]

- [ 2 ]

X Coord [ 534 ]

- [ 0 ]

Y Coord [ 851 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 3:

Script [ 8021 ]

- [ 2 ]

X Coord [ 533 ]

- [ 0 ]

Y Coord [ 857 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 4:

Script [ 8024 ]

- [ 2 ]

X Coord [ 571 ]

- [ 0 ]

Y Coord [ 839 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 5:

Script [ 8023 ]

- [ 2 ]

X Coord [ 527 ]

- [ 0 ]

Y Coord [ 847 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 6:

Script [ 8022 ]

- [ 2 ]

X Coord [ 570 ]

- [ 0 ]

Y Coord [ 835 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 7:

Script [ 8020 ]

- [ 2 ]

X Coord [ 471 ]

- [ 0 ]

Y Coord [ 856 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 54 ]

Movement [ 14 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3090 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 507 ]

Y Coord [ 851 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 54 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3091 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 500 ]

Y Coord [ 847 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 54 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3092 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 499 ]

Y Coord [ 856 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 11 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3093 ]

Orientation [ 1 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 551 ]

Y Coord [ 855 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 14 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3095 ]

Orientation [ 1 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 457 ]

Y Coord [ 842 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 11 ]

Movement [ 14 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3094 ]

Orientation [ 0 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 457 ]

Y Coord [ 845 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 34 ]

Movement [ 8 ]

Trainer [ 1 ]

Flag [ 647 ]

Script [ 3331 ]

Orientation [ 1 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 474 ]

Y Coord [ 838 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 29 ]

Movement [ 8 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3098 ]

Orientation [ 2 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 458 ]

Y Coord [ 856 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 19 ]

Movement [ 7 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3380 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 492 ]

Y Coord [ 853 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 0 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 570 ]

Y Coord [ 845 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 516 ]

Y Coord [ 847 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 463 ]

Y Coord [ 848 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 33 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 496 ]

Y Coord [ 840 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 34 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 496 ]

Y Coord [ 841 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 35 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 525 ]

Y Coord [ 836 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 36 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 533 ]

Y Coord [ 837 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 37 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 536 ]

Y Coord [ 838 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

ID [ 17 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 38 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 549 ]

Y Coord [ 839 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 18:

ID [ 18 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 39 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 560 ]

Y Coord [ 859 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 19:

ID [ 19 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 40 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 561 ]

Y Coord [ 859 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 20:

ID [ 20 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1045 ]

Script [ 7073 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 455 ]

Y Coord [ 860 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 21:

ID [ 21 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1046 ]

Script [ 7074 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 475 ]

Y Coord [ 852 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 22:

ID [ 22 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1047 ]

Script [ 7075 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 507 ]

Y Coord [ 846 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 23:

ID [ 23 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1048 ]

Script [ 7076 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 522 ]

Y Coord [ 842 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 24:

ID [ 24 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1049 ]

Script [ 7077 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 545 ]

Y Coord [ 835 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 25:

ID [ 25 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1050 ]

Script [ 7078 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 547 ]

Y Coord [ 862 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 26:

ID [ 26 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1051 ]

Script [ 7079 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 558 ]

Y Coord [ 844 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 27:

ID [ 27 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 54 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 559 ]

Y Coord [ 854 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 28:

ID [ 28 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 55 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 560 ]

Y Coord [ 854 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 29:

ID [ 29 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 56 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 561 ]

Y Coord [ 854 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 30:

ID [ 30 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 57 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 562 ]

Y Coord [ 854 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 31:

ID [ 31 ]

Sprite [ 29 ]

Movement [ 7 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3485 ]

Orientation [ 3 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 541 ]

Y Coord [ 839 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 32:

ID [ 32 ]

Sprite [ 55 ]

Movement [ 19 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3326 ]

Orientation [ 1 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 520 ]

Y Coord [ 848 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 33:

ID [ 33 ]

Sprite [ 55 ]

Movement [ 8 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3327 ]

Orientation [ 1 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 528 ]

Y Coord [ 837 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 34:

ID [ 19 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 367 ]

Script [ 65535 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 456 ]

Y Coord [ 826 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 35:

ID [ 20 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 367 ]

Script [ 65535 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 462 ]

Y Coord [ 826 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 36:

ID [ 21 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 367 ]

Script [ 65535 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 464 ]

Y Coord [ 826 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 37:

ID [ 37 ]

Sprite [ 3 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 494 ]

Y Coord [ 844 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 38:

ID [ 38 ]

Sprite [ 63 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 543 ]

Y Coord [ 851 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 39:

ID [ 39 ]

Sprite [ 19 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 570 ]

Y Coord [ 852 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 40:

ID [ 40 ]

Sprite [ 34 ]

Movement [ 8 ]

Trainer [ 0 ]

Flag [ 646 ]

Script [ 6 ]

Orientation [ 1 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 474 ]

Y Coord [ 838 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 41:

ID [ 41 ]

Sprite [ 96 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 8 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 523 ]

Y Coord [ 850 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 517 ]

Y Coord [ 846 ]

Map ID [ 372 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (372) R212BR0101 Route 212 B R1-01

Matrix [ 244 ]

Object 0:

Script [ 4 ]

- [ 0 ]

X Coord [ 4 ]

- [ 0 ]

Y Coord [ 2 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 6 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 13 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 2 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 371 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (373) R213 Route 213

Matrix [ 0 ]

Object 0:

Script [ 8030 ]

- [ 2 ]

X Coord [ 691 ]

- [ 0 ]

Y Coord [ 819 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8029 ]

- [ 2 ]

X Coord [ 722 ]

- [ 0 ]

Y Coord [ 856 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 2:

Script [ 8028 ]

- [ 2 ]

X Coord [ 666 ]

- [ 0 ]

Y Coord [ 843 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 3:

Script [ 8152 ]

- [ 2 ]

X Coord [ 650 ]

- [ 0 ]

Y Coord [ 826 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 4:

Script [ 8164 ]

- [ 2 ]

X Coord [ 691 ]

- [ 0 ]

Y Coord [ 844 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 5:

Script [ 8165 ]

- [ 2 ]

X Coord [ 678 ]

- [ 0 ]

Y Coord [ 846 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 6:

Script [ 8166 ]

- [ 2 ]

X Coord [ 692 ]

- [ 0 ]

Y Coord [ 801 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 7:

Script [ 8184 ]

- [ 2 ]

X Coord [ 713 ]

- [ 0 ]

Y Coord [ 829 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 8:

Script [ 8185 ]

- [ 2 ]

X Coord [ 702 ]

- [ 0 ]

Y Coord [ 829 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 9:

Script [ 8186 ]

- [ 2 ]

X Coord [ 710 ]

- [ 0 ]

Y Coord [ 826 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 10:

Script [ 8216 ]

- [ 2 ]

X Coord [ 705 ]

- [ 0 ]

Y Coord [ 812 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 46 ]

Movement [ 44 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3102 ]

Orientation [ 3 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 8 ]

Y Movement [ 1 ]

X Coord [ 691 ]

Y Coord [ 858 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 46 ]

Movement [ 9 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3103 ]

Orientation [ 3 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 725 ]

Y Coord [ 842 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 47 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3105 ]

Orientation [ 2 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 730 ]

Y Coord [ 842 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 47 ]

Movement [ 20 ]

Trainer [ 7 ]

Flag [ 0 ]

Script [ 3104 ]

Orientation [ 3 ]

Sight [ 2 ]

- [ 1 ]

- [ 0 ]

X Movement [ 5 ]

Y Movement [ 0 ]

X Coord [ 702 ]

Y Coord [ 851 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 49 ]

Movement [ 20 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3106 ]

Orientation [ 3 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 9 ]

Y Movement [ 0 ]

X Coord [ 703 ]

Y Coord [ 832 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 48 ]

Movement [ 10 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3107 ]

Orientation [ 1 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 704 ]

Y Coord [ 827 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 13 ]

Movement [ 46 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3345 ]

Orientation [ 2 ]

Sight [ 5 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 668 ]

Y Coord [ 827 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 54 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3110 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 665 ]

Y Coord [ 845 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 56 ]

Movement [ 14 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3109 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 717 ]

Y Coord [ 854 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 655 ]

Y Coord [ 828 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 33 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 677 ]

Y Coord [ 827 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 34 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 665 ]

Y Coord [ 839 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 35 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 669 ]

Y Coord [ 842 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 36 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 662 ]

Y Coord [ 843 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 37 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 663 ]

Y Coord [ 844 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 6 ]

Orientation [ 0 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 651 ]

Y Coord [ 810 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 8 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 665 ]

Y Coord [ 835 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

ID [ 17 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 704 ]

Y Coord [ 819 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 18:

ID [ 18 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 62 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 656 ]

Y Coord [ 808 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 19:

ID [ 19 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 64 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 657 ]

Y Coord [ 808 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 20:

ID [ 20 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 65 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 658 ]

Y Coord [ 808 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 21:

ID [ 21 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 63 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 659 ]

Y Coord [ 808 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 22:

ID [ 22 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1062 ]

Script [ 7090 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 677 ]

Y Coord [ 831 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 23:

ID [ 23 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1063 ]

Script [ 7091 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 700 ]

Y Coord [ 818 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 24:

ID [ 24 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1064 ]

Script [ 7092 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 686 ]

Y Coord [ 851 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 25:

ID [ 25 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1065 ]

Script [ 7093 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 726 ]

Y Coord [ 837 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 26:

ID [ 26 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1061 ]

Script [ 7089 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 689 ]

Y Coord [ 826 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 27:

ID [ 27 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1066 ]

Script [ 7094 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 690 ]

Y Coord [ 811 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 28:

ID [ 28 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1067 ]

Script [ 7095 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 717 ]

Y Coord [ 813 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 29:

ID [ 29 ]

Sprite [ 54 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 677 ]

Y Coord [ 837 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 30:

ID [ 30 ]

Sprite [ 124 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 568 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 684 ]

Y Coord [ 834 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 31:

ID [ 31 ]

Sprite [ 13 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 694 ]

Y Coord [ 804 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 32:

ID [ 32 ]

Sprite [ 19 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 677 ]

Y Coord [ 823 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 646 ]

Y Coord [ 812 ]

Map ID [ 374 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 646 ]

Y Coord [ 813 ]

Map ID [ 374 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 663 ]

Y Coord [ 834 ]

Map ID [ 375 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 706 ]

Y Coord [ 818 ]

Map ID [ 376 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 4:

X Coord [ 706 ]

Y Coord [ 813 ]

Map ID [ 376 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 5:

X Coord [ 710 ]

Y Coord [ 810 ]

Map ID [ 377 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 6:

X Coord [ 701 ]

Y Coord [ 805 ]

Map ID [ 378 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 7:

X Coord [ 712 ]

Y Coord [ 805 ]

Map ID [ 379 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (374) R213R0101 Route 213 R1-01

Matrix [ 158 ]

Sprite 0:

ID [ 0 ]

Sprite [ 15 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 8 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 10 ]

Y Coord [ 7 ]

Map ID [ 373 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 1 ]

Y Coord [ 7 ]

Map ID [ 120 ]

Type [ 10 ]

- [ 0 ]

- [ 0 ]

# (375) R213R0201 Route 213 R2-01

Matrix [ 125 ]

Sprite 0:

ID [ 0 ]

Sprite [ 19 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 373 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (376) R213R0301 Route 213 R3-01

Matrix [ 145 ]

Sprite 0:

ID [ 0 ]

Sprite [ 14 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 34 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 2 ]

Map ID [ 373 ]

Type [ 4 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 8 ]

Y Coord [ 11 ]

Map ID [ 373 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

# (377) R213R0401 Route 213 R4-01

Matrix [ 146 ]

Sprite 0:

ID [ 0 ]

Sprite [ 82 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 6 ]

Y Coord [ 8 ]

Map ID [ 373 ]

Type [ 5 ]

- [ 0 ]

- [ 0 ]

# (378) R213R0501 Route 213 R5-01

Matrix [ 146 ]

Sprite 0:

ID [ 0 ]

Sprite [ 43 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 70 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 10 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 5 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 6 ]

Y Coord [ 8 ]

Map ID [ 373 ]

Type [ 6 ]

- [ 0 ]

- [ 0 ]

# (379) R213R0601 Route 213 R6-01

Matrix [ 146 ]

Object 0:

Script [ 8174 ]

- [ 2 ]

X Coord [ 9 ]

- [ 0 ]

Y Coord [ 6 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 62 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 4 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 63 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 6 ]

Y Coord [ 8 ]

Map ID [ 373 ]

Type [ 7 ]

- [ 0 ]

- [ 0 ]

# (380) R214 Route 214

Matrix [ 0 ]

Object 0:

Script [ 8043 ]

- [ 2 ]

X Coord [ 724 ]

- [ 0 ]

Y Coord [ 695 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8042 ]

- [ 2 ]

X Coord [ 734 ]

- [ 0 ]

Y Coord [ 681 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 2:

Script [ 8168 ]

- [ 2 ]

X Coord [ 722 ]

- [ 0 ]

Y Coord [ 704 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 62 ]

Movement [ 45 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3120 ]

Orientation [ 0 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 726 ]

Y Coord [ 676 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 19 ]

Movement [ 6 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3271 ]

Orientation [ 0 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 731 ]

Y Coord [ 719 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 19 ]

Movement [ 20 ]

Trainer [ 4 ]

Flag [ 0 ]

Script [ 3272 ]

Orientation [ 0 ]

Sight [ 2 ]

- [ 6 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 6 ]

X Coord [ 729 ]

Y Coord [ 685 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 50 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3112 ]

Orientation [ 3 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 714 ]

Y Coord [ 691 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 50 ]

Movement [ 45 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3113 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 721 ]

Y Coord [ 709 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 19 ]

Movement [ 18 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3381 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 719 ]

Y Coord [ 701 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 13 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3490 ]

Orientation [ 3 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 731 ]

Y Coord [ 688 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 70 ]

Movement [ 20 ]

Trainer [ 5 ]

Flag [ 0 ]

Script [ 3118 ]

Orientation [ 1 ]

Sight [ 1 ]

- [ 2 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 4 ]

X Coord [ 731 ]

Y Coord [ 694 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 70 ]

Movement [ 16 ]

Trainer [ 4 ]

Flag [ 0 ]

Script [ 3119 ]

Orientation [ 2 ]

Sight [ 5 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 721 ]

Y Coord [ 660 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 712 ]

Y Coord [ 681 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 33 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 711 ]

Y Coord [ 682 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 716 ]

Y Coord [ 656 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 726 ]

Y Coord [ 717 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 66 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 728 ]

Y Coord [ 660 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 67 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 729 ]

Y Coord [ 660 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 68 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 730 ]

Y Coord [ 660 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 69 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 731 ]

Y Coord [ 660 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

ID [ 17 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1101 ]

Script [ 7127 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 731 ]

Y Coord [ 648 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 18:

ID [ 18 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1100 ]

Script [ 7126 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 733 ]

Y Coord [ 674 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 19:

ID [ 19 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1099 ]

Script [ 7125 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 714 ]

Y Coord [ 722 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 20:

ID [ 20 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1098 ]

Script [ 7124 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 724 ]

Y Coord [ 701 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 21:

ID [ 21 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 711 ]

Y Coord [ 707 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 22:

ID [ 22 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 711 ]

Y Coord [ 706 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 23:

ID [ 23 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 711 ]

Y Coord [ 705 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 24:

ID [ 24 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 711 ]

Y Coord [ 676 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 25:

ID [ 25 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 711 ]

Y Coord [ 677 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 26:

ID [ 26 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 711 ]

Y Coord [ 678 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 718 ]

Y Coord [ 645 ]

Map ID [ 381 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 719 ]

Y Coord [ 645 ]

Map ID [ 381 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 713 ]

Y Coord [ 670 ]

Map ID [ 286 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 713 ]

Y Coord [ 670 ]

Map ID [ 512 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 4:

X Coord [ 713 ]

Y Coord [ 670 ]

Map ID [ 513 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (381) R214R0101 Route 214 R1-01

Matrix [ 157 ]

Sprite 0:

ID [ 0 ]

Sprite [ 82 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 3 ]

X Coord [ 6 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 5 ]

Y Coord [ 2 ]

Map ID [ 132 ]

Type [ 11 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 5 ]

Y Coord [ 12 ]

Map ID [ 380 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (382) R215 Route 215

Matrix [ 0 ]

Object 0:

Script [ 8181 ]

- [ 2 ]

X Coord [ 615 ]

- [ 0 ]

Y Coord [ 581 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8182 ]

- [ 2 ]

X Coord [ 634 ]

- [ 0 ]

Y Coord [ 577 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 2:

Script [ 8183 ]

- [ 2 ]

X Coord [ 663 ]

- [ 0 ]

Y Coord [ 579 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 51 ]

Movement [ 46 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3127 ]

Orientation [ 2 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 607 ]

Y Coord [ 584 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 51 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3126 ]

Orientation [ 2 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 621 ]

Y Coord [ 578 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 51 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3128 ]

Orientation [ 2 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 643 ]

Y Coord [ 582 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 45 ]

Movement [ 36 ]

Trainer [ 1 ]

Flag [ 657 ]

Script [ 3129 ]

Orientation [ 1 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 9 ]

Y Movement [ 4 ]

X Coord [ 654 ]

Y Coord [ 589 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 50 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3303 ]

Orientation [ 1 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 589 ]

Y Coord [ 590 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 11 ]

Movement [ 14 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3277 ]

Orientation [ 0 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 648 ]

Y Coord [ 599 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 14 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3286 ]

Orientation [ 1 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 648 ]

Y Coord [ 596 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 45 ]

Movement [ 37 ]

Trainer [ 1 ]

Flag [ 659 ]

Script [ 3306 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 5 ]

Y Movement [ 3 ]

X Coord [ 603 ]

Y Coord [ 593 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 0 ]

Sight [ 6 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 580 ]

Y Coord [ 596 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 0 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 658 ]

Y Coord [ 596 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 611 ]

Y Coord [ 578 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 33 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 621 ]

Y Coord [ 594 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 34 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 634 ]

Y Coord [ 578 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 35 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 657 ]

Y Coord [ 588 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 36 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 657 ]

Y Coord [ 589 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 70 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 628 ]

Y Coord [ 592 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 71 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 629 ]

Y Coord [ 592 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

ID [ 17 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 72 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 660 ]

Y Coord [ 593 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 18:

ID [ 18 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 73 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 661 ]

Y Coord [ 593 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 19:

ID [ 19 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1091 ]

Script [ 7115 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 626 ]

Y Coord [ 599 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 20:

ID [ 20 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1093 ]

Script [ 7117 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 637 ]

Y Coord [ 596 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 21:

ID [ 21 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1092 ]

Script [ 7116 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 600 ]

Y Coord [ 591 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 22:

ID [ 22 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1094 ]

Script [ 7118 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 661 ]

Y Coord [ 587 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 23:

ID [ 23 ]

Sprite [ 51 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 611 ]

Y Coord [ 598 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 24:

ID [ 24 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1090 ]

Script [ 7114 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 620 ]

Y Coord [ 580 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 25:

ID [ 25 ]

Sprite [ 45 ]

Movement [ 36 ]

Trainer [ 0 ]

Flag [ 656 ]

Script [ 5 ]

Orientation [ 1 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 9 ]

Y Movement [ 4 ]

X Coord [ 654 ]

Y Coord [ 589 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 26:

ID [ 26 ]

Sprite [ 45 ]

Movement [ 37 ]

Trainer [ 0 ]

Flag [ 658 ]

Script [ 6 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 5 ]

Y Movement [ 3 ]

X Coord [ 603 ]

Y Coord [ 593 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 27:

ID [ 27 ]

Sprite [ 96 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 8 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 619 ]

Y Coord [ 585 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 671 ]

Y Coord [ 598 ]

Map ID [ 149 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 671 ]

Y Coord [ 599 ]

Map ID [ 149 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (383) R216 Route 216

Matrix [ 0 ]

Object 0:

Script [ 8071 ]

- [ 2 ]

X Coord [ 357 ]

- [ 0 ]

Y Coord [ 409 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 68 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3131 ]

Orientation [ 1 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 355 ]

Y Coord [ 402 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 69 ]

Movement [ 6 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3133 ]

Orientation [ 0 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 344 ]

Y Coord [ 411 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 51 ]

Movement [ 7 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3257 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 337 ]

Y Coord [ 392 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 32 ]

Movement [ 20 ]

Trainer [ 7 ]

Flag [ 0 ]

Script [ 3135 ]

Orientation [ 2 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 7 ]

Y Movement [ 0 ]

X Coord [ 350 ]

Y Coord [ 392 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 68 ]

Movement [ 45 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3132 ]

Orientation [ 1 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 299 ]

Y Coord [ 394 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 69 ]

Movement [ 45 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3134 ]

Orientation [ 0 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 328 ]

Y Coord [ 403 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 33 ]

Movement [ 38 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3137 ]

Orientation [ 3 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 12 ]

Y Movement [ 4 ]

X Coord [ 342 ]

Y Coord [ 385 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 32 ]

Movement [ 38 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3136 ]

Orientation [ 1 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 4 ]

Y Movement [ 2 ]

X Coord [ 311 ]

Y Coord [ 402 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 33 ]

Movement [ 44 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3138 ]

Orientation [ 3 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 7 ]

Y Movement [ 4 ]

X Coord [ 366 ]

Y Coord [ 391 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 375 ]

Y Coord [ 402 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 305 ]

Y Coord [ 399 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1143 ]

Script [ 7169 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 377 ]

Y Coord [ 392 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1145 ]

Script [ 7171 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 342 ]

Y Coord [ 396 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1144 ]

Script [ 7170 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 358 ]

Y Coord [ 389 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1232 ]

Script [ 7172 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 367 ]

Y Coord [ 386 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 375 ]

Y Coord [ 403 ]

Map ID [ 217 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 303 ]

Y Coord [ 398 ]

Map ID [ 384 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (384) R216R0101 Route 216 R1-01

Matrix [ 243 ]

Object 0:

Script [ 3 ]

- [ 0 ]

X Coord [ 8 ]

- [ 0 ]

Y Coord [ 6 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 5 ]

- [ 0 ]

Object 1:

Script [ 3 ]

- [ 0 ]

X Coord [ 8 ]

- [ 0 ]

Y Coord [ 7 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 3 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 20 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 65 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 6 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 383 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (385) R217 Route 217

Matrix [ 0 ]

Object 0:

Script [ 8072 ]

- [ 2 ]

X Coord [ 292 ]

- [ 0 ]

Y Coord [ 332 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8073 ]

- [ 2 ]

X Coord [ 314 ]

- [ 0 ]

Y Coord [ 305 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 2:

Script [ 8193 ]

- [ 2 ]

X Coord [ 291 ]

- [ 0 ]

Y Coord [ 299 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 3:

Script [ 8194 ]

- [ 2 ]

X Coord [ 304 ]

- [ 0 ]

Y Coord [ 354 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 4:

Script [ 8195 ]

- [ 2 ]

X Coord [ 305 ]

- [ 0 ]

Y Coord [ 308 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 5:

Script [ 8196 ]

- [ 2 ]

X Coord [ 314 ]

- [ 0 ]

Y Coord [ 317 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 6:

Script [ 8197 ]

- [ 2 ]

X Coord [ 299 ]

- [ 0 ]

Y Coord [ 319 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 7:

Script [ 8198 ]

- [ 2 ]

X Coord [ 318 ]

- [ 0 ]

Y Coord [ 308 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 8:

Script [ 8199 ]

- [ 2 ]

X Coord [ 314 ]

- [ 0 ]

Y Coord [ 348 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 9:

Script [ 8200 ]

- [ 2 ]

X Coord [ 288 ]

- [ 0 ]

Y Coord [ 338 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 32 ]

Movement [ 39 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3141 ]

Orientation [ 1 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 8 ]

X Coord [ 318 ]

Y Coord [ 344 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 33 ]

Movement [ 37 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3143 ]

Orientation [ 0 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 4 ]

Y Movement [ 6 ]

X Coord [ 294 ]

Y Coord [ 296 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 32 ]

Movement [ 44 ]

Trainer [ 7 ]

Flag [ 0 ]

Script [ 3142 ]

Orientation [ 3 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 4 ]

Y Movement [ 6 ]

X Coord [ 314 ]

Y Coord [ 296 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 33 ]

Movement [ 19 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3144 ]

Orientation [ 1 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 291 ]

Y Coord [ 344 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 1 ]

Movement [ 51 ]

Trainer [ 2 ]

Flag [ 0 ]

Script [ 3145 ]

Orientation [ 1 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 310 ]

Y Coord [ 351 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 1 ]

Movement [ 51 ]

Trainer [ 2 ]

Flag [ 0 ]

Script [ 3146 ]

Orientation [ 1 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 290 ]

Y Coord [ 321 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 51 ]

Movement [ 20 ]

Trainer [ 5 ]

Flag [ 0 ]

Script [ 3147 ]

Orientation [ 1 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 8 ]

X Coord [ 291 ]

Y Coord [ 273 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 68 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3139 ]

Orientation [ 2 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 307 ]

Y Coord [ 369 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 69 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3140 ]

Orientation [ 3 ]

Sight [ 5 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 302 ]

Y Coord [ 267 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 10 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 292 ]

Y Coord [ 270 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1147 ]

Script [ 7174 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 296 ]

Y Coord [ 305 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1148 ]

Script [ 7175 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 305 ]

Y Coord [ 330 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1146 ]

Script [ 7173 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 300 ]

Y Coord [ 316 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 191 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 313 ]

Y Coord [ 275 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 65 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 313 ]

Y Coord [ 281 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 293 ]

Y Coord [ 311 ]

Map ID [ 386 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 316 ]

Y Coord [ 285 ]

Map ID [ 387 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (386) R217R0101 Route 217 R1-01

Matrix [ 124 ]

Sprite 0:

ID [ 0 ]

Sprite [ 20 ]

Movement [ 8 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 385 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (387) R217R0201 Route 217 R2-01

Matrix [ 124 ]

Sprite 0:

ID [ 0 ]

Sprite [ 12 ]

Movement [ 11 ]

Trainer [ 0 ]

Flag [ 637 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 385 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (388) R218 Route 218

Matrix [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 10 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3299 ]

Orientation [ 1 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 80 ]

Y Coord [ 753 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 56 ]

Movement [ 7 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3337 ]

Orientation [ 3 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 76 ]

Y Coord [ 746 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 54 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3152 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 93 ]

Y Coord [ 757 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 54 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3153 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 93 ]

Y Coord [ 751 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 119 ]

Y Coord [ 756 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 0 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 72 ]

Y Coord [ 752 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1118 ]

Script [ 7143 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 117 ]

Y Coord [ 744 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1119 ]

Script [ 7144 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 93 ]

Y Coord [ 759 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 74 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 87 ]

Y Coord [ 752 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 75 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 88 ]

Y Coord [ 752 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 76 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 89 ]

Y Coord [ 752 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 77 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 90 ]

Y Coord [ 752 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 74 ]

Y Coord [ 744 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 74 ]

Y Coord [ 749 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 70 ]

Y Coord [ 754 ]

Map ID [ 390 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 70 ]

Y Coord [ 755 ]

Map ID [ 390 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 121 ]

Y Coord [ 758 ]

Map ID [ 389 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 121 ]

Y Coord [ 759 ]

Map ID [ 389 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (389) R218R0101 Route 218 R1-01

Matrix [ 158 ]

Sprite 0:

ID [ 0 ]

Sprite [ 34 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 54 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 1 ]

Y Coord [ 7 ]

Map ID [ 388 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 10 ]

Y Coord [ 7 ]

Map ID [ 3 ]

Type [ 12 ]

- [ 0 ]

- [ 0 ]

# (390) R218R0201 Route 218 R2-01

Matrix [ 158 ]

Sprite 0:

ID [ 0 ]

Sprite [ 34 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 29 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 570 ]

Script [ 0 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 1 ]

Y Coord [ 7 ]

Map ID [ 33 ]

Type [ 7 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 10 ]

Y Coord [ 7 ]

Map ID [ 388 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 2 ]

X Coord [ 7 ]

Y Coord [ 6 ]

Width [ 1 ]

Length [ 3 ]

- [ 0 ]

- [ 0 ]

Flag [ 16645 ]

# (391) R219 Route 219

Matrix [ 0 ]

Object 0:

Script [ 8169 ]

- [ 2 ]

X Coord [ 175 ]

- [ 0 ]

Y Coord [ 889 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 49 ]

Movement [ 20 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3357 ]

Orientation [ 3 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 4 ]

Y Movement [ 0 ]

X Coord [ 171 ]

Y Coord [ 887 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 48 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3359 ]

Orientation [ 2 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 176 ]

Y Coord [ 887 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 0 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 179 ]

Y Coord [ 866 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1110 ]

Script [ 7002 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 169 ]

Y Coord [ 877 ]

Z Coord [ 0 ]

- [ 0 ]

# (392) R221 Route 221

Matrix [ 0 ]

Object 0:

Script [ 8050 ]

- [ 2 ]

X Coord [ 267 ]

- [ 0 ]

Y Coord [ 923 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8049 ]

- [ 2 ]

X Coord [ 263 ]

- [ 0 ]

Y Coord [ 898 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 2:

Script [ 8190 ]

- [ 2 ]

X Coord [ 280 ]

- [ 0 ]

Y Coord [ 922 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 3:

Script [ 8191 ]

- [ 2 ]

X Coord [ 301 ]

- [ 0 ]

Y Coord [ 924 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 4:

Script [ 8192 ]

- [ 2 ]

X Coord [ 272 ]

- [ 0 ]

Y Coord [ 917 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 46 ]

Movement [ 4 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3165 ]

Orientation [ 1 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 235 ]

Y Coord [ 912 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 47 ]

Movement [ 2 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3166 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 237 ]

Y Coord [ 922 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 54 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3167 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 250 ]

Y Coord [ 919 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 3:

ID [ 3 ]

Sprite [ 19 ]

Movement [ 14 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3273 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 288 ]

Y Coord [ 915 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 4:

ID [ 4 ]

Sprite [ 11 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3169 ]

Orientation [ 2 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 305 ]

Y Coord [ 917 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 5:

ID [ 5 ]

Sprite [ 14 ]

Movement [ 2 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3170 ]

Orientation [ 2 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 277 ]

Y Coord [ 923 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 6:

ID [ 6 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 308 ]

Y Coord [ 913 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1116 ]

Script [ 7140 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 239 ]

Y Coord [ 908 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1117 ]

Script [ 7141 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 295 ]

Y Coord [ 922 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1115 ]

Script [ 7139 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 256 ]

Y Coord [ 916 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 78 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 278 ]

Y Coord [ 918 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 79 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 279 ]

Y Coord [ 918 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 80 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 280 ]

Y Coord [ 918 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 81 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 281 ]

Y Coord [ 918 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1087 ]

Script [ 7142 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 250 ]

Y Coord [ 902 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 40 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 669 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 306 ]

Y Coord [ 912 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 40 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 670 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 307 ]

Y Coord [ 912 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 261 ]

Y Coord [ 900 ]

Map ID [ 394 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 306 ]

Y Coord [ 909 ]

Map ID [ 393 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 307 ]

Y Coord [ 909 ]

Map ID [ 393 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (393) R221R0101 Route 221 R1-01

Matrix [ 201 ]

Sprite 0:

ID [ 0 ]

Sprite [ 6 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 11 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 16 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 166 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 496 ]

Script [ 0 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 13 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 8 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 12 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 9 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 2 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 6 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 9 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 15 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 6 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 8 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 4 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 3 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 40 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 7 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 63 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 13 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 7 ]

Y Coord [ 19 ]

Map ID [ 392 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 7 ]

Y Coord [ 7 ]

Map ID [ 251 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (394) R221R0201 Route 221 R2-01

Matrix [ 244 ]

Object 0:

Script [ 2 ]

- [ 0 ]

X Coord [ 4 ]

- [ 0 ]

Y Coord [ 2 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 17 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 392 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (395) R222 Route 222

Matrix [ 0 ]

Object 0:

Script [ 8109 ]

- [ 2 ]

X Coord [ 819 ]

- [ 0 ]

Y Coord [ 791 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8007 ]

- [ 2 ]

X Coord [ 730 ]

- [ 0 ]

Y Coord [ 773 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 2:

Script [ 8157 ]

- [ 2 ]

X Coord [ 809 ]

- [ 0 ]

Y Coord [ 790 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 3:

Script [ 8158 ]

- [ 2 ]

X Coord [ 783 ]

- [ 0 ]

Y Coord [ 774 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 54 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3171 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 777 ]

Y Coord [ 790 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 54 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3172 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 761 ]

Y Coord [ 789 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 54 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3173 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 769 ]

Y Coord [ 789 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 54 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3174 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 782 ]

Y Coord [ 790 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 13 ]

Movement [ 45 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3491 ]

Orientation [ 1 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 771 ]

Y Coord [ 777 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 49 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3358 ]

Orientation [ 2 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 812 ]

Y Coord [ 781 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 62 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3334 ]

Orientation [ 3 ]

Sight [ 6 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 751 ]

Y Coord [ 782 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 56 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3179 ]

Orientation [ 1 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 814 ]

Y Coord [ 785 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 34 ]

Movement [ 20 ]

Trainer [ 4 ]

Flag [ 649 ]

Script [ 3332 ]

Orientation [ 3 ]

Sight [ 2 ]

- [ 2 ]

- [ 0 ]

X Movement [ 8 ]

Y Movement [ 0 ]

X Coord [ 794 ]

Y Coord [ 778 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 48 ]

Movement [ 45 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3360 ]

Orientation [ 0 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 787 ]

Y Coord [ 788 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 56 ]

Movement [ 46 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3336 ]

Orientation [ 3 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 808 ]

Y Coord [ 781 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 0 ]

Sight [ 9 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 821 ]

Y Coord [ 784 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 0 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 749 ]

Y Coord [ 787 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 793 ]

Y Coord [ 784 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 6 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 804 ]

Y Coord [ 784 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 54 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 801 ]

Y Coord [ 791 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 789 ]

Y Coord [ 785 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

ID [ 17 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 33 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 804 ]

Y Coord [ 792 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 18:

ID [ 18 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 34 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 814 ]

Y Coord [ 775 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 19:

ID [ 19 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1162 ]

Script [ 7193 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 785 ]

Y Coord [ 781 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 20:

ID [ 20 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1161 ]

Script [ 7192 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 816 ]

Y Coord [ 783 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 21:

ID [ 21 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 82 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 760 ]

Y Coord [ 772 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 22:

ID [ 22 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 83 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 761 ]

Y Coord [ 772 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 23:

ID [ 23 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 84 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 762 ]

Y Coord [ 772 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 24:

ID [ 24 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 85 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 763 ]

Y Coord [ 772 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 25:

ID [ 25 ]

Sprite [ 62 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 788 ]

Y Coord [ 781 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 26:

ID [ 26 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 775 ]

Y Coord [ 780 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 27:

ID [ 27 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 773 ]

Y Coord [ 780 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 28:

ID [ 28 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 771 ]

Y Coord [ 780 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 29:

ID [ 29 ]

Sprite [ 34 ]

Movement [ 20 ]

Trainer [ 0 ]

Flag [ 648 ]

Script [ 7 ]

Orientation [ 3 ]

Sight [ 2 ]

- [ 2 ]

- [ 0 ]

X Movement [ 8 ]

Y Movement [ 0 ]

X Coord [ 794 ]

Y Coord [ 778 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 825 ]

Y Coord [ 790 ]

Map ID [ 398 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 825 ]

Y Coord [ 791 ]

Map ID [ 398 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 801 ]

Y Coord [ 784 ]

Map ID [ 397 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 795 ]

Y Coord [ 784 ]

Map ID [ 396 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (396) R222R0101 Route 222 R1-01

Matrix [ 123 ]

Sprite 0:

ID [ 0 ]

Sprite [ 71 ]

Movement [ 5 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 71 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 71 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 1 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 71 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 7 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 71 ]

Movement [ 5 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 15 ]

Movement [ 11 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 71 ]

Movement [ 3 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3831 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 395 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

# (397) R222R0201 Route 222 R2-01

Matrix [ 123 ]

Sprite 0:

ID [ 0 ]

Sprite [ 54 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 395 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (398) R222R0301 Route 222 R3-01

Matrix [ 158 ]

Sprite 0:

ID [ 0 ]

Sprite [ 40 ]

Movement [ 10 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 15 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 3 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 1 ]

Y Coord [ 7 ]

Map ID [ 395 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 10 ]

Y Coord [ 7 ]

Map ID [ 150 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

# (399) R224 Route 224

Matrix [ 0 ]

Object 0:

Script [ 8124 ]

- [ 2 ]

X Coord [ 888 ]

- [ 0 ]

Y Coord [ 554 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8125 ]

- [ 2 ]

X Coord [ 908 ]

- [ 0 ]

Y Coord [ 530 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 2:

Script [ 8126 ]

- [ 2 ]

X Coord [ 899 ]

- [ 0 ]

Y Coord [ 535 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 3:

Script [ 8127 ]

- [ 2 ]

X Coord [ 914 ]

- [ 0 ]

Y Coord [ 533 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 4:

Script [ 8170 ]

- [ 2 ]

X Coord [ 919 ]

- [ 0 ]

Y Coord [ 500 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 5:

Script [ 8171 ]

- [ 2 ]

X Coord [ 917 ]

- [ 0 ]

Y Coord [ 500 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 6:

Script [ 8172 ]

- [ 2 ]

X Coord [ 912 ]

- [ 0 ]

Y Coord [ 500 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 7:

Script [ 3 ]

- [ 0 ]

X Coord [ 908 ]

- [ 0 ]

Y Coord [ 491 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1180 ]

Script [ 7211 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 884 ]

Y Coord [ 570 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1181 ]

Script [ 7212 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 904 ]

Y Coord [ 524 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1182 ]

Script [ 7213 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 907 ]

Y Coord [ 509 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 166 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 624 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 909 ]

Y Coord [ 492 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 86 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 906 ]

Y Coord [ 522 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 87 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 907 ]

Y Coord [ 522 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 88 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 908 ]

Y Coord [ 522 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 89 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 909 ]

Y Coord [ 522 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 11 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3281 ]

Orientation [ 3 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 883 ]

Y Coord [ 547 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 70 ]

Movement [ 14 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3287 ]

Orientation [ 0 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 875 ]

Y Coord [ 529 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 51 ]

Movement [ 38 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3312 ]

Orientation [ 3 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 10 ]

Y Movement [ 2 ]

X Coord [ 901 ]

Y Coord [ 532 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 17 ]

Movement [ 8 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3361 ]

Orientation [ 1 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 885 ]

Y Coord [ 533 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 70 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3288 ]

Orientation [ 3 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 869 ]

Y Coord [ 536 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 14 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3285 ]

Orientation [ 2 ]

Sight [ 6 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 915 ]

Y Coord [ 518 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 50 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3304 ]

Orientation [ 3 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 913 ]

Y Coord [ 522 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 11 ]

Movement [ 19 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3276 ]

Orientation [ 3 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 904 ]

Y Coord [ 511 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 158 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 634 ]

Script [ 0 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 911 ]

Y Coord [ 480 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 878 ]

Y Coord [ 560 ]

Map ID [ 249 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (400) R225 Route 225

Matrix [ 0 ]

Object 0:

Script [ 8130 ]

- [ 2 ]

X Coord [ 627 ]

- [ 0 ]

Y Coord [ 370 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8173 ]

- [ 2 ]

X Coord [ 636 ]

- [ 0 ]

Y Coord [ 389 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 2:

Script [ 8203 ]

- [ 2 ]

X Coord [ 615 ]

- [ 0 ]

Y Coord [ 371 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 3:

Script [ 8204 ]

- [ 2 ]

X Coord [ 621 ]

- [ 0 ]

Y Coord [ 331 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 0 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 628 ]

Y Coord [ 410 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 630 ]

Y Coord [ 330 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1184 ]

Script [ 7216 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 611 ]

Y Coord [ 410 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1185 ]

Script [ 7217 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 637 ]

Y Coord [ 394 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1186 ]

Script [ 7218 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 618 ]

Y Coord [ 399 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1187 ]

Script [ 7219 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 610 ]

Y Coord [ 368 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1188 ]

Script [ 7220 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 610 ]

Y Coord [ 350 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1189 ]

Script [ 7221 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 628 ]

Y Coord [ 321 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 97 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 610 ]

Y Coord [ 337 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 96 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 613 ]

Y Coord [ 337 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 95 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 611 ]

Y Coord [ 337 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 94 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 612 ]

Y Coord [ 337 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1190 ]

Script [ 7222 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 611 ]

Y Coord [ 388 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 632 ]

Y Coord [ 394 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 33 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 632 ]

Y Coord [ 395 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 34 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 613 ]

Y Coord [ 368 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 35 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 613 ]

Y Coord [ 369 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

ID [ 17 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 36 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 614 ]

Y Coord [ 339 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 18:

ID [ 18 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 37 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 614 ]

Y Coord [ 340 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 19:

ID [ 19 ]

Sprite [ 11 ]

Movement [ 20 ]

Trainer [ 4 ]

Flag [ 0 ]

Script [ 3562 ]

Orientation [ 3 ]

Sight [ 2 ]

- [ 2 ]

- [ 0 ]

X Movement [ 4 ]

Y Movement [ 0 ]

X Coord [ 612 ]

Y Coord [ 377 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 20:

ID [ 20 ]

Sprite [ 14 ]

Movement [ 9 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3593 ]

Orientation [ 1 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 628 ]

Y Coord [ 392 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 21:

ID [ 21 ]

Sprite [ 14 ]

Movement [ 14 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3553 ]

Orientation [ 0 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 628 ]

Y Coord [ 397 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 22:

ID [ 22 ]

Sprite [ 70 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3584 ]

Orientation [ 2 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 631 ]

Y Coord [ 392 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 23:

ID [ 23 ]

Sprite [ 11 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3556 ]

Orientation [ 2 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 627 ]

Y Coord [ 322 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 24:

ID [ 24 ]

Sprite [ 14 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3572 ]

Orientation [ 3 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 619 ]

Y Coord [ 340 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 25:

ID [ 0 ]

Sprite [ 91 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 450 ]

Script [ 65535 ]

Orientation [ 0 ]

Sight [ 6 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 646 ]

Y Coord [ 338 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 26:

ID [ 26 ]

Sprite [ 11 ]

Movement [ 28 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3592 ]

Orientation [ 3 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 6 ]

X Coord [ 612 ]

Y Coord [ 397 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 27:

ID [ 27 ]

Sprite [ 11 ]

Movement [ 14 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3566 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 624 ]

Y Coord [ 367 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 28:

ID [ 28 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 38 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 634 ]

Y Coord [ 361 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 29:

ID [ 29 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 39 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 635 ]

Y Coord [ 361 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 630 ]

Y Coord [ 413 ]

Map ID [ 193 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 631 ]

Y Coord [ 413 ]

Map ID [ 193 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 617 ]

Y Coord [ 368 ]

Map ID [ 498 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (401) R226A Route 226

Matrix [ 0 ]

# (402) R226B Route 226

Matrix [ 0 ]

# (403) R227 Route 227

Matrix [ 0 ]

Object 0:

Script [ 8136 ]

- [ 2 ]

X Coord [ 741 ]

- [ 0 ]

Y Coord [ 264 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8137 ]

- [ 2 ]

X Coord [ 749 ]

- [ 0 ]

Y Coord [ 280 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 2:

Script [ 8159 ]

- [ 2 ]

X Coord [ 744 ]

- [ 0 ]

Y Coord [ 325 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 755 ]

Y Coord [ 314 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1194 ]

Script [ 7226 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 759 ]

Y Coord [ 283 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1195 ]

Script [ 7227 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 745 ]

Y Coord [ 295 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 148 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 501 ]

Script [ 0 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 739 ]

Y Coord [ 305 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 128 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 502 ]

Script [ 0 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 738 ]

Y Coord [ 305 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 11 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3563 ]

Orientation [ 2 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 756 ]

Y Coord [ 308 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 14 ]

Movement [ 14 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3594 ]

Orientation [ 0 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 747 ]

Y Coord [ 311 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 51 ]

Movement [ 9 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3587 ]

Orientation [ 1 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 764 ]

Y Coord [ 266 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 14 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3575 ]

Orientation [ 2 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 752 ]

Y Coord [ 295 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 754 ]

Y Coord [ 297 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 754 ]

Y Coord [ 296 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 144 ]

Movement [ 6 ]

Trainer [ 0 ]

Flag [ 684 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 758 ]

Y Coord [ 275 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 740 ]

Y Coord [ 302 ]

Map ID [ 500 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 1 ]

X Coord [ 738 ]

Y Coord [ 306 ]

Width [ 2 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16523 ]

Trigger 1:

Script [ 3 ]

X Coord [ 758 ]

Y Coord [ 277 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16665 ]

# (404) R227A Route 227

Matrix [ 0 ]

# (405) R227B Route 227

Matrix [ 0 ]

# (406) R228 Route 228

Matrix [ 0 ]

Object 0:

Script [ 8142 ]

- [ 2 ]

X Coord [ 793 ]

- [ 0 ]

Y Coord [ 403 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8144 ]

- [ 2 ]

X Coord [ 779 ]

- [ 0 ]

Y Coord [ 376 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 2:

Script [ 8143 ]

- [ 2 ]

X Coord [ 781 ]

- [ 0 ]

Y Coord [ 365 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 3:

Script [ 8205 ]

- [ 2 ]

X Coord [ 780 ]

- [ 0 ]

Y Coord [ 334 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 4:

Script [ 8206 ]

- [ 2 ]

X Coord [ 779 ]

- [ 0 ]

Y Coord [ 324 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 5:

Script [ 8207 ]

- [ 2 ]

X Coord [ 775 ]

- [ 0 ]

Y Coord [ 404 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 0 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 779 ]

Y Coord [ 329 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 786 ]

Y Coord [ 406 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 793 ]

Y Coord [ 372 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 33 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 781 ]

Y Coord [ 352 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 34 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 782 ]

Y Coord [ 352 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 35 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 783 ]

Y Coord [ 353 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1210 ]

Script [ 7242 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 786 ]

Y Coord [ 333 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1211 ]

Script [ 7243 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 796 ]

Y Coord [ 346 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1212 ]

Script [ 7244 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 794 ]

Y Coord [ 385 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1213 ]

Script [ 7245 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 780 ]

Y Coord [ 345 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1214 ]

Script [ 7246 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 779 ]

Y Coord [ 380 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 102 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 779 ]

Y Coord [ 389 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 103 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 782 ]

Y Coord [ 389 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 104 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 780 ]

Y Coord [ 389 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 105 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 781 ]

Y Coord [ 389 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 11 ]

Movement [ 46 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3564 ]

Orientation [ 2 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 779 ]

Y Coord [ 325 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 14 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3573 ]

Orientation [ 2 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 773 ]

Y Coord [ 346 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

ID [ 17 ]

Sprite [ 11 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3590 ]

Orientation [ 2 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 789 ]

Y Coord [ 375 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 18:

ID [ 18 ]

Sprite [ 14 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3595 ]

Orientation [ 3 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 786 ]

Y Coord [ 375 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 19:

ID [ 19 ]

Sprite [ 11 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3558 ]

Orientation [ 1 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 796 ]

Y Coord [ 327 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 20:

ID [ 20 ]

Sprite [ 70 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3582 ]

Orientation [ 2 ]

Sight [ 5 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 785 ]

Y Coord [ 398 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 21:

ID [ 21 ]

Sprite [ 14 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3576 ]

Orientation [ 2 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 795 ]

Y Coord [ 394 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 22:

ID [ 22 ]

Sprite [ 51 ]

Movement [ 52 ]

Trainer [ 2 ]

Flag [ 0 ]

Script [ 3586 ]

Orientation [ 1 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 776 ]

Y Coord [ 338 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 23:

ID [ 23 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 785 ]

Y Coord [ 390 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 24:

ID [ 24 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 786 ]

Y Coord [ 390 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 25:

ID [ 25 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 772 ]

Y Coord [ 384 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 26:

ID [ 26 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 773 ]

Y Coord [ 384 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 774 ]

Y Coord [ 331 ]

Map ID [ 501 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 774 ]

Y Coord [ 330 ]

Map ID [ 501 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 789 ]

Y Coord [ 356 ]

Map ID [ 502 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 775 ]

Y Coord [ 386 ]

Map ID [ 503 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (407) R229 Route 229

Matrix [ 0 ]

Object 0:

Script [ 8145 ]

- [ 2 ]

X Coord [ 822 ]

- [ 0 ]

Y Coord [ 445 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 34 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 820 ]

Y Coord [ 439 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 11 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 800 ]

Y Coord [ 434 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 15 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 814 ]

Y Coord [ 431 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 33 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 820 ]

Y Coord [ 438 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 808 ]

Y Coord [ 427 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 35 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 821 ]

Y Coord [ 437 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 86 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 36 ]

Script [ 10000 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 826 ]

Y Coord [ 437 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1215 ]

Script [ 7247 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 816 ]

Y Coord [ 426 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1217 ]

Script [ 7249 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 828 ]

Y Coord [ 420 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1216 ]

Script [ 7248 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 828 ]

Y Coord [ 438 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 106 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 810 ]

Y Coord [ 434 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 107 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 811 ]

Y Coord [ 434 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 108 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 812 ]

Y Coord [ 434 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 109 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 813 ]

Y Coord [ 434 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 11 ]

Movement [ 14 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3591 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 829 ]

Y Coord [ 433 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 11 ]

Movement [ 46 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3565 ]

Orientation [ 3 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 796 ]

Y Coord [ 432 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 14 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3574 ]

Orientation [ 2 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 801 ]

Y Coord [ 432 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

ID [ 17 ]

Sprite [ 14 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3577 ]

Orientation [ 1 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 820 ]

Y Coord [ 418 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 18:

ID [ 0 ]

Sprite [ 91 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 457 ]

Script [ 65535 ]

Orientation [ 0 ]

Sight [ 7 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 805 ]

Y Coord [ 449 ]

Z Coord [ 0 ]

- [ 0 ]

# (408) R230 Route 230

Matrix [ 0 ]

# (409) R232 R232

Matrix [ 0 ]

# (410) RECORD RECORD

Matrix [ 119 ]

# (411) T01 Twinleaf Town

Matrix [ 0 ]

Object 0:

Script [ 8201 ]

- [ 2 ]

X Coord [ 107 ]

- [ 0 ]

Y Coord [ 893 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 12 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 6 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 119 ]

Y Coord [ 878 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 1:

ID [ 1 ]

Sprite [ 19 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 2 ]

X Coord [ 108 ]

Y Coord [ 889 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 2:

ID [ 2 ]

Sprite [ 148 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 402 ]

Script [ 0 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 105 ]

Y Coord [ 875 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 10 ]

Movement [ 12 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 108 ]

Y Coord [ 869 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 91 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 0 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 112 ]

Y Coord [ 878 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 92 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 8 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 114 ]

Y Coord [ 885 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 92 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 109 ]

Y Coord [ 875 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 3 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 342 ]

Script [ 65535 ]

Orientation [ 0 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 109 ]

Y Coord [ 856 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 105 ]

Y Coord [ 875 ]

Map ID [ 412 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 116 ]

Y Coord [ 885 ]

Map ID [ 414 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 116 ]

Y Coord [ 875 ]

Map ID [ 416 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 106 ]

Y Coord [ 885 ]

Map ID [ 417 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 4 ]

X Coord [ 108 ]

Y Coord [ 867 ]

Width [ 8 ]

Length [ 1 ]

- [ 0 ]

- [ 1 ]

Flag [ 16496 ]

Trigger 1:

Script [ 2 ]

X Coord [ 105 ]

Y Coord [ 876 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16614 ]

# (412) T01R0101 Twinleaf Town R1-01

Matrix [ 126 ]

Sprite 0:

ID [ 0 ]

Sprite [ 16 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 6 ]

Y Coord [ 10 ]

Map ID [ 411 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 2 ]

Y Coord [ 3 ]

Map ID [ 413 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (413) T01R0102 Twinleaf Town R1-02

Matrix [ 127 ]

Object 0:

Script [ 2 ]

- [ 0 ]

X Coord [ 6 ]

- [ 0 ]

Y Coord [ 4 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 3 ]

- [ 0 ]

X Coord [ 9 ]

- [ 0 ]

Y Coord [ 4 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 148 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 528 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 3 ]

Y Coord [ 4 ]

Map ID [ 412 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (414) T01R0201 Twinleaf Town R2-01

Matrix [ 128 ]

Object 0:

Script [ 7 ]

- [ 0 ]

X Coord [ 6 ]

- [ 0 ]

Y Coord [ 5 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 7 ]

- [ 0 ]

X Coord [ 7 ]

- [ 0 ]

Y Coord [ 5 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 2:

Script [ 8 ]

- [ 0 ]

X Coord [ 5 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 3:

Script [ 9 ]

- [ 0 ]

X Coord [ 2 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 4:

Script [ 9 ]

- [ 0 ]

X Coord [ 1 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 5:

Script [ 10 ]

- [ 0 ]

X Coord [ 1 ]

- [ 0 ]

Y Coord [ 5 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 6:

Script [ 10 ]

- [ 0 ]

X Coord [ 2 ]

- [ 0 ]

Y Coord [ 5 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 7:

Script [ 10 ]

- [ 0 ]

X Coord [ 3 ]

- [ 0 ]

Y Coord [ 5 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 140 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 7 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 1:

ID [ 1 ]

Sprite [ 16 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 527 ]

Script [ 6 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 6 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 1 ]

Warp 0:

X Coord [ 6 ]

Y Coord [ 10 ]

Map ID [ 411 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 10 ]

Y Coord [ 3 ]

Map ID [ 415 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 5 ]

X Coord [ 6 ]

Y Coord [ 10 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 1 ]

Flag [ 16548 ]

# (415) T01R0202 Twinleaf Town R2-02

Matrix [ 129 ]

Object 0:

Script [ 1 ]

- [ 0 ]

X Coord [ 5 ]

- [ 0 ]

Y Coord [ 4 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 2 ]

- [ 0 ]

X Coord [ 1 ]

- [ 0 ]

Y Coord [ 4 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 2:

Script [ 4 ]

- [ 1 ]

X Coord [ 7 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 3:

Script [ 6 ]

- [ 0 ]

X Coord [ 4 ]

- [ 0 ]

Y Coord [ 4 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 4:

Script [ 6 ]

- [ 0 ]

X Coord [ 3 ]

- [ 0 ]

Y Coord [ 4 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 4 ]

Map ID [ 414 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (416) T01R0301 Twinleaf Town R3-01

Matrix [ 123 ]

Sprite 0:

ID [ 0 ]

Sprite [ 10 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 8 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 411 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (417) T01R0401 Twinleaf Town R4-01

Matrix [ 123 ]

Sprite 0:

ID [ 0 ]

Sprite [ 18 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 2 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 2 ]

X Coord [ 8 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 411 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

# (418) T02 Sandgem Town

Matrix [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 4 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 187 ]

Y Coord [ 855 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 1:

ID [ 1 ]

Sprite [ 9 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 171 ]

Y Coord [ 854 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 2:

ID [ 2 ]

Sprite [ 12 ]

Movement [ 8 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 6 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 183 ]

Y Coord [ 852 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 3:

ID [ 3 ]

Sprite [ 148 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 437 ]

Script [ 0 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 168 ]

Y Coord [ 842 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 4:

ID [ 4 ]

Sprite [ 101 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 405 ]

Script [ 10300 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 168 ]

Y Coord [ 845 ]

Z Coord [ 0 ]

- [ 1 ]

Sprite 5:

ID [ 5 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 165 ]

Y Coord [ 843 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 10 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 174 ]

Y Coord [ 854 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 91 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 8 ]

Orientation [ 0 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 182 ]

Y Coord [ 854 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 2 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 391 ]

Script [ 65535 ]

Orientation [ 0 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 179 ]

Y Coord [ 866 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 4 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 343 ]

Script [ 65535 ]

Orientation [ 0 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 183 ]

Y Coord [ 825 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 4 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 342 ]

Script [ 65535 ]

Orientation [ 0 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 151 ]

Y Coord [ 843 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 9 ]

Sprite [ 3 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 342 ]

Script [ 65535 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 153 ]

Y Coord [ 847 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 12 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 180 ]

Y Coord [ 842 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 11 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 185 ]

Y Coord [ 842 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 187 ]

Y Coord [ 842 ]

Map ID [ 419 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 177 ]

Y Coord [ 842 ]

Map ID [ 420 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 168 ]

Y Coord [ 842 ]

Map ID [ 422 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 176 ]

Y Coord [ 854 ]

Map ID [ 423 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 4:

X Coord [ 167 ]

Y Coord [ 854 ]

Map ID [ 425 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 2 ]

X Coord [ 164 ]

Y Coord [ 842 ]

Width [ 1 ]

Length [ 6 ]

- [ 0 ]

- [ 0 ]

Flag [ 16497 ]

# (419) T02FS0101 Sandgem Town Mart

Matrix [ 122 ]

Sprite 0:

ID [ 0 ]

Sprite [ 25 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 3 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 3 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 9 ]

Movement [ 4 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 9 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 193 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 552 ]

Script [ 10201 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 3 ]

Y Coord [ 11 ]

Map ID [ 418 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (420) T02PC0101 Sandgem Town Pokemon Center

Matrix [ 116 ]

Sprite 0:

ID [ 0 ]

Sprite [ 9 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 17 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 6 ]

Movement [ 12 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 26 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 605 ]

Script [ 2035 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 12 ]

Map ID [ 418 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 2 ]

Y Coord [ 10 ]

Map ID [ 421 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 14 ]

Y Coord [ 10 ]

Map ID [ 485 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (421) T02PC0102 Sandgem Town Pokemon Center Top Floor

Matrix [ 117 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9003 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9001 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9011 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 6 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 2 ]

Y Coord [ 10 ]

Map ID [ 420 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 8 ]

Y Coord [ 2 ]

Map ID [ 466 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (422) T02R0101 Sandgem Town R1-01

Matrix [ 160 ]

Object 0:

Script [ 8 ]

- [ 0 ]

X Coord [ 3 ]

- [ 0 ]

Y Coord [ 2 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 9 ]

- [ 0 ]

X Coord [ 4 ]

- [ 0 ]

Y Coord [ 2 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 2:

Script [ 10 ]

- [ 0 ]

X Coord [ 5 ]

- [ 0 ]

Y Coord [ 2 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 3:

Script [ 11 ]

- [ 0 ]

X Coord [ 6 ]

- [ 0 ]

Y Coord [ 2 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 4:

Script [ 12 ]

- [ 0 ]

X Coord [ 11 ]

- [ 0 ]

Y Coord [ 2 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 5:

Script [ 14 ]

- [ 0 ]

X Coord [ 20 ]

- [ 0 ]

Y Coord [ 2 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 99 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 438 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 29 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 30 ]

Movement [ 10 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 6 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 101 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 439 ]

Script [ 10300 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 166 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 584 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 7 ]

Y Coord [ 15 ]

Map ID [ 418 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (423) T02R0201 Sandgem Town R2-01

Matrix [ 130 ]

Sprite 0:

ID [ 0 ]

Sprite [ 17 ]

Movement [ 6 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 2 ]

Movement [ 4 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 5 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 6 ]

Y Coord [ 10 ]

Map ID [ 418 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 9 ]

Y Coord [ 3 ]

Map ID [ 424 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (424) T02R0202 Sandgem Town R2-02

Matrix [ 131 ]

Object 0:

Script [ 2 ]

- [ 0 ]

X Coord [ 2 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 6 ]

Y Coord [ 3 ]

Map ID [ 423 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (425) T02R0301 Sandgem Town R3-01

Matrix [ 123 ]

Sprite 0:

ID [ 0 ]

Sprite [ 9 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 5 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 12 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 8 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 418 ]

Type [ 4 ]

- [ 0 ]

- [ 0 ]

# (426) T03 Floaroma Town

Matrix [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 12 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 6 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 179 ]

Y Coord [ 661 ]

Z Coord [ 0 ]

- [ 5 ]

Sprite 1:

ID [ 1 ]

Sprite [ 6 ]

Movement [ 5 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 170 ]

Y Coord [ 645 ]

Z Coord [ 0 ]

- [ 5 ]

Sprite 2:

ID [ 2 ]

Sprite [ 3 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 176 ]

Y Coord [ 656 ]

Z Coord [ 0 ]

- [ 5 ]

Sprite 3:

ID [ 3 ]

Sprite [ 120 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 449 ]

Script [ 0 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 4 ]

X Coord [ 171 ]

Y Coord [ 666 ]

Z Coord [ 0 ]

- [ 5 ]

Sprite 4:

ID [ 4 ]

Sprite [ 6 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 183 ]

Y Coord [ 651 ]

Z Coord [ 0 ]

- [ 5 ]

Sprite 5:

ID [ 5 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 178 ]

Y Coord [ 651 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 182 ]

Y Coord [ 651 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 124 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 447 ]

Script [ 3 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 4 ]

X Coord [ 162 ]

Y Coord [ 641 ]

Z Coord [ 0 ]

- [ 5 ]

Sprite 8:

ID [ 8 ]

Sprite [ 124 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 447 ]

Script [ 3 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 4 ]

X Coord [ 163 ]

Y Coord [ 641 ]

Z Coord [ 0 ]

- [ 5 ]

Sprite 9:

ID [ 9 ]

Sprite [ 91 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 173 ]

Y Coord [ 659 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 10 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 177 ]

Y Coord [ 651 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 11 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 189 ]

Y Coord [ 655 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 52 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 8 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 166 ]

Y Coord [ 650 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 184 ]

Y Coord [ 657 ]

Map ID [ 427 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 176 ]

Y Coord [ 666 ]

Map ID [ 428 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 180 ]

Y Coord [ 651 ]

Map ID [ 430 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 184 ]

Y Coord [ 666 ]

Map ID [ 431 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 4:

X Coord [ 171 ]

Y Coord [ 654 ]

Map ID [ 432 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 5:

X Coord [ 180 ]

Y Coord [ 612 ]

Map ID [ 256 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 6:

X Coord [ 181 ]

Y Coord [ 612 ]

Map ID [ 256 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 7:

X Coord [ 162 ]

Y Coord [ 641 ]

Map ID [ 256 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 8:

X Coord [ 163 ]

Y Coord [ 641 ]

Map ID [ 256 ]

Type [ 4 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 2 ]

X Coord [ 170 ]

Y Coord [ 669 ]

Width [ 3 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16498 ]

# (427) T03FS0101 Floaroma Town Mart

Matrix [ 122 ]

Sprite 0:

ID [ 0 ]

Sprite [ 13 ]

Movement [ 4 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 6 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 8 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 3 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 25 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 24 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 193 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 552 ]

Script [ 10201 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 3 ]

Y Coord [ 11 ]

Map ID [ 426 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (428) T03PC0101 Floaroma Town Pokemon Center

Matrix [ 116 ]

Sprite 0:

ID [ 0 ]

Sprite [ 14 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 7 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 12 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 26 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 15 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 1 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 12 ]

Map ID [ 426 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 2 ]

Y Coord [ 10 ]

Map ID [ 429 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 14 ]

Y Coord [ 10 ]

Map ID [ 486 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (429) T03PC0102 Floaroma Town Pokemon Center Top Floor

Matrix [ 117 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9003 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9001 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9011 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 2 ]

Y Coord [ 10 ]

Map ID [ 428 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 8 ]

Y Coord [ 2 ]

Map ID [ 466 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (430) T03R0101 Floaroma Town R1-01

Matrix [ 236 ]

Sprite 0:

ID [ 0 ]

Sprite [ 13 ]

Movement [ 8 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 6 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 12 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 14 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 11 ]

Map ID [ 426 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (431) T03R0201 Floaroma Town R2-01

Matrix [ 123 ]

Sprite 0:

ID [ 0 ]

Sprite [ 16 ]

Movement [ 5 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 8 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 15 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 426 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

# (432) T03R0301 Floaroma Town R3-01

Matrix [ 123 ]

Sprite 0:

ID [ 0 ]

Sprite [ 12 ]

Movement [ 5 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 2 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 72 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 426 ]

Type [ 4 ]

- [ 0 ]

- [ 0 ]

# (433) T04 Solaceon Town

Matrix [ 0 ]

Object 0:

Script [ 8034 ]

- [ 2 ]

X Coord [ 594 ]

- [ 0 ]

Y Coord [ 640 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 42 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 2 ]

X Coord [ 563 ]

Y Coord [ 652 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 1:

ID [ 1 ]

Sprite [ 2 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 551 ]

Y Coord [ 658 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 2:

ID [ 2 ]

Sprite [ 41 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 569 ]

Y Coord [ 659 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 3:

ID [ 3 ]

Sprite [ 17 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9500 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 555 ]

Y Coord [ 648 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 91 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 1 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 564 ]

Y Coord [ 667 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 8 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 556 ]

Y Coord [ 645 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 569 ]

Y Coord [ 656 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 42 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 2 ]

X Coord [ 559 ]

Y Coord [ 653 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 8:

ID [ 8 ]

Sprite [ 50 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 6 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 2 ]

X Coord [ 558 ]

Y Coord [ 659 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 9:

ID [ 9 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 34 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 565 ]

Y Coord [ 663 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 35 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 566 ]

Y Coord [ 663 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 36 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 567 ]

Y Coord [ 663 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 37 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 568 ]

Y Coord [ 663 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 10 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 356 ]

Script [ 65535 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 563 ]

Y Coord [ 678 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 41 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 569 ]

Y Coord [ 650 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 15:

ID [ 15 ]

Sprite [ 206 ]

Movement [ 20 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 3 ]

X Coord [ 549 ]

Y Coord [ 659 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 206 ]

Movement [ 20 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 4 ]

Y Movement [ 0 ]

X Coord [ 552 ]

Y Coord [ 652 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

ID [ 17 ]

Sprite [ 204 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 553 ]

Y Coord [ 655 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 553 ]

Y Coord [ 645 ]

Map ID [ 437 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 579 ]

Y Coord [ 648 ]

Map ID [ 438 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 571 ]

Y Coord [ 656 ]

Map ID [ 439 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 565 ]

Y Coord [ 646 ]

Map ID [ 440 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 4:

X Coord [ 581 ]

Y Coord [ 656 ]

Map ID [ 441 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 5:

X Coord [ 566 ]

Y Coord [ 656 ]

Map ID [ 435 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 6:

X Coord [ 571 ]

Y Coord [ 665 ]

Map ID [ 434 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 7:

X Coord [ 597 ]

Y Coord [ 652 ]

Map ID [ 225 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 8:

X Coord [ 595 ]

Y Coord [ 655 ]

Map ID [ 226 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (434) T04FS0101 Solaceon Town Mart

Matrix [ 122 ]

Sprite 0:

ID [ 0 ]

Sprite [ 25 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 1 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 16 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 5 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 24 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 193 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 552 ]

Script [ 10201 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 3 ]

Y Coord [ 11 ]

Map ID [ 433 ]

Type [ 6 ]

- [ 0 ]

- [ 0 ]

# (435) T04PC0101 Solaceon Town Pokemon Center

Matrix [ 116 ]

Sprite 0:

ID [ 0 ]

Sprite [ 26 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 164 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 11 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 6 ]

Movement [ 5 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 12 ]

Map ID [ 433 ]

Type [ 5 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 2 ]

Y Coord [ 10 ]

Map ID [ 436 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 14 ]

Y Coord [ 10 ]

Map ID [ 487 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (436) T04PC0102 Solaceon Town Pokemon Center Top Floor

Matrix [ 117 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9003 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9001 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9011 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 2 ]

Y Coord [ 10 ]

Map ID [ 435 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 8 ]

Y Coord [ 2 ]

Map ID [ 466 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (437) T04R0101 Solaceon Town R1-01

Matrix [ 137 ]

Object 0:

Script [ 3 ]

- [ 0 ]

X Coord [ 11 ]

- [ 0 ]

Y Coord [ 7 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 18 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9501 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 168 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 495 ]

Script [ 2 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 9 ]

Y Coord [ 11 ]

Map ID [ 433 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (438) T04R0201 Solaceon Town R2-01

Matrix [ 123 ]

Sprite 0:

ID [ 0 ]

Sprite [ 12 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 42 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 2 ]

X Coord [ 7 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 433 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (439) T04R0301 Solaceon Town R3-01

Matrix [ 244 ]

Object 0:

Script [ 3 ]

- [ 0 ]

X Coord [ 1 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 2 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 168 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 9 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 4 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 433 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (440) T04R0401 Solaceon Town R4-01

Matrix [ 123 ]

Sprite 0:

ID [ 0 ]

Sprite [ 165 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 6 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 433 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

# (441) T04R0501 Solaceon Town R5-01

Matrix [ 123 ]

Sprite 0:

ID [ 0 ]

Sprite [ 1 ]

Movement [ 9 ]

Trainer [ 0 ]

Flag [ 572 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 16 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 433 ]

Type [ 4 ]

- [ 0 ]

- [ 0 ]

# (442) T05 Celestic Town

Matrix [ 0 ]

Object 0:

Script [ 10 ]

- [ 0 ]

X Coord [ 459 ]

- [ 0 ]

Y Coord [ 521 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 10 ]

- [ 0 ]

X Coord [ 460 ]

- [ 0 ]

Y Coord [ 521 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 2:

Script [ 10 ]

- [ 0 ]

X Coord [ 461 ]

- [ 0 ]

Y Coord [ 521 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 3:

Script [ 11 ]

- [ 0 ]

X Coord [ 465 ]

- [ 0 ]

Y Coord [ 521 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 4:

Script [ 11 ]

- [ 0 ]

X Coord [ 466 ]

- [ 0 ]

Y Coord [ 521 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 5:

Script [ 11 ]

- [ 0 ]

X Coord [ 467 ]

- [ 0 ]

Y Coord [ 521 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 17 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 6 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 3 ]

Y Movement [ 0 ]

X Coord [ 469 ]

Y Coord [ 518 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 1:

ID [ 1 ]

Sprite [ 1 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 8 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 454 ]

Y Coord [ 541 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 124 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 461 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 463 ]

Y Coord [ 522 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 3:

ID [ 3 ]

Sprite [ 18 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 458 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 462 ]

Y Coord [ 538 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 4:

ID [ 4 ]

Sprite [ 120 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 475 ]

Script [ 0 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 461 ]

Y Coord [ 523 ]

Z Coord [ 0 ]

- [ 7 ]

Sprite 5:

ID [ 5 ]

Sprite [ 91 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9 ]

Orientation [ 0 ]

Sight [ 5 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 466 ]

Y Coord [ 537 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 11 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 363 ]

Script [ 65535 ]

Orientation [ 0 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 488 ]

Y Coord [ 529 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 20 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 366 ]

Script [ 65535 ]

Orientation [ 0 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 440 ]

Y Coord [ 526 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 14 ]

Movement [ 8 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 2 ]

X Coord [ 454 ]

Y Coord [ 516 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 476 ]

Y Coord [ 542 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 470 ]

Y Coord [ 542 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 463 ]

Y Coord [ 515 ]

Map ID [ 445 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 450 ]

Y Coord [ 515 ]

Map ID [ 446 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 473 ]

Y Coord [ 515 ]

Map ID [ 447 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 454 ]

Y Coord [ 538 ]

Map ID [ 448 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 4:

X Coord [ 463 ]

Y Coord [ 521 ]

Map ID [ 449 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 5:

X Coord [ 472 ]

Y Coord [ 538 ]

Map ID [ 443 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 3 ]

X Coord [ 463 ]

Y Coord [ 538 ]

Width [ 3 ]

Length [ 1 ]

- [ 0 ]

- [ 0 ]

Flag [ 16625 ]

# (443) T05PC0101 Celestic Town Pokemon Center

Matrix [ 116 ]

Pokemon [ 65535 ]

Sprite 0:

ID [ 0 ]

Sprite [ 26 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 18 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 2 ]

Movement [ 4 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 10 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 15 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 12 ]

Map ID [ 442 ]

Type [ 5 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 2 ]

Y Coord [ 10 ]

Map ID [ 444 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 14 ]

Y Coord [ 10 ]

Map ID [ 488 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (444) T05PC0102 Celestic Town Pokemon Center Top Floor

Matrix [ 117 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9003 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9001 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9011 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 2 ]

Y Coord [ 10 ]

Map ID [ 443 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 8 ]

Y Coord [ 2 ]

Map ID [ 466 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (445) T05R0101 Celestic Town R1-01

Matrix [ 168 ]

Object 0:

Script [ 4 ]

- [ 0 ]

X Coord [ 8 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 17 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 18 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 481 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 6 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 183 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 6 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 5 ]

Y Coord [ 8 ]

Map ID [ 442 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (446) T05R0201 Celestic Town R2-01

Matrix [ 170 ]

Sprite 0:

ID [ 0 ]

Sprite [ 17 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 18 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 168 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 7 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 442 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (447) T05R0301 Celestic Town R3-01

Matrix [ 124 ]

Sprite 0:

ID [ 0 ]

Sprite [ 15 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 1 ]

Movement [ 5 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 2 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 442 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (448) T05R0401 Celestic Town R4-01

Matrix [ 124 ]

Sprite 0:

ID [ 0 ]

Sprite [ 207 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 51 ]

Movement [ 4 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 7 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 442 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

# (449) T05R0501 Celestic Town R5-01

Matrix [ 169 ]

Object 0:

Script [ 1 ]

- [ 0 ]

X Coord [ 9 ]

- [ 0 ]

Y Coord [ 2 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 1 ]

- [ 0 ]

X Coord [ 10 ]

- [ 0 ]

Y Coord [ 2 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 18 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 583 ]

Script [ 0 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 10 ]

Y Coord [ 20 ]

Map ID [ 442 ]

Type [ 4 ]

- [ 0 ]

- [ 0 ]

# (450) T06 Survival Area

Matrix [ 0 ]

Object 0:

Script [ 8131 ]

- [ 2 ]

X Coord [ 649 ]

- [ 0 ]

Y Coord [ 324 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 91 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 0 ]

Sight [ 6 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 646 ]

Y Coord [ 338 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 660 ]

Y Coord [ 327 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 182 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2027 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 652 ]

Y Coord [ 327 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 50 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 659 ]

Y Coord [ 350 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 7 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 652 ]

Y Coord [ 341 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 4 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 667 ]

Y Coord [ 338 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 0 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 469 ]

Script [ 65535 ]

Orientation [ 0 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 679 ]

Y Coord [ 340 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 23 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 651 ]

Y Coord [ 348 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 650 ]

Y Coord [ 338 ]

Map ID [ 454 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 655 ]

Y Coord [ 348 ]

Map ID [ 455 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 656 ]

Y Coord [ 325 ]

Map ID [ 456 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 657 ]

Y Coord [ 338 ]

Map ID [ 452 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 4:

X Coord [ 663 ]

Y Coord [ 338 ]

Map ID [ 451 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (451) T06FS0101 Survival Area Mart

Matrix [ 122 ]

Sprite 0:

ID [ 0 ]

Sprite [ 14 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 3 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 20 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 25 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 3 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 193 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 552 ]

Script [ 10201 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 3 ]

Y Coord [ 11 ]

Map ID [ 450 ]

Type [ 4 ]

- [ 0 ]

- [ 0 ]

# (452) T06PC0101 Survival Area Pokemon Center

Matrix [ 116 ]

Sprite 0:

ID [ 0 ]

Sprite [ 26 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 11 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 1 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 17 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 70 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 12 ]

Map ID [ 450 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 2 ]

Y Coord [ 10 ]

Map ID [ 453 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 14 ]

Y Coord [ 10 ]

Map ID [ 489 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (453) T06PC0102 Survival Area Pokemon Center Top Floor

Matrix [ 117 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9003 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9001 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9011 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 2 ]

Y Coord [ 10 ]

Map ID [ 452 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 8 ]

Y Coord [ 2 ]

Map ID [ 466 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (454) T06R0101 Survival Area R1-01

Matrix [ 123 ]

Sprite 0:

ID [ 0 ]

Sprite [ 17 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 144 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 500 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 450 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (455) T06R0201 Survival Area R2-01

Matrix [ 125 ]

Sprite 0:

ID [ 0 ]

Sprite [ 51 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 4 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 450 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (456) T06R0301 Survival Area R3-01

Matrix [ 123 ]

Sprite 0:

ID [ 0 ]

Sprite [ 20 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 450 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (457) T07 Resort Area

Matrix [ 0 ]

Object 0:

Script [ 8146 ]

- [ 2 ]

X Coord [ 824 ]

- [ 0 ]

Y Coord [ 471 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8145 ]

- [ 2 ]

X Coord [ 822 ]

- [ 0 ]

Y Coord [ 445 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 91 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 0 ]

Sight [ 7 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 805 ]

Y Coord [ 449 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 6 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 817 ]

Y Coord [ 460 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1218 ]

Script [ 7250 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 829 ]

Y Coord [ 466 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 13 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 806 ]

Y Coord [ 462 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 13 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 3 ]

Y Movement [ 0 ]

X Coord [ 821 ]

Y Coord [ 461 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 51 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 3 ]

Y Movement [ 0 ]

X Coord [ 813 ]

Y Coord [ 472 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 14 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 804 ]

Y Coord [ 471 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 110 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 812 ]

Y Coord [ 469 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 111 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 802 ]

Y Coord [ 469 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 112 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 803 ]

Y Coord [ 469 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 113 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 811 ]

Y Coord [ 469 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 46 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 819 ]

Y Coord [ 458 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 802 ]

Y Coord [ 465 ]

Map ID [ 464 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 816 ]

Y Coord [ 469 ]

Map ID [ 465 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 826 ]

Y Coord [ 453 ]

Map ID [ 461 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 807 ]

Y Coord [ 457 ]

Map ID [ 459 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (458) T07FS0101 Resort Area Mart

Matrix [ 122 ]

Sprite 0:

ID [ 0 ]

Sprite [ 25 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 3 ]

Y Coord [ 11 ]

Map ID [ 433 ]

Type [ 6 ]

- [ 0 ]

- [ 0 ]

Matrix [ 116 ]

Sprite 0:

ID [ 0 ]

Sprite [ 26 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 62 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 35 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 12 ]

Map ID [ 457 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 2 ]

Y Coord [ 10 ]

Map ID [ 460 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 14 ]

Y Coord [ 10 ]

Map ID [ 490 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (460) T07PC0102 Resort Area Pokemon Center Top Floor

Matrix [ 117 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9003 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9001 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9011 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 2 ]

Y Coord [ 10 ]

Map ID [ 459 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 8 ]

Y Coord [ 2 ]

Map ID [ 466 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (461) T07R0101 Resort Area R1-01

Matrix [ 199 ]

Sprite 0:

ID [ 0 ]

Sprite [ 13 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 25 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 83 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 1 ]

X Coord [ 23 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 63 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 1 ]

X Coord [ 6 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 79 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 5 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 3 ]

X Coord [ 10 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 74 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 6 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 25 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 15 ]

Y Coord [ 15 ]

Map ID [ 457 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 5 ]

Y Coord [ 2 ]

Map ID [ 463 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (462) T07R0102 Resort Area R1-02

Matrix [ 200 ]

Sprite 0:

ID [ 0 ]

Sprite [ 163 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 16 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 163 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 3 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 163 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 163 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 16 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 5 ]

Y Coord [ 2 ]

Map ID [ 463 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (463) T07R0103 Resort Area R1-03

Matrix [ 207 ]

Sprite 0:

ID [ 0 ]

Sprite [ 163 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 1 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 3 ]

Y Coord [ 6 ]

Map ID [ 4095 ]

Type [ 256 ]

- [ 0 ]

- [ 0 ]

# (464) T07R0201 Resort Area R2-01

Matrix [ 123 ]

Sprite 0:

ID [ 0 ]

Sprite [ 50 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 5 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 164 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 1 ]

Movement [ 13 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 457 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (465) T07R0301 Resort Area R3-01

Matrix [ 123 ]

Sprite 0:

ID [ 0 ]

Sprite [ 19 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 457 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (466) UNION UNION

Matrix [ 120 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 8 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 3 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 3 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 3 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 37 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 31 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 3 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 3 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 6 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 3 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 3 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 3 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 3 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 3 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 3 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 3 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 3 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

ID [ 17 ]

Sprite [ 3 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 18:

ID [ 18 ]

Sprite [ 3 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 19:

ID [ 19 ]

Sprite [ 3 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 20:

ID [ 20 ]

Sprite [ 3 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 21:

ID [ 21 ]

Sprite [ 3 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 22:

ID [ 22 ]

Sprite [ 3 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 23:

ID [ 23 ]

Sprite [ 14 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 24:

ID [ 24 ]

Sprite [ 42 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 25:

ID [ 25 ]

Sprite [ 63 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 26:

ID [ 26 ]

Sprite [ 35 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 27:

ID [ 27 ]

Sprite [ 5 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 28:

ID [ 28 ]

Sprite [ 50 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 29:

ID [ 29 ]

Sprite [ 51 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 30:

ID [ 30 ]

Sprite [ 11 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 31:

ID [ 31 ]

Sprite [ 3 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 32:

ID [ 32 ]

Sprite [ 3 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 33:

ID [ 33 ]

Sprite [ 3 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 34:

ID [ 34 ]

Sprite [ 3 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 35:

ID [ 35 ]

Sprite [ 3 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 36:

ID [ 36 ]

Sprite [ 3 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 37:

ID [ 37 ]

Sprite [ 3 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 1 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 38:

ID [ 38 ]

Sprite [ 3 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 39:

ID [ 39 ]

Sprite [ 62 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 40:

ID [ 40 ]

Sprite [ 7 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 41:

ID [ 41 ]

Sprite [ 13 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 42:

ID [ 42 ]

Sprite [ 70 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 43:

ID [ 43 ]

Sprite [ 3 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 44:

ID [ 44 ]

Sprite [ 3 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 45:

ID [ 45 ]

Sprite [ 3 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 46:

ID [ 46 ]

Sprite [ 3 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 47:

ID [ 47 ]

Sprite [ 3 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 48:

ID [ 48 ]

Sprite [ 3 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 49:

ID [ 49 ]

Sprite [ 3 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 50:

ID [ 50 ]

Sprite [ 3 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 7 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 14 ]

Map ID [ 421 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (467) W220 Route 220

Matrix [ 0 ]

Object 0:

Script [ 8048 ]

- [ 2 ]

X Coord [ 181 ]

- [ 0 ]

Y Coord [ 922 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8169 ]

- [ 2 ]

X Coord [ 175 ]

- [ 0 ]

Y Coord [ 889 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 46 ]

Movement [ 14 ]

Trainer [ 4 ]

Flag [ 0 ]

Script [ 3159 ]

Orientation [ 0 ]

Sight [ 5 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 211 ]

Y Coord [ 917 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 46 ]

Movement [ 20 ]

Trainer [ 4 ]

Flag [ 0 ]

Script [ 3160 ]

Orientation [ 2 ]

Sight [ 1 ]

- [ 2 ]

- [ 0 ]

X Movement [ 7 ]

Y Movement [ 0 ]

X Coord [ 198 ]

Y Coord [ 911 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 47 ]

Movement [ 20 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3161 ]

Orientation [ 2 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 7 ]

Y Movement [ 0 ]

X Coord [ 175 ]

Y Coord [ 905 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 47 ]

Movement [ 20 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3162 ]

Orientation [ 3 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 5 ]

Y Movement [ 0 ]

X Coord [ 169 ]

Y Coord [ 907 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 46 ]

Movement [ 8 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3158 ]

Orientation [ 2 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 185 ]

Y Coord [ 918 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 47 ]

Movement [ 42 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3163 ]

Orientation [ 1 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 6 ]

Y Movement [ 1 ]

X Coord [ 204 ]

Y Coord [ 903 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 47 ]

Movement [ 8 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3493 ]

Orientation [ 1 ]

Sight [ 5 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 211 ]

Y Coord [ 911 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1113 ]

Script [ 7137 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 199 ]

Y Coord [ 917 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1111 ]

Script [ 7136 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 171 ]

Y Coord [ 918 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1114 ]

Script [ 7138 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 180 ]

Y Coord [ 910 ]

Z Coord [ 0 ]

- [ 0 ]

# (468) W223 Route 223

Matrix [ 0 ]

Object 0:

Script [ 8112 ]

- [ 2 ]

X Coord [ 859 ]

- [ 0 ]

Y Coord [ 707 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 46 ]

Movement [ 2 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3182 ]

Orientation [ 1 ]

Sight [ 5 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 837 ]

Y Coord [ 664 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 46 ]

Movement [ 7 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3183 ]

Orientation [ 3 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 844 ]

Y Coord [ 682 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 46 ]

Movement [ 14 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3184 ]

Orientation [ 0 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 861 ]

Y Coord [ 655 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 46 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3185 ]

Orientation [ 2 ]

Sight [ 6 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 854 ]

Y Coord [ 689 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 46 ]

Movement [ 20 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3186 ]

Orientation [ 2 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 6 ]

Y Movement [ 0 ]

X Coord [ 850 ]

Y Coord [ 622 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 46 ]

Movement [ 17 ]

Trainer [ 5 ]

Flag [ 0 ]

Script [ 3187 ]

Orientation [ 3 ]

Sight [ 5 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 844 ]

Y Coord [ 698 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 47 ]

Movement [ 20 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3188 ]

Orientation [ 3 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 8 ]

Y Movement [ 0 ]

X Coord [ 847 ]

Y Coord [ 723 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 47 ]

Movement [ 2 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3189 ]

Orientation [ 1 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 851 ]

Y Coord [ 715 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 47 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3190 ]

Orientation [ 3 ]

Sight [ 6 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 847 ]

Y Coord [ 689 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 47 ]

Movement [ 20 ]

Trainer [ 6 ]

Flag [ 0 ]

Script [ 3191 ]

Orientation [ 3 ]

Sight [ 4 ]

- [ 5 ]

- [ 0 ]

X Movement [ 5 ]

Y Movement [ 0 ]

X Coord [ 848 ]

Y Coord [ 668 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 47 ]

Movement [ 24 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3192 ]

Orientation [ 2 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 7 ]

Y Movement [ 5 ]

X Coord [ 855 ]

Y Coord [ 636 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 47 ]

Movement [ 6 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3193 ]

Orientation [ 2 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 843 ]

Y Coord [ 642 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1166 ]

Script [ 7197 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 840 ]

Y Coord [ 684 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1164 ]

Script [ 7195 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 850 ]

Y Coord [ 649 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 56 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3481 ]

Orientation [ 1 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 847 ]

Y Coord [ 655 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 9 ]

Sprite [ 167 ]

Movement [ 7 ]

Trainer [ 0 ]

Flag [ 150 ]

Script [ 65535 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 853 ]

Y Coord [ 740 ]

Z Coord [ 0 ]

- [ 0 ]

# (469) W226 Route 226

Matrix [ 0 ]

Object 0:

Script [ 8135 ]

- [ 2 ]

X Coord [ 715 ]

- [ 0 ]

Y Coord [ 345 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8132 ]

- [ 2 ]

X Coord [ 718 ]

- [ 0 ]

Y Coord [ 330 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 2:

Script [ 8134 ]

- [ 2 ]

X Coord [ 725 ]

- [ 0 ]

Y Coord [ 334 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 3:

Script [ 8133 ]

- [ 2 ]

X Coord [ 723 ]

- [ 0 ]

Y Coord [ 331 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 4:

Script [ 8159 ]

- [ 2 ]

X Coord [ 744 ]

- [ 0 ]

Y Coord [ 325 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 0 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 679 ]

Y Coord [ 341 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1191 ]

Script [ 7223 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 717 ]

Y Coord [ 339 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1193 ]

Script [ 7225 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 690 ]

Y Coord [ 344 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1192 ]

Script [ 7224 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 693 ]

Y Coord [ 333 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 98 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 689 ]

Y Coord [ 328 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 99 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 692 ]

Y Coord [ 328 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 100 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 690 ]

Y Coord [ 328 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 101 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 691 ]

Y Coord [ 328 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 47 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3603 ]

Orientation [ 1 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 727 ]

Y Coord [ 342 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 0 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 403 ]

Script [ 65535 ]

Orientation [ 0 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 755 ]

Y Coord [ 314 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 11 ]

Movement [ 20 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3567 ]

Orientation [ 2 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 4 ]

Y Movement [ 0 ]

X Coord [ 689 ]

Y Coord [ 335 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 14 ]

Movement [ 6 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3554 ]

Orientation [ 2 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 707 ]

Y Coord [ 331 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 11 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3559 ]

Orientation [ 1 ]

Sight [ 1 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 707 ]

Y Coord [ 329 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 5 ]

Sprite [ 4 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 450 ]

Script [ 65535 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 667 ]

Y Coord [ 338 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 18 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 760 ]

Y Coord [ 327 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 46 ]

Movement [ 18 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3599 ]

Orientation [ 1 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 760 ]

Y Coord [ 342 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 739 ]

Y Coord [ 339 ]

Map ID [ 499 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 767 ]

Y Coord [ 330 ]

Map ID [ 501 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 767 ]

Y Coord [ 331 ]

Map ID [ 501 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (470) W229 Route 229

Matrix [ 0 ]

# (471) W230 Route 230

Matrix [ 0 ]

Object 0:

Script [ 8147 ]

- [ 2 ]

X Coord [ 718 ]

- [ 0 ]

Y Coord [ 419 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 8148 ]

- [ 2 ]

X Coord [ 725 ]

- [ 0 ]

Y Coord [ 427 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 710 ]

Y Coord [ 425 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 33 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 716 ]

Y Coord [ 419 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 34 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 725 ]

Y Coord [ 428 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 35 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 729 ]

Y Coord [ 431 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1219 ]

Script [ 7251 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 727 ]

Y Coord [ 427 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 114 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 684 ]

Y Coord [ 420 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 115 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 685 ]

Y Coord [ 420 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 116 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 686 ]

Y Coord [ 420 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 100 ]

Movement [ 47 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2800 ]

Orientation [ 0 ]

Sight [ 117 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 687 ]

Y Coord [ 420 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 46 ]

Movement [ 42 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3596 ]

Orientation [ 1 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 10 ]

Y Movement [ 2 ]

X Coord [ 731 ]

Y Coord [ 440 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 47 ]

Movement [ 28 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3600 ]

Orientation [ 3 ]

Sight [ 3 ]

- [ 0 ]

- [ 0 ]

X Movement [ 13 ]

Y Movement [ 6 ]

X Coord [ 734 ]

Y Coord [ 433 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 46 ]

Movement [ 44 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3597 ]

Orientation [ 3 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 8 ]

X Coord [ 750 ]

Y Coord [ 430 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 47 ]

Movement [ 4 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3601 ]

Orientation [ 0 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 699 ]

Y Coord [ 438 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 46 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3598 ]

Orientation [ 1 ]

Sight [ 4 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 699 ]

Y Coord [ 433 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 47 ]

Movement [ 20 ]

Trainer [ 6 ]

Flag [ 0 ]

Script [ 3602 ]

Orientation [ 3 ]

Sight [ 3 ]

- [ 3 ]

- [ 0 ]

X Movement [ 3 ]

Y Movement [ 0 ]

X Coord [ 738 ]

Y Coord [ 425 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 94 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 0 ]

Sight [ 2 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 680 ]

Y Coord [ 429 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 54 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 690 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 682 ]

Y Coord [ 430 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

ID [ 17 ]

Sprite [ 62 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 690 ]

Script [ 3 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 682 ]

Y Coord [ 431 ]

Z Coord [ 0 ]

- [ 0 ]

# (472) W231 W231

Matrix [ 0 ]

# (473) W233 W233

Matrix [ 0 ]

# (474) C01PC0103 Jubilife City Pokemon Center Bottom Floor

Matrix [ 235 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9202 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9202 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9201 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 14 ]

Y Coord [ 10 ]

Map ID [ 6 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (475) C02PC0103 Canalave City Pokemon Center Bottom Floor

Matrix [ 235 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9202 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9202 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9201 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 14 ]

Y Coord [ 10 ]

Map ID [ 36 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (476) C03PC0103 Oreburgh City Pokemon Center Bottom Floor

Matrix [ 235 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9202 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9202 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9201 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 7 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 14 ]

Y Coord [ 10 ]

Map ID [ 48 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (477) C04PC0103 Eterna City Pokemon Center Bottom Floor

Matrix [ 235 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9202 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9202 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9201 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 14 ]

Y Coord [ 10 ]

Map ID [ 69 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (478) C05PC0103 Hearthome City Pokemon Center Bottom Floor

Matrix [ 235 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9202 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9202 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9201 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 14 ]

Y Coord [ 10 ]

Map ID [ 101 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (479) C06PC0103 Pastoria City Pokemon Center Bottom Floor

Matrix [ 235 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9202 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9202 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9201 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 14 ]

Y Coord [ 10 ]

Map ID [ 123 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (480) C07PC0103 Veilstone City Pokemon Center Bottom Floor

Matrix [ 235 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9202 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9202 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9201 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 18 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 14 ]

Y Coord [ 10 ]

Map ID [ 134 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (481) C08PC0103 Sunyshore City Pokemon Center Bottom Floor

Matrix [ 235 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9202 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9202 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9201 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 14 ]

Y Coord [ 10 ]

Map ID [ 151 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (482) C09PC0103 Snowpoint City Pokemon Center Bottom Floor

Matrix [ 235 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9202 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9202 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9201 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 14 ]

Y Coord [ 10 ]

Map ID [ 168 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (483) C10PC0103 Pokémon League Pokemon Center Bottom Floor

Matrix [ 235 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9202 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9202 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9201 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 14 ]

Y Coord [ 10 ]

Map ID [ 173 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (484) C11PC0103 Fight Area Pokemon Center Bottom Floor

Matrix [ 235 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9202 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9202 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9201 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 14 ]

Y Coord [ 10 ]

Map ID [ 189 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (485) T02PC0103 Sandgem Town Pokemon Center Bottom Floor

Matrix [ 235 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9202 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9202 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9201 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 14 ]

Y Coord [ 10 ]

Map ID [ 420 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (486) T03PC0103 Floaroma Town Pokemon Center Bottom Floor

Matrix [ 235 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9202 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9202 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9201 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 14 ]

Y Coord [ 10 ]

Map ID [ 428 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (487) T04PC0103 Solaceon Town Pokemon Center Bottom Floor

Matrix [ 235 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9202 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9202 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9201 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 14 ]

Y Coord [ 10 ]

Map ID [ 435 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (488) T05PC0103 Celestic Town Pokemon Center Bottom Floor

Matrix [ 235 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9202 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9202 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9201 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 14 ]

Y Coord [ 10 ]

Map ID [ 443 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (489) T06PC0103 Survival Area Pokemon Center Bottom Floor

Matrix [ 235 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9202 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9202 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9201 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 14 ]

Y Coord [ 10 ]

Map ID [ 452 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (490) T07PC0103 Resort Area Pokemon Center Bottom Floor

Matrix [ 235 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9202 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9202 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9201 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 14 ]

Y Coord [ 10 ]

Map ID [ 459 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (491) C02R0601 Canalave City R6-01

Matrix [ 124 ]

Sprite 0:

ID [ 0 ]

Sprite [ 22 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 564 ]

Script [ 10159 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 33 ]

Type [ 10 ]

- [ 0 ]

- [ 0 ]

# (492) R210AR0101 Route 210 A R1-01

Matrix [ 171 ]

Sprite 0:

ID [ 0 ]

Sprite [ 41 ]

Movement [ 17 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 60 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 19 ]

Movement [ 17 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3274 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 1 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 19 ]

Movement [ 16 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3275 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 60 ]

Movement [ 15 ]

Trainer [ 1 ]

Flag [ 0 ]

Script [ 3365 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 164 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 5 ]

Y Coord [ 8 ]

Map ID [ 362 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (493) D31R0207 Battle Tower R2-07

Matrix [ 196 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 1 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 141 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 522 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 145 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 523 ]

Script [ 3 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 142 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 524 ]

Script [ 4 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 143 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 525 ]

Script [ 5 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 144 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 526 ]

Script [ 6 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

(494) D26R0107 Galactic HQ R1-07

Matrix [ 238 ]

Object 0:

Script [ 4 ]

- [ 0 ]

X Coord [ 8 ]

- [ 0 ]

Y Coord [ 10 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 5 ]

- [ 0 ]

X Coord [ 2 ]

- [ 0 ]

Y Coord [ 4 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 2:

Script [ 6 ]

- [ 0 ]

X Coord [ 14 ]

- [ 0 ]

Y Coord [ 4 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 3:

Script [ 10 ]

- [ 0 ]

X Coord [ 8 ]

- [ 0 ]

Y Coord [ 5 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 122 ]

Movement [ 14 ]

Trainer [ 0 ]

Flag [ 597 ]

Script [ 3 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 153 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 596 ]

Script [ 13 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 152 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 596 ]

Script [ 12 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 151 ]

Movement [ 15 ]

Trainer [ 0 ]

Flag [ 596 ]

Script [ 11 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 13 ]

Map ID [ 497 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 14 ]

X Coord [ 8 ]

Y Coord [ 13 ]

Width [ 1 ]

Length [ 1 ]

- [ 0 ]

- [ 1 ]

Flag [ 16653 ]

# (495) C10R0114 Pokémon League R1-14

Matrix [ 117 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9003 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9001 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9011 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 2 ]

Y Coord [ 10 ]

Map ID [ 175 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 8 ]

Y Coord [ 2 ]

Map ID [ 466 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (496) C10R0115 Pokémon League R1-15

Matrix [ 235 ]

Sprite 0:

ID [ 0 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9202 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9202 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 27 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 9201 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 14 ]

Y Coord [ 10 ]

Map ID [ 175 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

# (497) D26R0108 Galactic HQ R1-08

Matrix [ 239 ]

Object 0:

Script [ 3 ]

- [ 0 ]

X Coord [ 10 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 3 ]

- [ 0 ]

X Coord [ 11 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 2:

Script [ 3 ]

- [ 0 ]

X Coord [ 17 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 3:

Script [ 3 ]

- [ 0 ]

X Coord [ 18 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 4:

Script [ 3 ]

- [ 0 ]

X Coord [ 21 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 5:

Script [ 3 ]

- [ 0 ]

X Coord [ 22 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 6:

Script [ 3 ]

- [ 0 ]

X Coord [ 25 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 7:

Script [ 3 ]

- [ 0 ]

X Coord [ 26 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 8:

Script [ 3 ]

- [ 0 ]

X Coord [ 29 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 9:

Script [ 3 ]

- [ 0 ]

X Coord [ 30 ]

- [ 0 ]

Y Coord [ 9 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 29 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 597 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 30 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 597 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 3 ]

X Coord [ 36 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 1 ]

Y Coord [ 11 ]

Map ID [ 308 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 36 ]

Y Coord [ 2 ]

Map ID [ 494 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (498) R225R0101 Route 225 R1-01

Matrix [ 123 ]

Sprite 0:

ID [ 0 ]

Sprite [ 40 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 400 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (499) W226R0101 Route 226 R1-01

Matrix [ 244 ]

Object 0:

Script [ 3 ]

- [ 0 ]

X Coord [ 4 ]

- [ 0 ]

Y Coord [ 2 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 20 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 469 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (500) R227R0101 Route 227 R1-01

Matrix [ 243 ]

Sprite 0:

ID [ 0 ]

Sprite [ 18 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 403 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (501) R228R0101 Route 228 R1-01

Matrix [ 158 ]

Sprite 0:

ID [ 0 ]

Sprite [ 8 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 3 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 1 ]

Y Coord [ 7 ]

Map ID [ 469 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 10 ]

Y Coord [ 7 ]

Map ID [ 406 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (502) R228R0201 Route 228 R2-01

Matrix [ 244 ]

Object 0:

Script [ 2 ]

- [ 0 ]

X Coord [ 4 ]

- [ 0 ]

Y Coord [ 2 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 17 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 406 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (503) R228R0301 Route 228 R3-01

Matrix [ 125 ]

Object 0:

Script [ 2 ]

- [ 0 ]

X Coord [ 5 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 1:

Script [ 2 ]

- [ 0 ]

X Coord [ 1 ]

- [ 0 ]

Y Coord [ 7 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 2:

Script [ 3 ]

- [ 0 ]

X Coord [ 7 ]

- [ 0 ]

Y Coord [ 5 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Object 3:

Script [ 2 ]

- [ 0 ]

X Coord [ 9 ]

- [ 0 ]

Y Coord [ 7 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 17 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 406 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

# (504) D06R0201 Great Marsh R2-01

Matrix [ 240 ]

Object 0:

Script [ 8803 ]

- [ 0 ]

X Coord [ 62 ]

- [ 0 ]

Y Coord [ 38 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 8210 ]

- [ 2 ]

X Coord [ 34 ]

- [ 0 ]

Y Coord [ 38 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1052 ]

Script [ 7080 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 52 ]

Y Coord [ 32 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1053 ]

Script [ 7081 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 54 ]

Y Coord [ 49 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 61 ]

Y Coord [ 48 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 50 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 55 ]

Y Coord [ 58 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 1 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 505 ]

Script [ 65535 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 70 ]

Y Coord [ 48 ]

Z Coord [ 0 ]

- [ 0 ]

# (505) D06R0202 Great Marsh R2-02

Matrix [ 240 ]

Object 0:

Script [ 8804 ]

- [ 0 ]

X Coord [ 69 ]

- [ 0 ]

Y Coord [ 38 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 8211 ]

- [ 2 ]

X Coord [ 86 ]

- [ 0 ]

Y Coord [ 35 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1054 ]

Script [ 7082 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 76 ]

Y Coord [ 36 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 70 ]

Y Coord [ 48 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 55 ]

Movement [ 5 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 90 ]

Y Coord [ 44 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 2 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 504 ]

Script [ 65535 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 61 ]

Y Coord [ 48 ]

Z Coord [ 0 ]

- [ 0 ]

# (506) D06R0203 Great Marsh R2-03

Matrix [ 240 ]

Object 0:

Script [ 8805 ]

- [ 0 ]

X Coord [ 62 ]

- [ 0 ]

Y Coord [ 80 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 8212 ]

- [ 2 ]

X Coord [ 47 ]

- [ 0 ]

Y Coord [ 79 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1056 ]

Script [ 7084 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 35 ]

Y Coord [ 71 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 59 ]

Y Coord [ 85 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 19 ]

Movement [ 4 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 1 ]

X Coord [ 34 ]

Y Coord [ 75 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 50 ]

Movement [ 2 ]

Trainer [ 0 ]

Flag [ 504 ]

Script [ 65535 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 55 ]

Y Coord [ 58 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 2 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 507 ]

Script [ 65535 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 74 ]

Y Coord [ 88 ]

Z Coord [ 0 ]

- [ 0 ]

# (507) D06R0204 Great Marsh R2-04

Matrix [ 240 ]

Object 0:

Script [ 8806 ]

- [ 0 ]

X Coord [ 69 ]

- [ 0 ]

Y Coord [ 80 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 8213 ]

- [ 2 ]

X Coord [ 93 ]

- [ 0 ]

Y Coord [ 79 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1057 ]

Script [ 7085 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 75 ]

Y Coord [ 71 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1055 ]

Script [ 7083 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 90 ]

Y Coord [ 77 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 74 ]

Y Coord [ 88 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 5 ]

Movement [ 11 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 77 ]

Y Coord [ 78 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 1 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 506 ]

Script [ 65535 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 59 ]

Y Coord [ 85 ]

Z Coord [ 0 ]

- [ 0 ]

# (508) D06R0205 Great Marsh R2-05

Matrix [ 240 ]

Object 0:

Script [ 8807 ]

- [ 0 ]

X Coord [ 62 ]

- [ 0 ]

Y Coord [ 106 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 8214 ]

- [ 2 ]

X Coord [ 41 ]

- [ 0 ]

Y Coord [ 108 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1058 ]

Script [ 7086 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 48 ]

Y Coord [ 112 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 59 ]

Y Coord [ 113 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 4 ]

Movement [ 10 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 63 ]

Y Coord [ 113 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 1 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 509 ]

Script [ 65535 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 72 ]

Y Coord [ 113 ]

Z Coord [ 0 ]

- [ 0 ]

# (509) D06R0206 Great Marsh R2-06

Matrix [ 240 ]

Object 0:

Script [ 8808 ]

- [ 0 ]

X Coord [ 69 ]

- [ 0 ]

Y Coord [ 106 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 0 ]

- [ 0 ]

Object 1:

Script [ 8215 ]

- [ 2 ]

X Coord [ 91 ]

- [ 0 ]

Y Coord [ 107 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Sprite 0:

ID [ 0 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1059 ]

Script [ 7087 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 91 ]

Y Coord [ 105 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 72 ]

Y Coord [ 113 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 11 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 1 ]

X Coord [ 74 ]

Y Coord [ 115 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 2 ]

Sprite [ 4 ]

Movement [ 10 ]

Trainer [ 0 ]

Flag [ 508 ]

Script [ 65535 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 63 ]

Y Coord [ 113 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 1 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 508 ]

Script [ 65535 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 59 ]

Y Coord [ 113 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 2 ]

Sprite [ 93 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 507 ]

Script [ 65535 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 74 ]

Y Coord [ 88 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 68 ]

Y Coord [ 117 ]

Map ID [ 125 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 69 ]

Y Coord [ 117 ]

Map ID [ 125 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

# (510) D05R0116 Mt. Coronet R1-16

Matrix [ 241 ]

Sprite 0:

ID [ 0 ]

Sprite [ 156 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 620 ]

Script [ 0 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 31 ]

Y Coord [ 27 ]

Z Coord [ 0 ]

- [ 16 ]

Warp 0:

X Coord [ 31 ]

Y Coord [ 53 ]

Map ID [ 215 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

Trigger 0:

Script [ 2 ]

X Coord [ 30 ]

Y Coord [ 35 ]

Width [ 3 ]

Length [ 1 ]

- [ 0 ]

- [ 1 ]

Flag [ 16664 ]

# (511) D05R0117 Mt. Coronet R1-17

Matrix [ 242 ]

# (512) D22R0102 Ruin Maniac Cave R1-02

Matrix [ 77 ]

Sprite 0:

ID [ 0 ]

Sprite [ 19 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1102 ]

Script [ 7128 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 58 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 60 ]

Y Coord [ 7 ]

Map ID [ 380 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

# (513) D22R0103 Ruin Maniac Cave R1-03

Matrix [ 78 ]

Sprite 0:

ID [ 0 ]

Sprite [ 19 ]

Movement [ 16 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 87 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 1102 ]

Script [ 7128 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 90 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 92 ]

Y Coord [ 7 ]

Map ID [ 380 ]

Type [ 4 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 2 ]

Y Coord [ 7 ]

Map ID [ 225 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (514) D24R0201 Iron Island R2-01

Matrix [ 243 ]

Sprite 0:

ID [ 0 ]

Sprite [ 132 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 619 ]

Script [ 2 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 4 ]

Y Coord [ 8 ]

Map ID [ 288 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

# (515) D07R0119 Solaceon Ruins R1-19

Matrix [ 31 ]

Object 0:

Script [ 8038 ]

- [ 2 ]

X Coord [ 4 ]

- [ 0 ]

Y Coord [ 3 ]

- [ 0 ]

Z Coord [ 0 ]

- [ 0 ]

Orientation [ 4 ]

- [ 0 ]

Warp 0:

X Coord [ 2 ]

Y Coord [ 3 ]

Map ID [ 239 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

# (516) C08R0802 Sunyshore City R8-02

Matrix [ 207 ]

Warp 0:

X Coord [ 3 ]

Y Coord [ 6 ]

Map ID [ 4095 ]

Type [ 256 ]

- [ 0 ]

- [ 0 ]

# (517) C01R0802 Jubilife City R8-02

Matrix [ 208 ]

Sprite 0:

ID [ 0 ]

Sprite [ 11 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 3 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 13 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 19 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 6 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 8 ]

Y Coord [ 3 ]

Map ID [ 30 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (518) D17R0108 Sendoff Spring Turnback Cave-08

Matrix [ 65 ]

Sprite 0:

ID [ 0 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 33 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 34 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 35 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 36 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 37 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 38 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 18 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 39 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 20 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 40 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 19 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 41 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 42 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 16 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 43 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 44 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 11 ]

Y Coord [ 1 ]

Map ID [ 268 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 20 ]

Y Coord [ 11 ]

Map ID [ 268 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 11 ]

Y Coord [ 20 ]

Map ID [ 268 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 2 ]

Y Coord [ 11 ]

Map ID [ 268 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (519) D17R0109 Sendoff Spring Turnback Cave-09

Matrix [ 66 ]

Sprite 0:

ID [ 0 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 33 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 34 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 35 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 36 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 37 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 2 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 38 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 19 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 39 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 40 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 20 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 41 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 16 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 42 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 43 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 18 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 44 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 11 ]

Y Coord [ 1 ]

Map ID [ 268 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 20 ]

Y Coord [ 11 ]

Map ID [ 268 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 11 ]

Y Coord [ 20 ]

Map ID [ 268 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 2 ]

Y Coord [ 11 ]

Map ID [ 268 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (520) D17R0110 Sendoff Spring Turnback Cave-10

Matrix [ 66 ]

Sprite 0:

ID [ 0 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

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Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

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Trainer [ 0 ]

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Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 34 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 35 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 36 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 37 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 2 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 38 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 19 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 39 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 40 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 20 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 41 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 16 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 42 ]

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Sight [ 0 ]

- [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

- [ 0 ]

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 18 ]

Z Coord [ 0 ]

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Sprite 12:

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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Script [ 10001 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 11 ]

Y Coord [ 1 ]

Map ID [ 268 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 20 ]

Y Coord [ 11 ]

Map ID [ 268 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 11 ]

Y Coord [ 20 ]

Map ID [ 268 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 2 ]

Y Coord [ 11 ]

Map ID [ 268 ]

Type [ 1 ]

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- [ 0 ]

# (521) D17R0111 Sendoff Spring Turnback Cave-11

Matrix [ 64 ]

Sprite 0:

ID [ 0 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

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Trainer [ 0 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

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Movement [ 0 ]

Trainer [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 35 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 2 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 36 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 20 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 37 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 18 ]

Y Coord [ 2 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 38 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 39 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 16 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 40 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 41 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 18 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 42 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

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Sprite 11:

ID [ 11 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 43 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

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Trainer [ 0 ]

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Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 46 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

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Trainer [ 0 ]

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Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 48 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 18 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

ID [ 17 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 49 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 18 ]

Y Coord [ 20 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 18:

ID [ 18 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 50 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 19 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 19:

ID [ 19 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 51 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 20 ]

Z Coord [ 0 ]

- [ 0 ]

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 16 ]

Z Coord [ 0 ]

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Sprite 21:

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Trainer [ 0 ]

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Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 22:

ID [ 22 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 54 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

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Sprite 23:

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Movement [ 0 ]

Trainer [ 0 ]

Flag [ 55 ]

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Orientation [ 0 ]

Sight [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 19 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 24:

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Movement [ 0 ]

Trainer [ 0 ]

Flag [ 56 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 16 ]

Y Coord [ 18 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 25:

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Movement [ 0 ]

Trainer [ 0 ]

Flag [ 57 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 20 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 26:

ID [ 26 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 58 ]

Script [ 10001 ]

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Sight [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 27:

ID [ 27 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 59 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 16 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 28:

ID [ 28 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 60 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 16 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

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Sprite 29:

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Trainer [ 0 ]

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Y Movement [ 0 ]

X Coord [ 18 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 11 ]

Y Coord [ 1 ]

Map ID [ 268 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 20 ]

Y Coord [ 11 ]

Map ID [ 268 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 11 ]

Y Coord [ 20 ]

Map ID [ 268 ]

Type [ 0 ]

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- [ 0 ]

Warp 3:

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Y Coord [ 11 ]

Map ID [ 268 ]

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# (522) D17R0112 Sendoff Spring Turnback Cave-12

Matrix [ 64 ]

Sprite 0:

ID [ 0 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 3 ]

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Trainer [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 2 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 19 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

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Movement [ 0 ]

Trainer [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

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Y Coord [ 11 ]

Z Coord [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 3 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 4 ]

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Movement [ 0 ]

Trainer [ 0 ]

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Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 19 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 41 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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Y Movement [ 0 ]

X Coord [ 18 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

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Trainer [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 8 ]

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Sprite 11:

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Trainer [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

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Trainer [ 0 ]

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Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 2 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

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Y Coord [ 14 ]

Z Coord [ 0 ]

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Trainer [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

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Sprite 15:

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

ID [ 17 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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Sight [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 19 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 18:

ID [ 18 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 18 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 19:

ID [ 19 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 51 ]

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Orientation [ 0 ]

Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 20 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 20:

ID [ 20 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 16 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 21:

ID [ 21 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 53 ]

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Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 22:

ID [ 22 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 54 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 23:

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 20 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 24:

ID [ 24 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 56 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 20 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 25:

ID [ 25 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 57 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 19 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 26:

ID [ 26 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 58 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 18 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 27:

ID [ 27 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 59 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

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Trainer [ 0 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 20 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 11 ]

Y Coord [ 1 ]

Map ID [ 268 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 20 ]

Y Coord [ 11 ]

Map ID [ 268 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 11 ]

Y Coord [ 20 ]

Map ID [ 268 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 2 ]

Y Coord [ 11 ]

Map ID [ 268 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (523) D17R0113 Sendoff Spring Turnback Cave-13

Matrix [ 65 ]

Sprite 0:

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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Orientation [ 0 ]

Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

- [ 0 ]

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 2 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 34 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 35 ]

Script [ 10001 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 36 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 38 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

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Sprite 7:

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 39 ]

Script [ 10001 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

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Trainer [ 0 ]

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Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 41 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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Script [ 10001 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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Script [ 10001 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 45 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 16 ]

Y Coord [ 16 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 46 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 47 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 48 ]

Script [ 10001 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 19 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

ID [ 17 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 18:

ID [ 18 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 19:

ID [ 19 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 51 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 16 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 20:

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 52 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 21:

ID [ 21 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 53 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 22:

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 54 ]

Script [ 10001 ]

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Sight [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 23:

ID [ 23 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 55 ]

Script [ 10001 ]

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Sight [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

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Movement [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

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Y Coord [ 17 ]

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Trainer [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 18 ]

Y Coord [ 18 ]

Z Coord [ 0 ]

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Sprite 26:

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 18 ]

Z Coord [ 0 ]

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Sprite 27:

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 59 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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Sight [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 16 ]

Y Coord [ 20 ]

Z Coord [ 0 ]

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Warp 0:

X Coord [ 11 ]

Y Coord [ 1 ]

Map ID [ 268 ]

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- [ 0 ]

Warp 1:

X Coord [ 20 ]

Y Coord [ 11 ]

Map ID [ 268 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 11 ]

Y Coord [ 20 ]

Map ID [ 268 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 2 ]

Y Coord [ 11 ]

Map ID [ 268 ]

Type [ 1 ]

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- [ 0 ]

# (524) D17R0114 Sendoff Spring Turnback Cave-14

Matrix [ 65 ]

Sprite 0:

ID [ 0 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10001 ]

Orientation [ 0 ]

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- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 18 ]

Z Coord [ 0 ]

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Movement [ 0 ]

Trainer [ 0 ]

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Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 16 ]

Y Coord [ 2 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 34 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 35 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

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Movement [ 0 ]

Trainer [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 16 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

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Movement [ 0 ]

Trainer [ 0 ]

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Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 38 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

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Sprite 7:

ID [ 7 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 39 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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Script [ 10001 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

- [ 0 ]

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ID [ 9 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 41 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

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ID [ 10 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

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Sprite 11:

ID [ 11 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 43 ]

Script [ 10001 ]

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Sight [ 0 ]

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Y Movement [ 0 ]

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Y Coord [ 7 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

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Sprite 13:

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Sprite [ 85 ]

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Trainer [ 0 ]

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Y Movement [ 0 ]

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Movement [ 0 ]

Trainer [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 48 ]

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Sight [ 0 ]

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Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 19 ]

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Sprite 17:

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Trainer [ 0 ]

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Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

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Trainer [ 0 ]

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Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

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Sprite 19:

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 20:

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 18 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 21:

ID [ 21 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 18 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

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Sprite 22:

ID [ 22 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 23:

ID [ 23 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

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Sprite 24:

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Sprite [ 85 ]

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Trainer [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

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Trainer [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

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Sprite 26:

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 16 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 27:

ID [ 27 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 59 ]

Script [ 10001 ]

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Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 28:

ID [ 28 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 20 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 11 ]

Y Coord [ 1 ]

Map ID [ 268 ]

Type [ 2 ]

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- [ 0 ]

Warp 1:

X Coord [ 20 ]

Y Coord [ 11 ]

Map ID [ 268 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 11 ]

Y Coord [ 20 ]

Map ID [ 268 ]

Type [ 0 ]

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- [ 0 ]

Warp 3:

X Coord [ 2 ]

Y Coord [ 11 ]

Map ID [ 268 ]

Type [ 1 ]

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- [ 0 ]

# (525) D17R0115 Sendoff Spring Turnback Cave-15

Matrix [ 66 ]

Sprite 0:

ID [ 0 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 33 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 34 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

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Sprite 3:

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 35 ]

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Orientation [ 0 ]

Sight [ 0 ]

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Y Movement [ 0 ]

X Coord [ 20 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

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Sprite 4:

ID [ 4 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 36 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 18 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

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Sprite 5:

ID [ 5 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 38 ]

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Orientation [ 0 ]

Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 39 ]

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Sight [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 16 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 41 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 19 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 42 ]

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Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 18 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 43 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 44 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

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ID [ 13 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 45 ]

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Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

- [ 0 ]

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ID [ 14 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 46 ]

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Sight [ 0 ]

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Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 16 ]

Z Coord [ 0 ]

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Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 48 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 20 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

ID [ 17 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 49 ]

Script [ 10001 ]

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Sight [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

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Trainer [ 0 ]

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Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

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Sprite 19:

ID [ 19 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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Sight [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 18 ]

Z Coord [ 0 ]

- [ 0 ]

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Movement [ 0 ]

Trainer [ 0 ]

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Sight [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 2 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 21:

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Movement [ 0 ]

Trainer [ 0 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 19 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

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Trainer [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 18 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

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Movement [ 0 ]

Trainer [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 19 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

- [ 0 ]

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Trainer [ 0 ]

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Y Movement [ 0 ]

X Coord [ 16 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

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Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

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Movement [ 0 ]

Trainer [ 0 ]

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Sight [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 27:

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 59 ]

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Sight [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

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Movement [ 0 ]

Trainer [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 29:

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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Script [ 10001 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 11 ]

Y Coord [ 1 ]

Map ID [ 268 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 20 ]

Y Coord [ 11 ]

Map ID [ 268 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 11 ]

Y Coord [ 20 ]

Map ID [ 268 ]

Type [ 0 ]

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Warp 3:

X Coord [ 2 ]

Y Coord [ 11 ]

Map ID [ 268 ]

Type [ 1 ]

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# (526) D17R0116 Sendoff Spring Turnback Cave-16

Matrix [ 66 ]

Sprite 0:

ID [ 0 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

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Trainer [ 0 ]

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Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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Y Movement [ 0 ]

X Coord [ 18 ]

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Trainer [ 0 ]

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Y Movement [ 0 ]

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Sight [ 0 ]

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Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 16 ]

Z Coord [ 0 ]

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ID [ 8 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 14 ]

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Sprite [ 85 ]

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Trainer [ 0 ]

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Sight [ 0 ]

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Sight [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

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Sprite 12:

ID [ 12 ]

Sprite [ 85 ]

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Trainer [ 0 ]

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Script [ 10001 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

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Sprite 13:

ID [ 13 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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Script [ 10001 ]

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Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

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Sprite [ 85 ]

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Trainer [ 0 ]

Flag [ 46 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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Y Movement [ 0 ]

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Y Coord [ 6 ]

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Sprite [ 85 ]

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Trainer [ 0 ]

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Sight [ 0 ]

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Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 10 ]

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Trainer [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 20 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

ID [ 17 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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Script [ 10001 ]

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Sight [ 0 ]

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Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 6 ]

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Sprite [ 85 ]

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Trainer [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 19 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

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Sprite 22:

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Trainer [ 0 ]

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Y Movement [ 0 ]

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Y Movement [ 0 ]

X Coord [ 5 ]

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Trainer [ 0 ]

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Trainer [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

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Y Movement [ 0 ]

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Sprite 29:

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Trainer [ 0 ]

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Y Movement [ 0 ]

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Y Coord [ 13 ]

Z Coord [ 0 ]

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Warp 0:

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Y Coord [ 1 ]

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Type [ 2 ]

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Warp 1:

X Coord [ 20 ]

Y Coord [ 11 ]

Map ID [ 268 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 11 ]

Y Coord [ 20 ]

Map ID [ 268 ]

Type [ 0 ]

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Warp 3:

X Coord [ 2 ]

Y Coord [ 11 ]

Map ID [ 268 ]

Type [ 1 ]

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- [ 0 ]

# (527) D17R0117 Sendoff Spring Turnback Cave-17

Matrix [ 64 ]

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Sprite [ 85 ]

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Trainer [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 20 ]

Y Coord [ 20 ]

Z Coord [ 0 ]

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Sprite [ 85 ]

Movement [ 0 ]

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Y Movement [ 0 ]

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Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 19 ]

Z Coord [ 0 ]

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Sprite 4:

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Sprite [ 85 ]

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Trainer [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

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Sprite 5:

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Movement [ 0 ]

Trainer [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 13 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 3 ]

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Trainer [ 0 ]

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Y Movement [ 0 ]

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Y Movement [ 0 ]

X Coord [ 3 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

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Sprite 10:

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 19 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 13 ]

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Y Movement [ 0 ]

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Y Movement [ 0 ]

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Y Coord [ 19 ]

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Y Movement [ 0 ]

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Y Movement [ 0 ]

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Y Coord [ 3 ]

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Y Coord [ 9 ]

Z Coord [ 0 ]

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Y Movement [ 0 ]

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Y Coord [ 16 ]

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Y Movement [ 0 ]

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Y Coord [ 11 ]

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Y Movement [ 0 ]

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Y Coord [ 16 ]

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Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

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Y Coord [ 1 ]

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Warp 1:

X Coord [ 20 ]

Y Coord [ 11 ]

Map ID [ 268 ]

Type [ 3 ]

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Warp 2:

X Coord [ 11 ]

Y Coord [ 20 ]

Map ID [ 268 ]

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Warp 3:

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Y Coord [ 11 ]

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# (528) D17R0118 Sendoff Spring Turnback Cave-18

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Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

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Trainer [ 0 ]

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Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

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Movement [ 0 ]

Trainer [ 0 ]

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Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

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Trainer [ 0 ]

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Y Movement [ 0 ]

X Coord [ 18 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

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Movement [ 0 ]

Trainer [ 0 ]

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Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

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Y Movement [ 0 ]

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Movement [ 0 ]

Trainer [ 0 ]

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Y Movement [ 0 ]

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- [ 0 ]

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Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

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Trainer [ 0 ]

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Y Movement [ 0 ]

X Coord [ 5 ]

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Y Movement [ 0 ]

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Y Coord [ 15 ]

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Trainer [ 0 ]

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Trainer [ 0 ]

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Y Movement [ 0 ]

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Y Coord [ 10 ]

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Warp 1:

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Y Coord [ 11 ]

Map ID [ 268 ]

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Warp 2:

X Coord [ 11 ]

Y Coord [ 20 ]

Map ID [ 268 ]

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Warp 3:

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Y Movement [ 0 ]

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Y Movement [ 0 ]

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Y Coord [ 19 ]

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Y Movement [ 0 ]

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Trainer [ 0 ]

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Sprite 22:

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 54 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

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Trainer [ 0 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 24:

ID [ 24 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 56 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 19 ]

Y Coord [ 19 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 25:

ID [ 25 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 26:

ID [ 26 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 58 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 27:

ID [ 27 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 59 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 28:

ID [ 28 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 60 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

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Sprite 29:

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Movement [ 0 ]

Trainer [ 0 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 11 ]

Y Coord [ 1 ]

Map ID [ 268 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 20 ]

Y Coord [ 11 ]

Map ID [ 268 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 11 ]

Y Coord [ 20 ]

Map ID [ 268 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 2 ]

Y Coord [ 11 ]

Map ID [ 268 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (530) D17R0120 Sendoff Spring Turnback Cave-20

Matrix [ 65 ]

Sprite 0:

ID [ 0 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 34 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 19 ]

Z Coord [ 0 ]

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 35 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 18 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 36 ]

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Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 16 ]

Y Coord [ 18 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 37 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 38 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 16 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 39 ]

Script [ 10001 ]

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Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 13 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

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Sprite 8:

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 18 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 41 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 19 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 43 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 44 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 45 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 46 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 47 ]

Script [ 10001 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 48 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 9 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

ID [ 17 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 49 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 18:

ID [ 18 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 50 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 19:

ID [ 19 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 51 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 6 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 20:

ID [ 20 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 52 ]

Script [ 10001 ]

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Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 8 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 21:

ID [ 21 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 53 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

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Movement [ 0 ]

Trainer [ 0 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 10 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 23:

ID [ 23 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 55 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 2 ]

Z Coord [ 0 ]

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Sprite 24:

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Movement [ 0 ]

Trainer [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 18 ]

Y Coord [ 20 ]

Z Coord [ 0 ]

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Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 12 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 26:

ID [ 26 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 58 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 14 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 27:

ID [ 27 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 59 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 28:

ID [ 28 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 60 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 29:

ID [ 29 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 61 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 11 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 11 ]

Y Coord [ 1 ]

Map ID [ 268 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 20 ]

Y Coord [ 11 ]

Map ID [ 268 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 11 ]

Y Coord [ 20 ]

Map ID [ 268 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 2 ]

Y Coord [ 11 ]

Map ID [ 268 ]

Type [ 1 ]

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# (531) D17R0121 Sendoff Spring Turnback Cave-21

Matrix [ 66 ]

Sprite 0:

ID [ 0 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 33 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 34 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 15 ]

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Movement [ 0 ]

Trainer [ 0 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

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Sprite 4:

ID [ 4 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 36 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 37 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 38 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

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Sprite 7:

ID [ 7 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 39 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

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Sprite 8:

ID [ 8 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 40 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 19 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

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Sprite 9:

ID [ 9 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 41 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 19 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

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Sprite 11:

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

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Sprite 12:

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

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Sprite 13:

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 19 ]

Z Coord [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 19 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 19 ]

Z Coord [ 0 ]

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Sprite 16:

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Y Movement [ 0 ]

X Coord [ 19 ]

Y Coord [ 19 ]

Z Coord [ 0 ]

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Sprite 17:

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 19:

ID [ 19 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 51 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 19 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 20:

ID [ 20 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 52 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 21:

ID [ 21 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 53 ]

Script [ 10001 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 19 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

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Sprite 22:

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Sprite [ 85 ]

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Trainer [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

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Sprite 23:

ID [ 23 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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Script [ 10001 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 24:

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 19 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

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Sprite 25:

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

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Sprite 26:

ID [ 26 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 58 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 15 ]

Y Coord [ 3 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 27:

ID [ 27 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 59 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 7 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

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Sprite 28:

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Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

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Sight [ 0 ]

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- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 29:

ID [ 29 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 61 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

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X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 11 ]

Y Coord [ 1 ]

Map ID [ 268 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 20 ]

Y Coord [ 11 ]

Map ID [ 268 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 11 ]

Y Coord [ 20 ]

Map ID [ 268 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 2 ]

Y Coord [ 11 ]

Map ID [ 268 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (532) D17R0122 Sendoff Spring Turnback Cave-22

Matrix [ 66 ]

Sprite 0:

ID [ 0 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 32 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 33 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 34 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 35 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 4:

ID [ 4 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 36 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 18 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 5:

ID [ 5 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 37 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 6:

ID [ 6 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 38 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 7:

ID [ 7 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 39 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 20 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 8:

ID [ 8 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 40 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 9:

ID [ 9 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 41 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 10:

ID [ 10 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 42 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 11:

ID [ 11 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 43 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 12 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 12:

ID [ 12 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 44 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 4 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 13:

ID [ 13 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 45 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 16 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 14:

ID [ 14 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 46 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 15:

ID [ 15 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 47 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 19 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 16:

ID [ 16 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 48 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 15 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 17:

ID [ 17 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 49 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 10 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 18:

ID [ 18 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 50 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 19:

ID [ 19 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 51 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 20:

ID [ 20 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 52 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 3 ]

Y Coord [ 17 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 21:

ID [ 21 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 53 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 19 ]

Y Coord [ 5 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 22:

ID [ 22 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 54 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 2 ]

Y Coord [ 18 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 23:

ID [ 23 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 55 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 9 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 24:

ID [ 24 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 56 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 17 ]

Y Coord [ 13 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 25:

ID [ 25 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 57 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 18 ]

Y Coord [ 16 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 26:

ID [ 26 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 58 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 19 ]

Y Coord [ 18 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 27:

ID [ 27 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 59 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 7 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 28:

ID [ 28 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 60 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 5 ]

Y Coord [ 11 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 29:

ID [ 29 ]

Sprite [ 85 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 61 ]

Script [ 10001 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 0 ]

X Coord [ 4 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 11 ]

Y Coord [ 1 ]

Map ID [ 268 ]

Type [ 2 ]

- [ 0 ]

- [ 0 ]

Warp 1:

X Coord [ 20 ]

Y Coord [ 11 ]

Map ID [ 268 ]

Type [ 3 ]

- [ 0 ]

- [ 0 ]

Warp 2:

X Coord [ 11 ]

Y Coord [ 20 ]

Map ID [ 268 ]

Type [ 0 ]

- [ 0 ]

- [ 0 ]

Warp 3:

X Coord [ 2 ]

Y Coord [ 11 ]

Map ID [ 268 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]

# (533) D17R0123 Sendoff Spring Turnback Cave-23

Matrix [ 64 ]

# (534) D17R0124 Sendoff Spring Turnback Cave-24

Matrix [ 64 ]

# (535) D17R0125 Sendoff Spring Turnback Cave-25

Matrix [ 65 ]

# (536) D17R0126 Sendoff Spring Turnback Cave-26

Matrix [ 65 ]

# (537) D17R0127 Sendoff Spring Turnback Cave-27

Matrix [ 66 ]

# (538) D17R0128 Sendoff Spring Turnback Cave-28

Matrix [ 66 ]

# (539) D17R0129 Sendoff Spring Turnback Cave-29

Matrix [ 64 ]

# (540) D17R0130 Sendoff Spring Turnback Cave-30

Matrix [ 64 ]

# (541) D17R0131 Sendoff Spring Turnback Cave-31

Matrix [ 65 ]

# (542) D17R0132 Sendoff Spring Turnback Cave-32

Matrix [ 65 ]

# (543) D17R0133 Sendoff Spring Turnback Cave-33

Matrix [ 66 ]

# (544) D17R0134 Sendoff Spring Turnback Cave-34

Matrix [ 66 ]

# (545) D17R0135 Sendoff Spring Turnback Cave-35

Matrix [ 64 ]

# (546) D17R0136 Sendoff Spring Turnback Cave-36

Matrix [ 64 ]

# (547) D17R0137 Sendoff Spring Turnback Cave-37

Matrix [ 65 ]

# (548) D17R0138 Sendoff Spring Turnback Cave-38

Matrix [ 65 ]

# (549) D17R0139 Sendoff Spring Turnback Cave-39

Matrix [ 66 ]

# (550) D17R0140 Sendoff Spring Turnback Cave-40

Matrix [ 66 ]

# (551) D17R0141 Sendoff Spring Turnback Cave-41

Matrix [ 64 ]

# (552) D17R0142 Sendoff Spring Turnback Cave-42

Matrix [ 64 ]

# (553) D17R0143 Sendoff Spring Turnback Cave-43

Matrix [ 65 ]

# (554) D17R0144 Sendoff Spring Turnback Cave-44

Matrix [ 65 ]

# (555) D17R0145 Sendoff Spring Turnback Cave-45

Matrix [ 66 ]

# (556) D17R0146 Sendoff Spring Turnback Cave-46

Matrix [ 66 ]

# (557) D17R0147 Sendoff Spring Turnback Cave-47

Matrix [ 66 ]

# (558) C05R1103 Hearthome City R11-03

Matrix [ 166 ]

Sprite 0:

ID [ 0 ]

Sprite [ 20 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 1 ]

Orientation [ 1 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 0 ]

Y Movement [ 2 ]

X Coord [ 40 ]

Y Coord [ 6 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 1:

ID [ 1 ]

Sprite [ 35 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 2 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 18 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 2:

ID [ 2 ]

Sprite [ 13 ]

Movement [ 3 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 3 ]

Orientation [ 2 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 2 ]

Y Movement [ 0 ]

X Coord [ 31 ]

Y Coord [ 8 ]

Z Coord [ 0 ]

- [ 0 ]

Sprite 3:

ID [ 3 ]

Sprite [ 51 ]

Movement [ 0 ]

Trainer [ 0 ]

Flag [ 0 ]

Script [ 4 ]

Orientation [ 0 ]

Sight [ 0 ]

- [ 0 ]

- [ 0 ]

X Movement [ 1 ]

Y Movement [ 0 ]

X Coord [ 24 ]

Y Coord [ 14 ]

Z Coord [ 0 ]

- [ 0 ]

Warp 0:

X Coord [ 29 ]

Y Coord [ 14 ]

Map ID [ 117 ]

Type [ 1 ]

- [ 0 ]

- [ 0 ]