**NOTE:** Format should start on “Z-” or “Z - “ so the file will be located at the very bottom of the list (for windows, simply click “z”)

Files:  
 Audio:  
 “BA - Y(X)” - Audio use for battle, “Y” is Pkmn/trainer/etc., “X” is the name  
 “BAL - Y(X)” - Audio use for battle, “Y” is Mytical/legendary pkmn., “X” is the name  
 “BG- Y(X) “ - Audio use for backgrounds, “Y” is the mood, “X” is the name  
 “BGC- Y, Z(X) “ - Audio use for known place (on space map, etc.) “Y” is the mood, “Z” is the name of the place “X” is the name

Graphics:  
 “Z - PLAYER\_X” - Graphics that the player’s character is using, “X” is the name  
 “Z - NPC\_X” - Graphics that the NPC use, “X” is the name  
 “Z - PKMN\_Y\_X” - Graphics for new pkmn, “Y” is there form/faction, “X” is the name  
 “Z- PKMNLM\_X” - Graphics for Lengendary or Mytical Pkmns, “X” is the name