Final Fantasy VI monster command scripts guide

Command F0: Random attack

Command F1: Set target

Command F2: Formation change

Command F3: Display message

Command F4: Use command

Command F5: ??? Change Enemies

Command F6: Throw or Use

Command F7: Special Event

Command F8: Bit Manipulation

Command F9: Variable Bit Manipulation

Command FA: Anomation

Command FB: Miscellaneous

Command FC: Conditional attacks

Command F0 (3 bytes): Random attack

Causes the monster to randomly select one of 3 attacks to use. The next 3 bytes are which attacks to use, each having an equal chance of being picked.

Command F1 (1 byte): Set target

Sets a special target for the next attack in the monster's command script. If the target is not valid, then standard targetting is used for the next attack. The first and only byte determines which target(s) the attack will target as follows:

Byte value Target Byte value Target

00 Terra 01 Locke

02 Cyan 03 Shadow

04 Edgar 04 Sabin

05 Celes 06 Strago

07 Setzer 08 Relm

09 Mog 0A Gau

0B Gogo 0C Umaro

0D Banon 0E Leo

30 Monster #1 31 Monster #2

32 Monster #3 33 Monster #4

34 Monster #5 35 Monster #6

36 Self 37 All monsters except self

38 All monsters 39 Random monster excluding self

3A Random monster 3B All dead characters

3C Random dead character 3D All dead monsters

3E All dead monsters 3F All characters with wall status

40 Random character with wall status 41 All monsters with wall status

42 Random monster with wall status 43 All characters

44 Random character 45 Character who last attacked

46 All characters and all monsters 47 Use normal targetting

48 Character #1 49 Character #2

4A Character #3 4B Character #4

4C 50% chance all targets (except self), 50% one random target (not self) 4D Target that was last targetted by Targetting

Command F2 (3 bytes): Formation change

Changes to a new monster formation.

The purpose of the 1st byte is unknown, it seems to cause glitches if it's not 0.

The Second byte and last 7 bits of third byte are which formation to change to.

The first bit of last byte determines if the monsters should get Max HP or not. If it's 1, then the monsters get max HP. If it's 0, then monsters retain HP and max HP from current formation.

Command F3 (2 bytes): Display message

Displays a message. The next 2 bytes determine which message to display.

Command F4 (3 bytes): Use command

Causes the monster to use a random character command. The next 3 bytes are the 3 commands to choose from, with each having an equal chance of being picked. Not all commands work correctly. This chart explains the effects of each command:

Command Effect Command Effect

00 Fight Works correctly 01 Item Says Dirk, but casts Fire

02 Magic Casts Fire 03 Morph Works correctly, but causes monster to move forward a step each time

04 Revert Works correctly, but causes monster to move forward a step each time 05 Steal Works correctly - Monster steals gold from party

06 Capture Works correctly - Monster steals gold, and does damage 07 Swdtech Casts Fire with messed up name, and no animation

08 Throw Throws a Dirk 09 Tools Says Dirk but has strange results

0A Blitz Casts Fire with messed up animation 0B Runic Works correctly

0C Lore Casts Fire 0D Sketch Works correctly, but fails against characters, so must target monster

0E Control Fails if used on characters, causes strange glitches if used on monsters 0F Slots Casts Fire, with messed up name, and no animation

10 Rage Casts Fire 11 Leap Ends battle, Gau leaves party and can't be gotten back

12 Mimic Works correctly (mimics party's last attack) 13 Dance Tries to dance Wind Song, Always casts fire once successful

14 Row Works correctly 15 Def. Works correctly

16 Jump Works correctly 17 X-Magic Casts Fire (only once)

18 GP Rain Works correctly 19 Summon Casts Fire, with messed up name, and no animation

1A Health Works correctly 1B Shock Works correctly

1C Possess Works correctly, but fails against characters, so must target monster 1D Magitek Casts Fire

Command F5 (3 bytes): ???

Used to bring in monsters that are currently hidden in the formation, or to kill monsters that are in the formation. The first byte determines which animation to use. Byte 2 determines whether to show monsters or kill monsters.

If byte 2 is 0 then monsters are brought in that are currently hidden or killed at full max HP.

If byte 2 is 1 then monsters are killed.

If byte 2 is 2 then monsters are brought in at their current HP.

If byte 2 is 3 then monsters are hidden and restored to full HP

If byte 2 is 4 then monsters are hidden without restoring HP

Byte 3 determines which monsters to affect. Each bit represents a monster, so F5 01 00 05 would show monsters 1 and 3. If byte3 is 0 then only the monster itself is affected.

Command F6 (3 bytes): Throw or Use

Makes the monster throw or use an item. If byte 1 is 0, then it uses and item, otherwise throws the item.

Byte 2 and 3 are two random items to use or throw. each having an equal chance of being picked.

Command F7 (1 byte): Special Event

Triggers a special event. the first byte determines which special event to trigger.

Command F8 (2 bytes): Variable Manipulation

Changes the value of a variable (See information on variables).

The first byte determines which variable to change.

The second byte determines the operation to use, and the operand. Bits 6 and 7 determine the operation:

Value Operation

00 Set variable

01 Set variable

10 Add to variable

11 Subtract from variable

The first 6 bits of byte 2 are the operand.

Command F9 (3 bytes): Variable Bit Manipulation

Manipulates a specific bit of a variable (See information on variables).

Byte 1 is the operation:

Value Operation

0 Toggle bit

1 Set bit

2 Clear bit

Byte 2 is which variable to use, and Byte 3 is which bit to alter.

Command FA (3 bytes): Animation

Does a special animation.

Byte 1 is the animation to use:

Value Operation

0 Monster(s) flashes red

1 Monster(s) moves back 1 step slowly

2 Monster(s) moves forward 1 step slowly

3 Monster(s) moves back 1 step quickly

4 Monster(s) moves forward 1 step quickly

5 Characters run to the right

6 Characters run to the left

7 Monster(s) steps back 3 steps quickly

8 Monster(s) steps forward 3 steps quickly

9 Unknown

A Causes head to appear, screen to shake (used by Kefka)

B All monsters flash for a long time

C Monsters(s) flashes for a long time

D Screen flashes like boss death

Byte 2 determines which monsters to effect with the animation, each bit representing a monster.

The purpose of byte3 is unknown.

Command FB (3 bytes): Miscellaneous

Has a miscellaneous effect.

Byte 1 determines which effect, byte 2 determines which target(s) to affect (the target are determined just like the F1 command, if byte 2 is 0 then only the monster itself is affected.

Byte 1 Effect

0 Sets the target(s) battle timer to 0

1 Target(s) becomes invincible

2 Ends the combat

3 Gau is added as a party member

4 Sets global battle timer to 0

5 Target(s) loses invincibility

6 Target(s) becomes targettable

7 makes target(s) untargettable

8 Unknown

9 End the combat

A Does nothing

B Monster gains an unremovable status.

C Monster loses a status gained by FB 0B

For values B and C, byte 2 determines which status to add or lose:

Value Status Value Status Value Status Value Status

0 Blind 1 Zombie 2 Poison 3 M-Tek

4 Invizible 5 Imp 6 Stone 7 Death

8 Count 9 Weak A Image B Mute

C Berserk D Confuse E Seizure F Sleep

10 Dance 11 Regen 12 Slow 13 Haste

14 Stop 15 Shell 16 Safe 17 Wall

Command FC (3 bytes): Conditional attacks

All commands following FC, until the next FE, are only executed if certain conditions are met based on the next 3 bytes.

FC 01:

Commands are executed if the last attack was a Command specified by the next byte. See the F4 command for a list of commands.

FC 02:

Commands are executed if the last attack was a Spell specified by the next byte.

FC 03:

Commands are executed if the last attack was the use of an item specified by the next byte.

FC 04:

Commands are executed if the last attack was of the element specified by the next byte as follows:

Value Element Value Element Value Element Value Element

1 Fire 2 Ice 4 Lightning 8 Poison

16 Wind 32 Pearl 64 Earth 128 Water

FC 05:

Commands are executed if the monster has been previously damaged.

FC 06:

Commands are executed if a target's HP are currently at or below 128 \* the value of the third byte. The second byte determines which target to check and is used the same as the value for the F1 command.

FC 07:

Commands are executed if a target's MP are currently at or below the value of the third byte. The second byte determines which target to check and is used the same as the value for the F1 command.

FC 08:

Commands are executed if target(s) have a certain status. The second byte determines which target to check and is used the same as the value for the F1 command. The third byte determines which status to look. See command FB command for a list of statuses. The target for the next attack is automatically set to a random target from the ones checked.

FC 09:

Commands are executed if target(s) do not have a certain status. The second byte determines which target to check and is used the same as the value for the F1 command. The third byte determines which status to look. See command FB command for a list of statuses. The target for the next attack is automatically set to a random target from the ones checked.

FC 0A:

The commands following FC are never executed.

FC 0B:

Commands are executed if the monster's battle timer is more than the value of the next byte.

FC 0C:

Commands are executed if the value of the variable specified in the second byte is less than the value specified in the third byte.

FC 0D:

Commands are executed if the value of the variable specified in the second byte is greater than or equal to the value specified in the third byte.

FC 0E:

Commands are executed if the a target's level is less than the value in the third byte. The target is determined as the F1 command based on the second byte. If multiple targets are selected, the level of a random one is checked.

FC 0F:

Commands are executed if the a target's level is greater than or equal to the value in the third byte. The target is determined as the F1 command based on the second byte. If multiple targets are selected, the level of a random one is checked.

FC 10:

Commands are executed if only one type of monster is alive

FC 11:

Commands are executed if certain monsters are alive. The second byte determines which monsters to check, with each bit for each monster.

FC 12:

Commands are executed if certain monsters are dead. The second byte determines which monsters to check, with each bit for each monster. If the second byte equals 0, then the monster checks its own status.

FC 13:

Commands are executed if a certain number of monsters are characters are alive. If the second byte is 0, the number of characters are checked, otherwise the number of monsters are checked. The third byte specifies the number of characters/monsters must be alive exactly.

FC 14:

Commands are executed if a certain bit of a certain variable is set. The second byte determines which variable to check. The third byte determines which bit to test.

FC 15:

Commands are executed if a certain bit of a certain variable is not set. The second byte determines which variable to check. The third byte determines which bit to test.

FC 16:

Commands are executed if the global battle timer is larger than the value in the second byte.

FC 17:

Sets the target of the next attack, using the second byte to determine targets, just like the F1 command. Commands are executed if the target set is valid.

FC 18:

Commands are executed if Gau has not joined the party.

FC 19:

Commands are executed the monster is a certain number in the formation. The second byte determine which monster number in the formation it must be.

FC 1A:

Commands are executed if a target is weak vs. an element. The second byte determines which target to check, using the same method as the F1 command. The second byte determines which element to check for weakness against. See FC 04 for a list of elements.

FC 1B:

Commands are executed if the battle formation is equal to the value in the next two bytes.

FC 1C:

Always executes the commands, even if Quick is in effect.