

B5	00	05	10	32	00	06	03	03	06	00	00	03	03	E0	00
00	00	80	3F	03	03	E1	00	00	00	80	3F	04	02	E2	00
00	00	80	3F	05	02	E3	00	00	00	80	3F	06	01	E4	00
00	00	80	3F	03	04	E1	00	00	00	80	3F	04	04	E2	00
00	00	80	3F	05	04	E3	00	00	00	80	3F	06	03	E4	00
00	00	80	3F	06	0B	08	01	00	00	80	3F	06	14	00	86

Area ID: Individual Ids currently unknown.

Enemy ID: See *enemy indices.txt*.

Seemingly has to do with where the location appears in the Defeated Monster List.

Enemy troop ID (see *troops.txt*)