

## Battle Data

- Data loaded when entering a battle are written to just after the game fades to black before a battle, and read from just before the screen fades back in. During this time, the following battles can be manipulated:
  - The battlefield index is stored as a single-byte value at address 0x5FC3E0. See *battlefields.txt* for a full list of indices.
    - The degree of rotation of the battlefield is stored as a four-byte variable stored at address 0x5FC3F0, in degrees.
  - The value representing the guest party member is stored as a two-byte variable at address 0x5FC404. For a full list of possible values, see *enemy\_indices.txt*.
  - The values representing the enemies encountered is stored as a series of sixteen four-byte values between addresses 0x5FC408 and 0x5FC427, divided into sets of two values each. The first value in the set represents the ID of the monster (see *enemy\_indices.txt*), and the second value represents the amount of said monster in the group (maximum 8).