

FF3us Ending Names Mapping 1.0

After being undocumented for a long time, the secret of the characters names in the ending scene of FF3us has been discovered, from the data point of view. Here's the complete mapping of the data, as well as letter values, charts, and the general structure of the data is detailed.

This document is finalized for now. The routines involved are in bank C3, and cover a wide sector in the ROM. There are still many unknown routines, hence the reason why those are not included in this document.

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0A. Value Charts

Normal letters

Letter	a	b	c	d	e	f	g	h	i	j	k	l	m
Top	00	01	02	03	04	05	06	07	08	09	0A	0B	0C
Bottom	10	11	12	13	14	15	16	17	18	19	1A	1B	1C

Letter	n	o	p	q	r	s	t	u	v	w	x	y	z
Top	0D	0E	0F	20	21	22	23	24	25	26	27	28	29
Bottom	1D	1E	1F	30	31	32	33	34	35	36	37	38	39

Capital letters

Letter	A	B	C	D	E	F	G	H	I	J	K	L	M
Top	40	42	44	46	48	4A	4C	X	X	X	X	4E	70
Bottom A	60	62	64	66	68	6A	6C	X	X	X	X	6E	3A
Bottom B	61	63	65	67	69	6B	6D	X	X	X	X	6F	3B

Letter	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
Top	X	X	X	X	72	74	76	78	X	X	X	X	X
Bottom A	X	X	X	X	3C	3E	2C	2E	X	X	X	X	X
Bottom B	X	X	X	X	3D	3F	2D	2F	X	X	X	X	X

X = Not used in normal data. May not exist.

0B. Common format explanation

C2/XXXX:**NN** (At the beginning of each name)

NN = Word length. The game considers capital letters to be three (3) parts (three small pieces making a large letter). A normal letter has two (2) parts in it, and smaller letters are considered as one (1) part.

As an example, consider the name of the main character, "Terra". The letter "T" is capitalized, hence it's equivalent to 3 part. The letters "e", "r", "r" and "a" are worth two parts each, and if we add them all together we get: "Terra" = 0B (3+2+2+2+2). Likewise, the word HELLO is 14 parts long ("HELLO" = 0E (3+3+3+3+3)).

Format 31 letter (normal letter):

C2/AAAA:**X1 Y1 L1 F1** (top half of the letter)

C2/BBBB:**X2 Y2 L2 F2** (bottom half of the letter)

Where

X1 = Position on the X axis for the top part of the letter.

Y1 = Position on the Y axis for the top part of the letter. In general, $Y1 = Y2 - 0x08$.

L1 = Number of the top part of the letter. In general, $L1 = L2 - 0x10$.

F1 = Format* of top part of the letter. In general, it has the same value as F2.

X2 = Position on the X axis for the bottom part of the letter. In general, it has the same value as X1.

Y2 = Position on the Y axis for the bottom part of the letter. In general, $Y2 = Y1 + 0x08$.

L2 = Number of the bottom part of the letter. In general, $L2 = L1 + 0x10$.

F2 = Format* of bottom part of the letter. In general, it has the same value as F1.

* Known formats to date:

29 - Red letter

31 - Normal format

32 - Letter fades away faster

33 - Small letter (doesn't work with every value)

Note: Other formats produce glitches but this parameter hasn't been extensively tested.

Format 33 letter (small letter):

A Small letter is made of a single part (4 bytes). Not every letter may be using this format but some letters other than "a" and "s" ("as") can be written that way. Not all possibilities have been tested yet.

Capital Letter

A Capital letter is made of 3 parts (12 bytes). The first part is usually the top half of the letter and the other two other parts together make the bottom half.

0C. Pointer Tables

Pointers to names pointers with starting X coordinate

C2/XXXX: **P1 P1 X1 P2 P2 X2**

P1: Pointer to 1st part of the name.

P2: Pointer to 2nd part of the name.

X1: Starting X position of first name.

X2: Starting X position of second name(00 = none).

Offset	Bytes	Name	Position (X1, X2)
C2/8DE4	3B 8E 40 3E 8E 00	<i>Terra Branford</i>	(40, 00)
C2/8DEA	41 8E 4C 44 8E 8C	<i>Locke Cole*</i>	(4C, 8C)
C2/8DF0	47 8E 38 4A 8E 68	<i>Cyan Garamonde</i>	(38, 68)
C2/8DF6	4D 8E 60 50 8E 00	<i>Shadow</i>	(60, 00)
C2/8DFC	53 8E 30 56 8E 98	<i>Edgar Roni Figaro</i>	(30,98)
C2/8E02	59 8E 2C 5C 8E 90	<i>Sabin Rene Figaro</i>	(2C, 90)
C2/8E08	5F 8E 48 62 8E 00	<i>CelesChere</i>	(48, 00)
C2/8E0E	65 8E 48 68 8E 00	<i>Strago Magus</i>	(48, 00)
C2/8E14	6B 8E 48 6E 8E 00	<i>RelmArrowny</i>	(48, 00)
C2/8E1A	71 8E 38 74 8E 78	<i>SetzerGabbiani</i>	(38, 78)
C2/8E20	77 8E 6C 7A 8E 00	<i>Mog</i>	(6C, 00)
C2/8E26	7D 8E 6C 80 8E 00	<i>Gau</i>	(6C, 00)
C2/8E2C	83 8E 68 86 8E 00	<i>Gogo</i>	(68, 00)
C2/8E32	89 8E 64 8C 8E 00	<i>Umaro</i>	(68, 00)

*Locke is the only character that has a second starting position and no second name length.

His name is counted as one string. This might suggest that those position bytes have an extra role.

Pointers to name length

C2/XXXX: **P1 P1 BK P2 P2 BK** (BK: Separator[FE])

P1: Pointer to the length of the name

P2: Pointer to the length of the second name (5A 8F point to 00 [C2/8F5A])

Offset	bytes	Name	Length(L1, L2)
C2/8E38	8F 8E FE		(02)
C2/8E3B	98 8E FE 5A 8F FE	<i>Terra Branford</i>	(1C, 00)
C2/8E41	09 8F FE 5A 8F FE	<i>Locke Cole</i>	(14, 00)
C2/8E47	5B 8F FE 80 8F FE	<i>Cyan Garamonde</i>	(09, 13)
C2/8E4D	CD 8F FE 5A 8F FE	<i>Shadow</i>	(0D, 00)
C2/8E53	02 90 FE 53 90 FE	<i>Edgar Roni Figaro</i>	(14,0D)
C2/8E59	88 90 FE 53 90 FE	<i>Sabin Rene Figaro</i>	(14, 0D)
C2/8E5F	D9 90 FE 5A 8F FE	<i>CelesChere</i>	(16, 00)
C2/8E65	32 91 FE 5A 8F FE	<i>Strago Magus</i>	(18, 00)
C2/8E6B	93 91 FE 5A 8F FE	<i>RelmArrowny</i>	(18, 00)
C2/8E71	F4 91 FE 29 92 FE	<i>SetzerGabbiani</i>	(0D, 11)
C2/8E77	6E 92 FE 5A 8F FE	<i>Mog</i>	(07, 00)
C2/8E7D	8B 92 FE 5A 8F FE	<i>Gau</i>	(07, 00)
C2/8E83	A8 92 FE 5A 8F FE	<i>Gogo</i>	(09, 00)
C2/8E89	CD 92 FE 5A 8F FE	<i>Umaro</i>	(0B, 00)

0D. Data from the ROM (C2/8E8F to C2/92F9)

0D-0. "as"

C2/8E8F: 02

"a"

C2/8E90: 00 00 2A 33

"s"

C2/8E94: 08 00 2B 33

0D-1. "Terra Branford"

C2/8E98: 1C

"T"

C2/8E99: 80 00 76 31

C2/8E9D: 00 10 2C 31

C2/8EA1: 08 10 2D 31

"e"

C2/8EA5: 10 08 04 31

C2/8EA9: 10 10 14 31

"r"

C2/8EAD: 18 08 21 31

C2/8EB1: 18 10 31 31

"r"

C2/8EB5: 20 08 21 31

C2/8EB9: 20 10 31 31

"a"

C2/8EBD: 28 08 00 31

C2/8EC1: 28 10 10 31

"B"

C2/8EC5: B8 00 42 31

C2/8EC9: 38 10 62 31

C2/8ECD: 40 10 63 31

"r"

C2/8ED1: 48 08 21 31

C2/8ED5: 48 10 31 31

"a"

C2/8ED9: 50 08 00 31

C2/8EDD: 50 10 10 31

"n"

C2/8EE1: 58 08 0D 31

C2/8EE5: 58 10 1D 31

"f"

C2/8EE9: 60 08 05 31

C2/8EED: 60 10 15 31

"o"

C2/8EF1: 68 08 0E 31

C2/8EF5: 68 10 1E 31

"r"

C2/8EF9: 70 08 21 31

C2/8EFD: 70 10 31 31

"d"

C2/8F01: 78 08 03 31

C2/8F05: 78 10 13 31

0D-2. "Locke Cole"

C2/8F09: 14

"l"

C2/8F0A: 80 00 4E 31

C2/8F0E: 00 10 6E 31

C2/8F12: 08 10 6F 31

"o"

C2/8F16: 10 08 0E 31

C2/8F1A: 10 10 1E 31

"c"

C2/8F1E: 18 08 02 31

C2/8F22: 18 10 12 31

"k"

C2/8F26: 20 08 0A 31

C2/8F2A: 20 10 1A 31

"e"

C2/8F2E: 28 08 04 31

C2/8F32: 28 10 14 31

"C"

C2/8F36: B8 00 44 31

C2/8F3A: 38 10 64 31

C2/8F3E: 40 10 65 31

"o"

C2/8F42: 48 08 0E 31

C2/8F46: 48 10 1E 31

"l"

C2/8F4A: 50 08 0B 31

C2/8F4E: 50 10 1B 31

"e"

C2/8F52: 60 08 04 31

C2/8F56: 60 10 14 31

0D-3. "Cyan Garamonde"

C2/8F5A: 00

C2/8F5B: 09

"C"

C2/8F5C: 80 00 44 31

C2/8F60: 00 10 64 31

C2/8F64: 08 10 65 31

"y"

C2/8F68: 10 08 28 31

C2/8F6C: 10 10 38 31

"a"

C2/8F70: 18 08 00 31

C2/8F74: 18 10 10 31

"n"

C2/8F78: 20 08 0D 31

C2/8F7C: 20 10 1D 31

C2/8F80: 13

"G"

C2/8F81: 80 00 4C 31

C2/8F85: 00 10 6C 31

C2/8F89: 08 10 6D 31

"a"

C2/8F8D: 10 08 00 31

C2/8F91: 10 10 10 31

"r"

C2/8F95: 18 08 21 31

C2/8F99: 18 10 31 31

"a"

C2/8F9D: 20 08 00 31

C2/8FA1: 20 10 10 31

"m"

C2/8FA5: 28 08 0C 31

C2/8FA9: 28 10 1C 31

"o"

C2/8FAD: 30 08 0E 31

C2/8FB1: 30 10 1E 31

"n"

C2/8FB5: 38 08 0D 31

C2/8FB9: 38 10 1D 31

"d"

C2/8FBD: 40 08 03 31

C2/8FC1: 40 10 13 31

"e"

C2/8FC5: 48 08 04 31

C2/8FC9: 48 10 14 31

0D-4. "Shadow"

C2/8FCD: 0D

"s"

C2/8FCE: 80 00 74 31

C2/8FD2: 00 10 3E 31

C2/8FD6: 08 10 3F 31

"h"

C2/8FDA: 10 08 07 31

C2/8FDE: 10 10 17 31

"a"

C2/8FE2: 18 08 00 31

C2/8FE6: 18 10 10 31

"d"

C2/8FEA: 20 08 03 31

C2/8FEE: 20 10 13 31

"o"

C2/8FF2: 28 08 0E 31

C2/8FF6: 28 10 1E 31

"w"

C2/8FFA: 30 08 26 31

C2/8FFE: 30 10 36 31

0D-5. "Edgar Roni Figaro"

C2/9002: 14

"E"

C2/9003: 80 00 48 31

C2/9007: 00 10 68 31

C2/900B: 08 10 69 31

"d"

C2/900F: 10 08 03 31

C2/9013: 10 10 13 31

"g"

C2/9017: 18 08 06 31

C2/901B: 18 10 16 31

"a"

C2/901F: 20 08 00 31

C2/9023: 20 10 10 31

"r"

C2/9027: 28 08 21 31

C2/902B: 28 10 31 31

"R"

C2/902F: B8 00 72 31

C2/9033: 38 10 3C 31

C2/9037: 40 10 3D 31

"o"

C2/903B: 48 08 0E 31

C2/903F: 48 10 1E 31

"n"

C2/9043: 50 08 0D 31

C2/9047: 50 10 1D 31

"i"

C2/904B: 58 08 08 31

C2/904F: 58 10 18 31

C2/9053: 0D

"F"

C2/9054: 80 00 4A 31

C2/9058: 00 10 6A 31

C2/905C: 08 10 6B 31

"i"

C2/9060: 10 08 08 31

C2/9064: 10 10 18 31

"g"

C2/9068: 18 08 06 31

C2/906C: 18 10 16 31

"a"

C2/9070: 20 08 00 31

C2/9074: 20 10 10 31

"r"

C2/9078: 28 08 21 31

C2/907C: 28 10 31 31

"o"

C2/9080: 30 08 0E 31

C2/9084: 30 10 1E 31

0D-6. "Sabin Rene Figaro"

C2/9088: 14

"S"

C2/9089: 80 00 74 31

C2/908D: 00 10 3E 31

C2/9091: 08 10 3F 31

"a"

C2/9095: 10 08 00 31

C2/9099: 10 10 10 31

"b"

C2/909D: 18 08 01 31

C2/90A1: 18 10 11 31

"i"

C2/90A5: 20 08 08 31

C2/90A9: 20 10 18 31

"n"

C2/90AD: 28 08 0D 31

C2/90B1: 28 10 1D 31

"R"

C2/90B5: B8 00 72 31

C2/90B9: 38 10 3C 31

C2/90BD: 40 10 3D 31

"e"

C2/90C1: 48 08 04 31

C2/90C5: 48 10 14 31

"h"

C2/90C9: 50 08 0D 31

C2/90CD: 50 10 1D 31

"e"

C2/90D1: 58 08 04 31

C2/90D5: 58 10 14 31

The same instance of "Figaro" is used by Edgar and Sabin, hence the reason why it doesn't appear a second time in the data.

0D-7. "CelesChere"

C2/90D9: 16

"C"

C2/90DA: 80 00 44 31

C2/90DE: 00 10 64 31

C2/90E2: 08 10 65 31

"e"

C2/90E6: 10 08 04 31

C2/90EA: 10 10 14 31

"I"

C2/90EE: 18 08 0B 31

C2/90F2: 18 10 1B 31

"e"

C2/90F6: 20 08 04 31

C2/90FA: 20 10 14 31

"S"

C2/90FE: 28 08 22 31

C2/9102: 28 10 32 31

"C"

C2/9106: B8 00 44 31

C2/910A: 38 10 64 31

C2/910E: 40 10 65 31

"h"

C2/9112: 48 08 07 31

C2/9116: 48 10 17 31

"e"

C2/911A: 50 08 04 31

C2/911E: 50 10 14 31

"r"

C2/9122: 58 08 21 31

C2/9126: 58 10 31 31

"e"

C2/912A: 60 08 04 31

C2/912E: 60 10 14 31

0D-8. "StragoMagus"

C2/9132: 18

"S"

C2/9133: 80 00 74 31

C2/9137: 00 10 3E 31

C2/913B: 08 10 3F 31

"t"

C2/913F: 10 08 23 31

C2/9143: 10 10 33 31

"r"

C2/9147: 18 08 21 31

C2/914B: 18 10 31 31

"a"

C2/914F: 20 08 00 31

C2/9153: 20 10 10 31

"g"

C2/9157: 28 08 06 31

C2/915B: 28 10 16 31

"o"

C2/915F: 30 08 0E 31

C2/9163: 30 10 1E 31

"M"

C2/9167: C0 00 70 31

C2/916B: 40 10 3A 31

C2/916F: 48 10 3B 31

"a"

C2/9173: 50 08 00 31

C2/9177: 50 10 10 31

"g"

C2/917B: 58 08 06 31

C2/917F: 58 10 16 31

"u"

C2/9183: 60 08 24 31

C2/9187: 60 10 34 31

"s"

C2/918B: 68 08 22 31

C2/918F: 68 10 32 31

0D-9. "RelmArrowny"

C2/9193: 18

"R"

C2/9194: 80 00 72 31

C2/9198: 00 10 3C 31

C2/919C: 08 10 3D 31

"e"

C2/91A0: 10 08 04 31

C2/91A4: 10 10 14 31

"l"

C2/91A8: 18 08 0B 31

C2/91AC: 18 10 1B 31

"m"

C2/91B0: 20 08 0C 31

C2/91B4: 20 10 1C 31

"A"

C2/91B8: B0 00 40 31

C2/91BC: 30 10 60 31

C2/91C0: 38 10 61 31

"r"

C2/91C4: 40 08 21 31

C2/91C8: 40 10 31 31

"r"

C2/91CC: 48 08 21 31

C2/91D0: 48 10 31 31

"o"

C2/91D4: 50 08 0E 31

C2/91D8: 50 10 1E 31

"w"

C2/91DC: 58 08 26 31

C2/91E0: 58 10 36 31

"n"

C2/91E4: 60 08 0D 31

C2/91E8: 60 10 1D 31

"y"

C2/91EC: 68 08 28 31

C2/91F0: 68 10 38 31

0D-10. "SetzerGabbiani"

C2/91F4: 0D

"s"

C2/91F5: 80 00 74 31

C2/91F9: 00 10 3E 31

C2/91FD: 08 10 3F 31

"e"

C2/9201: 10 08 04 31

C2/9205: 10 10 14 31

"t"

C2/9209: 18 08 23 31

C2/920D: 18 10 33 31

"z"

C2/9211: 20 08 29 31

C2/9215: 20 10 39 31

"e"

C2/9219: 28 08 04 31

C2/921D: 28 10 14 31

"r"

C2/9221: 30 08 21 31

C2/9225: 30 10 31 31

C2/9229: 11

"G"

C2/922A: 80 00 4C 31

C2/922E: 00 10 6C 31

C2/9232: 08 10 6D 31

"a"

C2/9236: 10 08 00 31

C2/923A: 10 10 10 31

"b"

C2/923E: 18 08 01 31

C2/9242: 18 10 11 31

"b"

C2/9246: 20 08 01 31

C2/924A: 20 10 11 31

"i"

C2/924E: 28 08 08 31

C2/9252: 28 10 18 31

"a"

C2/9256: 30 08 00 31

C2/925A: 30 10 10 31

"n"

C2/925E: 38 08 0D 31

C2/9262: 38 10 1D 31

"i"

C2/9266: 40 08 08 31

C2/926A: 40 10 18 31

0D-11. "Mog"

C2/926E: 07

"M"

C2/926F: 80 00 70 31

C2/9273: 00 10 3A 31

C2/9277: 08 10 3B 31

"o"

C2/927B: 10 08 0E 31

C2/927F: 10 10 1E 31

"g"

C2/9283: 18 08 06 31

C2/9287: 18 10 16 31

0D-12. "Gau"

C2/928B: 07

"G"

C2/928C: 80 00 4C 31

C2/9290: 00 10 6C 31

C2/9294: 08 10 6D 31

"a"

C2/9298: 10 08 00 31

C2/929C: 10 10 10 31

"u"

C2/92A0: 18 08 24 31

C2/92A4: 18 10 34 31

0D-13. "Gogo"

C2/92A8: 09

"G"

C2/92A9: 80 00 4C 31

C2/92AD: 00 10 6C 31

C2/92B1: 08 10 6D 31

"o"

C2/92B5: 10 08 0E 31

C2/92B9: 10 10 1E 31

"g"

C2/92BD: 18 08 06 31

C2/92C1: 18 10 16 31

"o"

C2/92C5: 20 08 0E 31

C2/92C9: 20 10 1E 31

0D-14. "Umaro"

C2/92CD: 0B

"U"

C2/92CE: 80 00 78 31

C2/92D2: 00 10 2E 31

C2/92D6: 08 10 2F 31

"m"

C2/92DA: 10 08 0C 31

C2/92DE: 10 10 1C 31

"a"

C2/92E2: 18 08 00 31

C2/92E6: 18 10 10 31

"r"

C2/92EA: 20 08 21 31

C2/92EE: 20 10 31 31

"o"

C2/92F2: 28 08 0E 31

C2/92F6: 28 10 1E 31

0D-15. "and you"

Note: Pointers not found

"a"

CF8A0F: 00 08 00 31

CF8A13: 00 10 10 31

"n"

CF8A17: 08 08 0D 31

CF8A1B: 08 10 1D 31

"d"

CF8A1F: 10 08 03 31

CF8A23: 10 10 13 31

"y"

CF8A27: 20 08 28 31

CF8A2B: 20 10 38 31

"o"

CF8A2F: 28 08 0E 31

CF8A33: 28 10 1E 31

"u"

CF8A37: 30 08 24 31

CF8A3B: 30 10 34 31

0E. Other Stuff

Version History:

- 1.0 Initial release.
- 1.1 Corrected the format for PDF format and minor fixes.
- 1.2 Added pointer tables, version history and adjusted index.
 - 1.2.1 Minor fixes, mostly related to format.
- 1.3 Final PDF release
- 1.4 Fixed a few errors and added “and you” location.

Please let me know if you find any mistake in this document.

Credits:

- **Angelo** for initial data location and good first theory.
- **GiNattak** for locating the area where the names are written in the ending. He provided Angelo with this data in the first place.
- **NPCnextdoor** for pointing out a few mistakes in the document and finding “and you”.

Version: 1.4

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