

2D Graphics

Documentation of 2D graphics (anything that uses NCG, NCL and NSC)

- [Tileset Information](#)
- [Jyotyu Tileset](#)
- [World Map Icons](#)
- [Enemy Palettes](#)

Tileset Information

TODO: Document Map16 & Tile behaviors

Bitmap Table

| Slot | Bitmap |
|---|----------------------------------|
| Tileset 0 (Jyotyu) | d_2d_A_J_jyotyu_ncg.bin |
| Tileset 2 (Sub Nohara) | d_2d_I_S_tikei_nohara_ncg.bin |
| 0: Grassland | d_2d_I_M_tikei_nohara_ncg.bin |
| 1: Castle | d_2d_I_M_tikei_yakata_ncg.bin |
| 2: Desert | d_2d_I_M_tikei_sabaku_ncg.bin |
| 3: Underground (with ice) | d_2d_I_M_tikei_chika_ncg.bin |
| 4: Sky/mushrooms (world 7 style) | d_2d_I_M_tikei_kumo_ncg.bin |
| 5: Underwater | d_2d_W_M_tikei_suichu_ncg.bin |
| 6: Desert | d_2d_I_M_tikei_sabaku_ncg.bin |
| 7: Volcano (brown) | d_2d_W_M_tikei_yougan_ncg.bin |
| 8: Grassland | d_2d_I_M_tikei_nohara_ncg.bin |
| 9: Beach (blue) | d_2d_W_M_tikei_kaigan_ncg.bin |
| 10: Beach (blue) | d_2d_W_M_tikei_kaigan_ncg.bin |
| 11: Forest | d_2d_W_M_tikei_jungle_ncg.bin |
| 12: Grassland | d_2d_I_M_tikei_nohara_ncg.bin |
| 13: Sky/mushrooms (with flowers and bushes) | d_2d_I_M_tikei_kinoko_ncg.bin |
| 14: Sky/mushrooms (with flowers and bushes) | d_2d_I_M_tikei_kinoko_ncg.bin |
| 15: Volcano (black) | d_2d_W_M_tikei_kazan_ncg.bin |
| 16: Volcano (black 2) [Unused] | d_2d_W_M_tikei_kazangake_ncg.bin |
| 17: Snow (with ice) | d_2d_I_M_tikei_setsugen_ncg.bin |
| 18: Snow | d_2d_I_M_tikei_setsugen2_ncg.bin |
| 19: Forest | d_2d_W_M_tikei_jungle_ncg.bin |
| 20: Oasis in Desert | d_2d_W_M_tikei_kaigan3_ncg.bin |

| Slot | Bitmap |
|---|-------------------------------------|
| 21: Bonus Room [Unused] | d_2d_I_M_tikei_mame_ncg.bin |
| 22: Volcano (black 2) [Unused] | d_2d_W_M_tikei_kanzagake_ncg.bin |
| 23: Ghost House | d_2d_S_M_tikei_obakeyasiki_ncg.bin |
| 24: Cliffs | d_2d_W_M_tikei_kazangake2_ncg.bin |
| 25: Cliffs | d_2d_W_M_tikei_kazangake2_ncg.bin |
| 26: Snow (with ice) | d_2d_I_M_tikei_setsugen_ncg.bin |
| 27: Grassland | d_2d_I_M_tikei_nohara_ncg.bin |
| 28: Snow (with ice) | d_2d_I_M_tikei_setsugen_ncg.bin |
| 29: Factory (W7-A) | d_2d_W_M_tikei_dokansoto_ncg.bin |
| 30: Sewer (W2-3) | d_2d_W_M_tikei_dokannaka_ncg.bin |
| 31: Volcano (yellow) | d_2d_W_M_tikei_yougantate_ncg.bin |
| 32: Castle | d_2d_I_M_tikei_yakata_ncg.bin |
| 33: Sky/mushrooms (with flowers and bushes) | d_2d_I_M_tikei_kinoko_ncg.bin |
| 34: Grassland | d_2d_I_M_tikei_nohara_ncg.bin |
| 35: Underground | d_2d_I_M_tikei_chika3_ncg.bin |
| 36: Underground (dark blue) [Unused] | d_2d_I_M_tikei_chika_ncg.bin |
| 37: Dark world (purple) | d_2d_I_M_tikei_koopa_heigen_ncg.bin |
| 38: Dark world (brown) | d_2d_I_M_tikei_koopa_iwa_ncg.bin |
| 39: Tower | d_2d_I_M_tikei_toride_ncg.bin |
| 40: Ghost house exit | d_2d_S_M_tikei_obake_soto_ncg.bin |
| 41: Final Castle | d_2d_I_M_tikei_yakata_ncg.bin |
| 42: Toad house 1 | d_2d_W_M_tikei_kinokoA_ncg.bin |
| 43: Toad house 2 | d_2d_W_M_tikei_kinokoB_ncg.bin |
| 44: Toad house 3 | d_2d_W_M_tikei_kinokoC_ncg.bin |
| 45: Final Castle | d_2d_I_M_tikei_yakata_ncg.bin |
| 46: Toad house 4 | d_2d_I_M_tikei_kinokoD_ncg.bin |
| 47: Bowser Jr battle | d_2d_I_M_tikei_toride_boss_ncg.bin |
| 48: Beach (blue) | d_2d_W_M_tikei_kaigan_ncg.bin |
| 49: Boss battle | d_2d_I_M_tikei_yakata_boss_ncg.bin |
| 50: Sky/mushrooms (with flowers and bushes) | d_2d_I_M_tikei_kinoko_boss_ncg.bin |
| 51: Forest | d_2d_W_M_tikei_jungle_ncg.bin |

| Slot | Bitmap |
|--|--------------------------------|
| 52: Desert | d_2d_I_M_tikei_sabaku_ncg.bin |
| 53: Desert | d_2d_I_M_tikei_sabaku_ncg.bin |
| 54: Jungle | d_2d_W_M_jungle_ncg.bin |
| 55: Final boss battle | d_2d_I_M_koopa_boss_ncg.bin |
| 56: Volcano (black) | d_2d_W_M_kazan_ncg.bin |
| 57: Underwater | d_2d_W_M_suichu_ncg.bin |
| 58: Light grey castle (W8 Castle 1) | d_2d_I_M_yakata_nise_ncg.bin |
| 59: Sky/Mushrooms (yellow-ish) | d_2d_I_M_kumo2_ncg.bin |
| 60: Beach (turquoise, without moss) | d_2d_W_M_kaigan2_ncg.bin |
| 61: Lakithunder and Monty Tank battles | d_2d_I_M_yakata_bossW7_ncg.bin |
| 62: Boss battles | d_2d_I_M_yakata_boss_ncg.bin |
| 63: Mummy-Pokey battle | d_2d_I_M_sabaku_boss_ncg.bin |
| 64: Oasis in Desert | d_2d_W_M_kaigan3_ncg.bin |
| 65: Desert | d_2d_I_M_sabaku_ncg.bin |
| 66: Oasis in Desert | d_2d_W_M_kaigan3_ncg.bin |
| 67: Bonus room [Unused] | d_2d_I_M_mame_ncg.bin |
| 68: Bonus room [Unused] | d_2d_I_M_mame_ncg.bin |
| 69: Bonus room [Unused] | d_2d_I_M_mame_ncg.bin |
| 70: Bonus room [Unused] | d_2d_I_M_mame_ncg.bin |
| 71: Bonus room [Unused] | d_2d_I_M_mame_ncg.bin |
| 72: Bonus room [Unused] | d_2d_I_M_mame_ncg.bin |
| 73: Underground (gold) [Unused] | d_2d_I_M_chika4_ncg.bin |
| 74: Bonus room | d_2d_I_M_mame_bonus_ncg.bin |
| 75: Grassland | d_2d_I_M_nohara_ncg.bin |

Animations Table

| Slot | Animations |
|------------------------|-----------------------------|
| Tileset 0 (Jyotyū) | d_2d_TEN_A_J_jyotyū_ncg.bin |
| Tileset 2 (Sub Nohara) | None |
| 0: Grassland | None |

| Slot | Animations |
|---|---------------------------|
| 1: Castle | d_2d_TEN_I_yakata_ncg.bin |
| 2: Desert | None |
| 3: Underground (with ice) | None |
| 4: Sky/mushrooms (world 7 style) | None |
| 5: Underwater | None |
| 6: Desert | None |
| 7: Volcano (brown) | None |
| 8: Grassland | None |
| 9: Beach (blue) | None |
| 10: Beach (blue) | None |
| 11: Forest | None |
| 12: Grassland | None |
| 13: Sky/mushrooms (with flowers and bushes) | None |
| 14: Sky/mushrooms (with flowers and bushes) | None |
| 15: Volcano (black) | None |
| 16: Volcano (black 2) [Unused] | None |
| 17: Snow (with ice) | None |
| 18: Snow | None |
| 19: Forest | None |
| 20: Oasis in Desert | None |
| 21: Bonus Room [Unused] | None |
| 22: Volcano (black 2) [Unused] | None |
| 23: Ghost House | None |
| 24: Cliffs | None |
| 25: Cliffs | None |
| 26: Snow (with ice) | None |
| 27: Grassland | None |
| 28: Snow (with ice) | None |
| 29: Factory (W7-A) | None |
| 30: Sewer (W2-3) | None |
| 31: Volcano (yellow) | None |

| Slot | Animations |
|---|---------------------------|
| 32: Castle | None |
| 33: Sky/mushrooms (with flowers and bushes) | None |
| 34: Grassland | None |
| 35: Underground | None |
| 36: Underground (dark blue) [Unused] | None |
| 37: Dark world (purple) | None |
| 38: Dark world (brown) | None |
| 39: Tower | d_2d_TEN_I_toride_ncg.bin |
| 40: Ghost house exit | None |
| 41: Final Castle | None |
| 42: Toad house 1 | None |
| 43: Toad house 2 | None |
| 44: Toad house 3 | None |
| 45: Final Castle | None |
| 46: Toad house 4 | None |
| 47: Bowser Jr battle | None |
| 48: Beach (blue) | None |
| 49: Boss battle | None |
| 50: Sky/mushrooms (with flowers and bushes) | None |
| 51: Forest | None |
| 52: Desert | None |
| 53: Desert | None |
| 54: Jungle | None |
| 55: Final boss battle | None |
| 56: Volcano (black) | None |
| 57: Underwater | None |
| 58: Light grey castle (W8 Castle 1) | None |
| 59: Sky/Mushrooms (yellow-ish) | None |
| 60: Beach (turquoise, without moss) | None |
| 61: Lakithunder and Monty Tank battles | None |
| 62: Boss battles | None |

| Slot | Animations |
|---------------------------------|------------|
| 63: Mummy-Pokey battle | None |
| 64: Oasis in Desert | None |
| 65: Desert | None |
| 66: Oasis in Desert | None |
| 67: Bonus room [Unused] | None |
| 68: Bonus room [Unused] | None |
| 69: Bonus room [Unused] | None |
| 70: Bonus room [Unused] | None |
| 71: Bonus room [Unused] | None |
| 72: Bonus room [Unused] | None |
| 73: Underground (gold) [Unused] | None |
| 74: Bonus room | None |
| 75: Grassland | None |

Palette Table

| Slot | Palette |
|----------------------------------|---|
| Tileset 0 (Jyotyu) | d_2d_A_J_jyotyu_B_ncl.bin d_2d_A_J_jyotyu_F_ncl.bin d_2d_A_J_jyotyu_ncl.bin d_2d_A_J_jyotyu_R_ncl.bin d_2d_A_J_jyotyu_W_ncl.bin |
| Tileset 2 (Sub Nohara) | d_2d_I_S_tikei_nohara_ncl.bin |
| 0: Grassland | d_2d_I_M_tikei_nohara_ncl.bin |
| 1: Castle | d_2d_I_M_tikei_yakata_ncl.bin |
| 2: Desert | d_2d_I_M_tikei_sabaku_ncl.bin |
| 3: Underground (with ice) | d_2d_I_M_tikei_cika_ncl.bin |
| 4: Sky/mushrooms (world 7 style) | d_2d_I_M_tikei_kumo_ncl.bin |
| 5: Underwater | d_2d_W_M_tikei_suichu_ncl.bin |
| 6: Desert | d_2d_I_M_tikei_sabaku_ncl.bin |
| 7: Volcano (brown) | d_2d_W_M_tikei_yougan_ncl.bin |
| 8: Grassland | d_2d_I_M_tikei_nohara_ncl.bin |
| 9: Beach (blue) | d_2d_W_M_tikei_kaigan_ncl.bin |

| Slot | Palette |
|---|-------------------------------------|
| 10: Beach (blue) | d_2d_W_M_tikei_kaigan_ncl.bin |
| 11: Forest | d_2d_W_M_tikei_jungle_ncl.bin |
| 12: Grassland | d_2d_I_M_tikei_nohara_ncl.bin |
| 13: Sky/mushrooms (with flowers and bushes) | d_2d_I_M_tikei_kinoko_ncl.bin |
| 14: Sky/mushrooms (with flowers and bushes) | d_2d_I_M_tikei_kinoko_ncl.bin |
| 15: Volcano (black) | d_2d_W_M_tikei_kazan_ncl.bin |
| 16: Volcano (black 2) [Unused] | d_2d_W_M_tikei_kazangake_ncl.bin |
| 17: Snow (with ice) | d_2d_I_M_tikei_setsugen_ncl.bin |
| 18: Snow | d_2d_I_M_tikei_setsugen2_ncl.bin |
| 19: Forest | d_2d_W_M_tikei_jungle_ncl.bin |
| 20: Oasis in Desert | d_2d_W_M_tikei_kaigan3_ncl.bin |
| 21: Bonus Room [Unused] | d_2d_I_M_tikei_mame_ncl.bin |
| 22: Volcano (black 2) [Unused] | d_2d_W_M_tikei_kanzagake_ncl.bin |
| 23: Ghost House | d_2d_S_M_tikei_obakeyasiki_ncl.bin |
| 24: Cliffs | d_2d_W_M_tikei_kazangake2_ncl.bin |
| 25: Cliffs | d_2d_W_M_tikei_kazangake2_ncl.bin |
| 26: Snow (with ice) | d_2d_I_M_tikei_setsugen_ncl.bin |
| 27: Grassland | d_2d_I_M_tikei_nohara_ncl.bin |
| 28: Snow (with ice) | d_2d_I_M_tikei_setsugen_ncl.bin |
| 29: Factory (W7-A) | d_2d_W_M_tikei_dokansoto_ncl.bin |
| 30: Sewer (W2-3) | d_2d_W_M_tikei_dokannaka_ncl.bin |
| 31: Volcano (yellow) | d_2d_W_M_tikei_yougantate_ncl.bin |
| 32: Castle | d_2d_I_M_tikei_yakata_ncl.bin |
| 33: Sky/mushrooms (with flowers and bushes) | d_2d_I_M_tikei_kinoko_ncl.bin |
| 34: Grassland | d_2d_I_M_tikei_nohara_ncl.bin |
| 35: Underground | d_2d_I_M_tikei_chika3_ncl.bin |
| 36: Underground (dark blue) [Unused] | d_2d_I_M_tikei_chika_ncl.bin |
| 37: Dark world (purple) | d_2d_I_M_tikei_koopa_heigen_ncl.bin |
| 38: Dark world (brown) | d_2d_I_M_tikei_koopa_iwa_ncl.bin |
| 39: Tower | d_2d_I_M_tikei_toride_ncl.bin |
| 40: Ghost house exit | d_2d_S_M_tikei_obake_soto_ncl.bin |

| Slot | Palette |
|---|------------------------------------|
| 41: Final Castle | d_2d_I_M_tikei_yakata_ncl.bin |
| 42: Toad house 1 | d_2d_W_M_tikei_kinokoA_ncl.bin |
| 43: Toad house 2 | d_2d_W_M_tikei_kinokoB_ncl.bin |
| 44: Toad house 3 | d_2d_W_M_tikei_kinokoC_ncl.bin |
| 45: Final Castle | d_2d_I_M_tikei_yakata_ncl.bin |
| 46: Toad house 4 | d_2d_I_M_tikei_kinokoD_ncl.bin |
| 47: Bowser Jr battle | d_2d_I_M_tikei_toride_boss_ncl.bin |
| 48: Beach (blue) | d_2d_W_M_tikei_kaigan_ncl.bin |
| 49: Boss battle | d_2d_I_M_tikei_yakata_boss_ncl.bin |
| 50: Sky/mushrooms (with flowers and bushes) | d_2d_I_M_tikei_kinoko_boss_ncl.bin |
| 51: Forest | d_2d_W_M_tikei_jungle_ncl.bin |
| 52: Desert | d_2d_I_M_tikei_sabaku_ncl.bin |
| 53: Desert | d_2d_I_M_tikei_sabaku_ncl.bin |
| 54: Jungle | d_2d_W_M_jungle_ncl.bin |
| 55: Final boss battle | d_2d_I_M_koopa_boss_ncl.bin |
| 56: Volcano (black) | d_2d_W_M_kazan_ncl.bin |
| 57: Underwater | d_2d_W_M_suichu_ncl.bin |
| 58: Light grey castle (W8 Castle 1) | d_2d_I_M_yakata_nise_ncl.bin |
| 59: Sky/Mushrooms (yellow-ish) | d_2d_I_M_kumo2_ncl.bin |
| 60: Beach (turquoise, without moss) | d_2d_W_M_kaigan2_ncl.bin |
| 61: Lakithunder and Monty Tank battles | d_2d_I_M_yakata_bossW7_ncl.bin |
| 62: Boss battles | d_2d_I_M_yakata_boss_ncl.bin |
| 63: Mummy-Pokey battle | d_2d_I_M_sabaku_boss_ncl.bin |
| 64: Oasis in Desert | d_2d_W_M_kaigan3_ncl.bin |
| 65: Desert | d_2d_I_M_sabaku_ncl.bin |
| 66: Oasis in Desert | d_2d_W_M_kaigan3_ncl.bin |
| 67: Bonus room [Unused] | d_2d_I_M_mame_ncl.bin |
| 68: Bonus room [Unused] | d_2d_I_M_mame_ncl.bin |
| 69: Bonus room [Unused] | d_2d_I_M_mame_ncl.bin |
| 70: Bonus room [Unused] | d_2d_I_M_mame_ncl.bin |
| 71: Bonus room [Unused] | d_2d_I_M_mame_ncl.bin |

| Slot | Palette |
|---------------------------------|-----------------------------|
| 72: Bonus room [Unused] | d_2d_I_M_mame_ncl.bin |
| 73: Underground (gold) [Unused] | d_2d_I_M_chika4_ncl.bin |
| 74: Bonus room | d_2d_I_M_mame_bonus_ncl.bin |
| 75: Grassland | d_2d_I_M_nohara_ncl.bin |

Object Definitions Table

| Slot | Object Definitions |
|----------------------------------|---------------------------------------|
| Tileset 0 (Jyotyū) | A_J_jyotyū.bin A_J_jotyū_hd.bin |
| Tileset 2 (Sub Nohara) | I_S_nohara.bin I_S_nohara_hd.bin |
| 0: Grassland | I_M_nohara.bin I_M_nohara_hd.bin |
| 1: Castle | I_M_yakata.bin I_M_yakata_hd.bin |
| 2: Desert | I_M_sabaku.bin I_M_sabaku_hd.bin |
| 3: Underground (with ice) | I_M_chika.bin I_M_chika_hd.bin |
| 4: Sky/mushrooms (world 7 style) | I_M_kumo.bin I_M_kumo_hd.bin |
| 5: Underwater | W_M_suichu.bin W_M_suichu_hd.bin |
| 6: Desert | I_M_sabaku I_M_sabaku_hd.bin |
| 7: Volcano (brown) | W_M_yougan.bin W_M_yougan_hd.bin |
| 8: Grassland | I_M_nohara.bin I_M_nohara_hd.bin |
| 9: Beach (blue) | W_M_kaigan.bin W_M_kaigan_hd.bin |
| 10: Beach (blue) | W_M_kaigan.bin W_M_kaigan_hd.bin |
| 11: Forest | W_M_jungle.bin W_M_jungle_hd.bin |
| 12: Grassland | I_M_nohara2.bin I_M_nohara2_hd.bin |

| Slot | Object Definitions |
|---|---|
| 13: Sky/mushrooms (with flowers and bushes) | I_M_kinoko.bin I_M_kinoko_hd.bin |
| 14: Sky/mushrooms (with flowers and bushes) | I_M_kinoko.bin I_M_kinoko_hd.bin |
| 15: Volcano (black) | W_M_kazan.bin W_M_kazan_hd.bin |
| 16: Volcano (black 2) [Unused] | W_M_kazangake.bin W_M_kazangake_hd.bin |
| 17: Snow (with ice) | I_M_setsugen.bin I_M_setsugen_hd.bin |
| 18: Snow | I_M_setsugen2.bin I_M_setsugen2_hd.bin |
| 19: Forest | W_M_jungle.bin W_M_jungle_hd.bin |
| 20: Oasis in Desert | W_M_kaigan3.bin W_M_kaigan3_hd.bin |
| 21: Bonus Room [Unused] | I_M_mame.bin I_M_mame_hd.bin |
| 22: Volcano (black 2) [Unused] | W_M_kazangake.bin W_M_kazangake_hd.bin |
| 23: Ghost House | S_M_obakeyasiki.bin S_M_obakeyasiki_hd.bin |
| 24: Cliffs | W_M_kazangake2.bin W_M_kazangake2_hd.bin |
| 25: Cliffs | W_M_kazangake2.bin W_M_kazangake2_hd.bin |
| 26: Snow (with ice) | I_M_setsugen.bin I_M_setsugen_hd.bin |
| 27: Grassland | I_M_yakata.bin I_M_yakata_hd.bin |
| 28: Snow (with ice) | I_M_setsugen.bin I_M_setsugen_hd.bin |
| 29: Factory (W7-A) | W_M_dokansoto.bin W_M_dokansoto_hd.bin |
| 30: Sewer (W2-3) | W_M_dokannaka.bin W_M_dokannaka_hd.bin |
| 31: Volcano (yellow) | W_M_yougantate.bin W_M_yougantate_hd.bin |
| 32: Castle | I_M_yakata.bin I_M_yakata_hd.bin |

| Slot | Object Definitions |
|---|---|
| 33: Sky/mushrooms (with flowers and bushes) | I_M_kinoko.bin I_M_kinoko_hd.bin |
| 34: Grassland | I_M_nohara.bin I_M_nohara_hd.bin |
| 35: Underground | I_M_chika3.bin I_M_chika3_hd.bin |
| 36: Underground (dark blue) [Unused] | I_M_chika2.bin I_M_chika2_hd.bin |
| 37: Dark world (purple) | I_M_koopa_heigen.bin I_M_koopa_heigen_hd.bin |
| 38: Dark world (brown) | I_M_koopa_iwa.bin I_M_koopa_iwa_hd.bin |
| 39: Tower | I_M_toride.bin I_M_toride_hd.bin |
| 40: Ghost house exit | I_M_obake_soto.bin I_M_obake_soto_hd.bin |
| 41: Final Castle | I_M_yakata.bin I_M_yakata_hd.bin |
| 42: Toad house 1 | W_M_kinokoA.bin W_M_kinokoA_hd.bin |
| 43: Toad house 2 | W_M_kinokoB.bin W_M_kinokoB_hd.bin |
| 44: Toad house 3 | W_M_kinokoC.bin W_M_kinokoC_hd.bin |
| 45: Final Castle | I_M_yakata2.bin I_M_yakata2_hd.bin |
| 46: Toad house 4 | W_M_kinokoD.bin W_M_kinokoD_hd.bin |
| 47: Bowser Jr battle | I_M_toride_boss.bin I_M_toride_boss_hd.bin |
| 48: Beach (blue) | W_M_kaigan.bin W_M_kaigan_hd.bin |
| 49: Boss battle | I_M_yakata_boss.bin I_M_yakata_boss_hd.bin |
| 50: Sky/mushrooms (with flowers and bushes) | I_M_kinoko.bin I_M_kinoko_hd.bin |
| 51: Forest | W_M_jungle.bin W_M_jungle_hd.bin |
| 52: Desert | I_M_sabaku.bin I_M_sabaku_hd.bin |

| Slot | Object Definitions |
|--|---|
| 53: Desert | I_M_sabaku.bin I_M_sabaku_hd.bin |
| 54: Jungle | W_M_jungle.bin W_M_jungle_hd.bin |
| 55: Final boss battle | I_M_koopa_boss.bin I_M_koopa_boss_hd.bin |
| 56: Volcano (black) | W_M_kazan.bin W_M_kazan_hd.bin |
| 57: Underwater | W_M_suichu.bin W_M_suichu_hd.bin |
| 58: Light grey castle (W8 Castle 1) | I_M_yakata_nise.bin I_M_yakata_nise_hd.bin |
| 59: Sky/Mushrooms (yellow-ish) | I_M_kumo2.bin I_M_kumo2_hd.bin |
| 60: Beach (turquoise, without moss) | W_M_kaigan2.bin W_M_kaigan2_hd.bin |
| 61: Lakithunder and Monty Tank battles | I_M_yakata_bossW7.bin I_M_yakata_bossW7_hd.bin |
| 62: Boss battles | I_M_yakata_boss.bin I_M_yakata_boss_hd.bin |
| 63: Mummy-Pokey battle | I_M_sabaku_boss.bin I_M_sabaku_boss_hd.bin |
| 64: Oasis in Desert | W_M_kaigan3.bin W_M_kaigan3_hd.bin |
| 65: Desert | I_M_sabaku2.bin I_M_sabaku2_hd.bin |
| 66: Oasis in Desert | W_M_kaigan3.bin W_M_kaigan3_hd.bin |
| 67: Bonus room [Unused] | I_M_mame.bin I_M_mame_hd.bin |
| 68: Bonus room [Unused] | I_M_mame.bin I_M_mame_hd.bin |
| 69: Bonus room [Unused] | I_M_mame.bin I_M_mame_hd.bin |
| 70: Bonus room [Unused] | I_M_mame.bin I_M_mame_hd.bin |
| 71: Bonus room [Unused] | I_M_mame.bin I_M_mame_hd.bin |
| 72: Bonus room [Unused] | I_M_mame.bin I_M_mame_hd.bin |

| Slot | Object Definitions |
|---------------------------------|---|
| 73: Underground (gold) [Unused] | I_M_chika4.bin I_M_chika4_hd.bin |
| 74: Bonus room | I_M_mame_bonus.bin I_M_mame_bonus_hd.bin |
| 75: Grassland | I_M_nohara.bin I_M_nohara_hd.bin |

Map16 Table

| Slot | Map16 |
|---|-------|
| Tileset 0 (Jyotyu) | TBA |
| Tileset 2 (Sub Nohara) | TBA |
| 0: Grassland | TBA |
| 1: Castle | TBA |
| 2: Desert | TBA |
| 3: Underground (with ice) | TBA |
| 4: Sky/mushrooms (world 7 style) | TBA |
| 5: Underwater | TBA |
| 6: Desert | TBA |
| 7: Volcano (brown) | TBA |
| 8: Grassland | TBA |
| 9: Beach (blue) | TBA |
| 10: Beach (blue) | TBA |
| 11: Forest | TBA |
| 12: Grassland | TBA |
| 13: Sky/mushrooms (with flowers and bushes) | TBA |
| 14: Sky/mushrooms (with flowers and bushes) | TBA |
| 15: Volcano (black) | TBA |
| 16: Volcano (black 2) [Unused] | TBA |
| 17: Snow (with ice) | TBA |
| 18: Snow | TBA |
| 19: Forest | TBA |
| 20: Oasis in Desert | TBA |

| Slot | Map16 |
|---|-------|
| 21: Bonus Room [Unused] | TBA |
| 22: Volcano (black 2) [Unused] | TBA |
| 23: Ghost House | TBA |
| 24: Cliffs | TBA |
| 25: Cliffs | TBA |
| 26: Snow (with ice) | TBA |
| 27: Grassland | TBA |
| 28: Snow (with ice) | TBA |
| 29: Factory (W7-A) | TBA |
| 30: Sewer (W2-3) | TBA |
| 31: Volcano (yellow) | TBA |
| 32: Castle | TBA |
| 33: Sky/mushrooms (with flowers and bushes) | TBA |
| 34: Grassland | TBA |
| 35: Underground | TBA |
| 36: Underground (dark blue) [Unused] | TBA |
| 37: Dark world (purple) | TBA |
| 38: Dark world (brown) | TBA |
| 39: Tower | TBA |
| 40: Ghost house exit | TBA |
| 41: Final Castle | TBA |
| 42: Toad house 1 | TBA |
| 43: Toad house 2 | TBA |
| 44: Toad house 3 | TBA |
| 45: Final Castle | TBA |
| 46: Toad house 4 | TBA |
| 47: Bowser Jr battle | TBA |
| 48: Beach (blue) | TBA |
| 49: Boss battle | TBA |
| 50: Sky/mushrooms (with flowers and bushes) | TBA |
| 51: Forest | TBA |

| Slot | Map16 |
|--|-------|
| 52: Desert | TBA |
| 53: Desert | TBA |
| 54: Jungle | TBA |
| 55: Final boss battle | TBA |
| 56: Volcano (black) | TBA |
| 57: Underwater | TBA |
| 58: Light grey castle (W8 Castle 1) | TBA |
| 59: Sky/Mushrooms (yellow-ish) | TBA |
| 60: Beach (turquoise, without moss) | TBA |
| 61: Lakithunder and Monty Tank battles | TBA |
| 62: Boss battles | TBA |
| 63: Mummy-Pokey battle | TBA |
| 64: Oasis in Desert | TBA |
| 65: Desert | TBA |
| 66: Oasis in Desert | TBA |
| 67: Bonus room [Unused] | TBA |
| 68: Bonus room [Unused] | TBA |
| 69: Bonus room [Unused] | TBA |
| 70: Bonus room [Unused] | TBA |
| 71: Bonus room [Unused] | TBA |
| 72: Bonus room [Unused] | TBA |
| 73: Underground (gold) [Unused] | TBA |
| 74: Bonus room | TBA |
| 75: Grassland | TBA |

Tile Behaviors

| Slot | Tile Behaviors |
|------------------------|----------------|
| Tileset 0 (Jyotyū) | Overlay 0 |
| Tileset 2 (Sub Nohara) | TBA |
| 0: Grassland | TBA |

| Slot | Tile Behaviors |
|---|----------------|
| 1: Castle | TBA |
| 2: Desert | TBA |
| 3: Underground (with ice) | TBA |
| 4: Sky/mushrooms (world 7 style) | TBA |
| 5: Underwater | TBA |
| 6: Desert | TBA |
| 7: Volcano (brown) | TBA |
| 8: Grassland | TBA |
| 9: Beach (blue) | TBA |
| 10: Beach (blue) | TBA |
| 11: Forest | TBA |
| 12: Grassland | TBA |
| 13: Sky/mushrooms (with flowers and bushes) | TBA |
| 14: Sky/mushrooms (with flowers and bushes) | TBA |
| 15: Volcano (black) | TBA |
| 16: Volcano (black 2) [Unused] | TBA |
| 17: Snow (with ice) | TBA |
| 18: Snow | TBA |
| 19: Forest | TBA |
| 20: Oasis in Desert | TBA |
| 21: Bonus Room [Unused] | TBA |
| 22: Volcano (black 2) [Unused] | TBA |
| 23: Ghost House | TBA |
| 24: Cliffs | TBA |
| 25: Cliffs | TBA |
| 26: Snow (with ice) | TBA |
| 27: Grassland | TBA |
| 28: Snow (with ice) | TBA |
| 29: Factory (W7-A) | TBA |
| 30: Sewer (W2-3) | TBA |
| 31: Volcano (yellow) | TBA |

| Slot | Tile Behaviors |
|---|----------------|
| 32: Castle | TBA |
| 33: Sky/mushrooms (with flowers and bushes) | TBA |
| 34: Grassland | TBA |
| 35: Underground | TBA |
| 36: Underground (dark blue) [Unused] | TBA |
| 37: Dark world (purple) | TBA |
| 38: Dark world (brown) | TBA |
| 39: Tower | TBA |
| 40: Ghost house exit | TBA |
| 41: Final Castle | TBA |
| 42: Toad house 1 | TBA |
| 43: Toad house 2 | TBA |
| 44: Toad house 3 | TBA |
| 45: Final Castle | TBA |
| 46: Toad house 4 | TBA |
| 47: Bowser Jr battle | TBA |
| 48: Beach (blue) | TBA |
| 49: Boss battle | TBA |
| 50: Sky/mushrooms (with flowers and bushes) | TBA |
| 51: Forest | TBA |
| 52: Desert | TBA |
| 53: Desert | TBA |
| 54: Jungle | TBA |
| 55: Final boss battle | TBA |
| 56: Volcano (black) | TBA |
| 57: Underwater | TBA |
| 58: Light grey castle (W8 Castle 1) | TBA |
| 59: Sky/Mushrooms (yellow-ish) | TBA |
| 60: Beach (turquoise, without moss) | TBA |
| 61: Lakithunder and Monty Tank battles | TBA |
| 62: Boss battles | TBA |

| Slot | Tile Behaviors |
|---------------------------------|----------------|
| 63: Mummy-Pokey battle | TBA |
| 64: Oasis in Desert | TBA |
| 65: Desert | TBA |
| 66: Oasis in Desert | TBA |
| 67: Bonus room [Unused] | TBA |
| 68: Bonus room [Unused] | TBA |
| 69: Bonus room [Unused] | TBA |
| 70: Bonus room [Unused] | TBA |
| 71: Bonus room [Unused] | TBA |
| 72: Bonus room [Unused] | TBA |
| 73: Underground (gold) [Unused] | TBA |
| 74: Bonus room | TBA |
| 75: Grassland | TBA |

Randomization Table

| Slot | Randomization |
|----------------------------------|------------------|
| Tileset 0 (Jyotyu) | No |
| Tileset 2 (Sub Nohara) | No |
| 0: Grassland | Tiles 0-5 |
| 1: Castle | No |
| 2: Desert | Tiles 0-5 |
| 3: Underground (with ice) | Tiles 0-5, 48-53 |
| 4: Sky/mushrooms (world 7 style) | None |
| 5: Underwater | Tiles 0-5 |
| 6: Desert | Tiles 0-5 |
| 7: Volcano (brown) | Tiles 0-5 |
| 8: Grassland | Tiles 0-5 |
| 9: Beach (blue) | Tiles 0-5 |
| 10: Beach (blue) | Tiles 0-5 |
| 11: Forest | Tiles 0-2 |
| 12: Grassland | Tiles 0-5 |

| Slot | Randomization |
|---|------------------|
| 13: Sky/mushrooms (with flowers and bushes) | Tiles 0-5 |
| 14: Sky/mushrooms (with flowers and bushes) | Tiles 0-5 |
| 15: Volcano (black) | Tiles 0-5 |
| 16: Volcano (black 2) [Unused] | Tiles 0-5 |
| 17: Snow (with ice) | None |
| 18: Snow | Tiles 0-5 |
| 19: Forest | Tiles 0-2 |
| 20: Oasis in Desert | Tiles 0-5 |
| 21: Bonus Room [Unused] | None |
| 22: Volcano (black 2) [Unused] | None |
| 23: Ghost House | None |
| 24: Cliffs | Tiles 0-5 |
| 25: Cliffs | Tiles 0-5 |
| 26: Snow (with ice) | None |
| 27: Grassland | Tiles 0-5 |
| 28: Snow (with ice) | None |
| 29: Factory (W7-A) | None |
| 30: Sewer (W2-3) | None |
| 31: Volcano (yellow) | Tiles 0-5 |
| 32: Castle | None |
| 33: Sky/mushrooms (with flowers and bushes) | Tiles 0-5 |
| 34: Grassland | Tiles 0-5 |
| 35: Underground | Tiles 0-5, 48-53 |
| 36: Underground (dark blue) [Unused] | Tiles 0-5, 48-53 |
| 37: Dark world (purple) | Tiles 0-5 |
| 38: Dark world (brown) | Tiles 0-5 |
| 39: Tower | Tiles 0-5 |
| 40: Ghost house exit | Tiles 0-5 |
| 41: Final Castle | None |
| 42: Toad house 1 | None |
| 43: Toad house 2 | None |
| 44: Toad house 3 | None |

| Slot | Randomization |
|---|------------------|
| 45: Final Castle | None |
| 46: Toad house 4 | None |
| 47: Bowser Jr battle | None |
| 48: Beach (blue) | Tiles 0-5 |
| 49: Boss battle | None |
| 50: Sky/mushrooms (with flowers and bushes) | Tiles 0-5 |
| 51: Forest | Tiles 0-2 |
| 52: Desert | Tiles 0-5 |
| 53: Desert | Tiles 0-5 |
| 54: Jungle | Tiles 0-5 |
| 55: Final boss battle | None |
| 56: Volcano (black) | Tiles 0-5 |
| 57: Underwater | Tiles 0-5 |
| 58: Light grey castle (W8 Castle 1) | None |
| 59: Sky/Mushrooms (yellow-ish) | None |
| 60: Beach (turquoise, without moss) | Tiles 0-5 |
| 61: Lakithunder and Monty Tank battles | None |
| 62: Boss battles | None |
| 63: Mummy-Pokey battle | None |
| 64: Oasis in Desert | Tiles 0-5 |
| 65: Desert | None |
| 66: Oasis in Desert | Tiles 0-5 |
| 67: Bonus room [Unused] | None |
| 68: Bonus room [Unused] | None |
| 69: Bonus room [Unused] | None |
| 70: Bonus room [Unused] | None |
| 71: Bonus room [Unused] | None |
| 72: Bonus room [Unused] | None |
| 73: Underground (gold) [Unused] | Tiles 0-5, 48-53 |
| 74: Bonus room | None |
| 75: Grassland | Tiles 0-5 |

Jyotyu Tileset

1. Jyotyu Palette

These files are the palettes used by the Jyotyu tileset:

- root/BG_ncl/d_2d_AJJ_jyotyu_B_ncl.bin
- root/BG_ncl/d_2d_AJJ_jyotyu_F_ncl.bin
- root/BG_ncl/d_2d_AJJ_jyotyu_ncl.bin
- root/BG_ncl/d_2d_AJJ_jyotyu_R_ncl.bin
- root/BG_ncl/d_2d_AJJ_jyotyu_W_ncl.bin

2. List of graphics that use the Jyotyu Palette

| Folder | Bitmap | Description |
|---------|---------------------|---|
| /BG_ncg | d_2d_AJJ_jyotyu | Default jyotyu graphics |
| /BG_ncg | d_2d_TEN_AJJ_jyotyu | Animated blocks, bricks and coins |
| /obj | A_block_hahen | Debris animations for destroyed blocks |
| /obj | A_block | Animations for blocks being hit |
| /obj | A_tikuwa_block | Donut lift |
| /obj | I_item | Power Ups |
| /obj | I_kakushitobira | Event Activated Door |
| /obj | I_mark_star | A star, seems to be unused |
| /obj | I_minigame_block | Animations for 1-Up Toad house blocks |
| /obj | I_minigame_item | 1-Up Toad house card graphics |
| /obj | I_obj_kemuri | Smoke (?) seems to be unused too |
| /obj | I_obj_kira_l | Sparks, they seem to be used by Mega Mario, but only with the first jyotyu palette |
| /obj | I_obj_kira | Smaller sparks, apparently used when collecting an 1-Up mushroom and after stomping on a blue Koopa |

| | | |
|------|------------------|---|
| /obj | I_obj_sunakemuri | Smoke (?) unused as well |
| /obj | I_obj_yajirushi | Arrow, apparently unused since it was removed from the European version |

3. Important

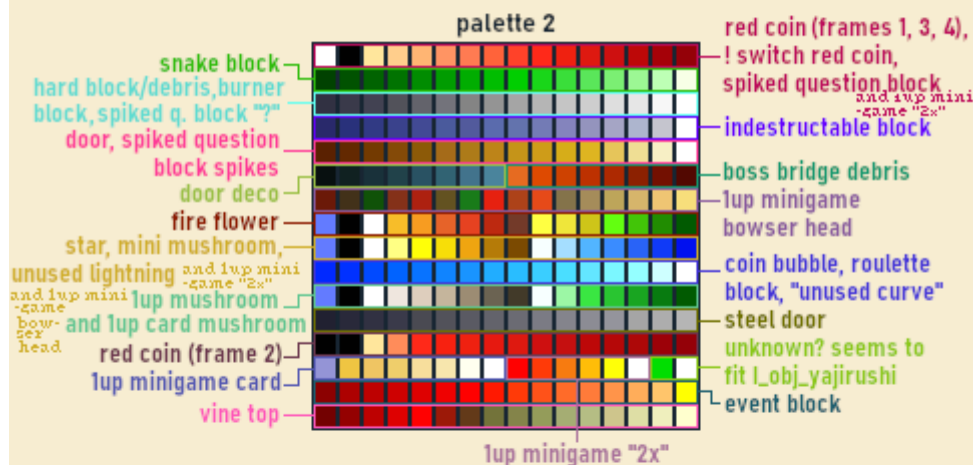
When you click "import bitmap and recreate pallete" on a file that uses the Jyotyru Pallete, it will recreate the Jyotyru Pallete, with new colours.

Other objects use the Jyotyru Pallete, but they will not match up with the pallete anymore, because it has been modified to match the Jyotyru tileset, so you have to open all the files that use the pallete and the pallete open at the same time, then click "import bitmap and recreate pallete". Or you can modify the Jyotyru Tileset with the built in editor which will not modify the Jyotyru Pallete.

4. Jyotyru labels

The following picture shows which objects use which colors in the different Jyotyru Palletes:

jyotyuu palette with labels



note: not every colour boxed is necessarily used

bonus notes: "l_obj_kira", "l_mark_star_ncg", and "l_obj_yajirushi" all seem to work with the jyotyuu palette but are probably unused (the former seems to be replaced by particles, while the latter is definitely unused, as it was removed by the european release of the game). "l_obj_kemuri" and "l_obj_sunakemuri" also could technically use the jyotyuu palette, but they also seem to be unused---probably also replaced by particles; the former can be seen in a prerelease screenshot (using a palette either different from or an earlier version of the jyotyuu palette). The vine in "l_item_ncg" also seems unused, while the star powerup uses both the jyotyuu palette but also the enemy palette (in order to make it flash). some of the ones that are mentioned on several palette lines only use one colour from it (usually black or white)

Credits to D.M. for the research and the image

Note: The palette colors will vary depending on the Jyotyuu palette, but the objects will still use the same colors.

World Map Icons

TODO: Finish the rest including the ones in uiStudio & update the description if needed.

Map Folder:

| Files | Description / Information |
|-----------------------|---|
| cursor_koopa_jr.nsbca | Bowser Jr's Animation (Joint) |
| cursor_koopa_jr.nsbmd | Bowser Jr's World Map Textures |
| cursor_peach.nsbca | Peach's Animation (Joint) |
| cursor_peach.nsbmd | Peach's World Map Textures |
| hammer_map.nsbmd | Hammer Bro's Hammer Texture |
| map_dragon.nsbca | Star Coin Sign's Animation (Joint) |
| map_dragon.nsbmd | Star Coin Sign's Textures |
| map_dragon.nsbtp | Star Coin Sign's Animation (Pattern) |
| map_hole.nsbmd | ? |
| map_point.nsbmd | World Map Node's Textures |
| map_point.nsbtp | World Map Node's Animation (Pattern) |
| map_shadow.nsbca | ? |
| map_shadow.nsbmd | ? |
| map_swing.nsbca | ? |
| w1.nsbmd | World 1's Textures (Doesn't have the texture for the elevated ground near the first tower & the green layering in the background) |

| Files | Description / Information |
|-------------------|--|
| w1.nsbca | World 1's Animation (Joint) |
| w1.nsbtp | World 1's Animation (Pattern) |
| w1_castle.nsbca | World 1 Castle's Animation (Joint) |
| w1_castle.nsbmd | World 1 Castle's Textures |
| w1_kinoko_a.nsbmd | Blue Mushroom House's Texture |
| w1_kinoko_b.nsbmd | Mega Mushroom House's Texture |
| w1_kinoko_g.nsbmd | 1-Up Mushroom House's Texture |
| w1_kinoko_p.nsbmd | Wood Mushroom House Holder's Texture |
| w1_kinoko_r.nsbmd | Item Bonus House's Texture |
| w1_move.nsbca | The animation where Bowser Jr. brings Peach to 1-Tower |
| w1_tower.nsbca | World 1 Tower's Animation (Joint) |
| w1_tower.nsbmd | World 1 Tower's Textures |
| w1_tree.nsbca | World 1 Tree's Animation (Joint) |
| w1_tree.nsbmd | World 1 Tree's Textures |
| w2.nsbmd | World 2's Textures |
| w2.nsbca | World 2's Animation (Joint) |
| w2.nsbtp | World 2's Animation (Pattern) |
| w2_castle.nsbmd | World 2 Castle's Textures |
| w2_kinoko_b.nsbmd | Mega Mushroom House's Texture |
| w2_kinoko_g.nsbmd | 1-Up Mushroom House's Texture |
| w2_kinoko_p.nsbmd | Wood Mushroom House Holder's Texture |
| w2_kinoko_r.nsbmd | Item Bonus House's Texture |

| Files | Description / Information |
|----------------|--|
| w2_move.nsbca | The animation where Bowser Jr. brings Peach to 2-Tower |
| w2_tower.nsbca | World 2 Tower's Animation (Joint) |
| w2_tower.nsbmd | World 2 Tower's Textures |
| w2_tree.nsbca | World 2 Tree's Animation (Joint) |
| w2_tree.nsbmd | World 2 Tree's Textures |

Enemy Palettes

1. Enemy Palettes

- root/obj/enemy_ncl.bin
- root/obj/enemy_B_ncl.bin
- root/obj/enemy_R_ncl.bin
- root/obj/enemy_W_ncl.bin

2. List of bitmaps which use the enemy palette

| Folder | Bitmap | Description |
|--------|-------------------|--|
| /obj | I_bubble256 | Podoboo |
| /obj | I_dokan_yajirushi | Arrow signs |
| /obj | I_fireball | Fire Mario/Fire Brother fireballs |
| /obj | I_kuribo256 | Goomba |
| /obj | I_nokonoko256 | Koopa Troopa |
| /obj | I_star_red | Mario VS Luigi battle stars |
| /obj | I_switch | ? Switch, ! Switch, P Switch and Skull Switch |
| /obj | I_ochiruhashi | Beach platform |
| /obj | I_teresa256 | Boo |
| /obj | W_kinoko | Graphics for the Blue/Yellow/Red Toad house blocks and cards |