

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

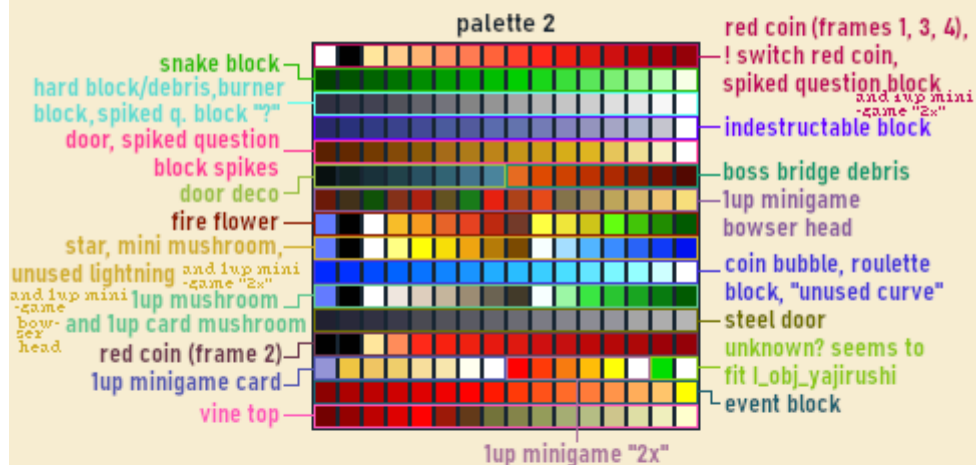
When you click "import bitmap and recreate pallete" on a file that uses the Jyotyru Pallete, it will recreate the Jyotyru Pallete, with new colours.

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