

Music List

| Level Header ID (Hex) | ID in NSMBe/Nitro Studio (Decimal) | Common Name | Name in NSMBe | SDAT Name (in sound_data.sdat) |
|-----------------------|------------------------------------|--|---------------------|--------------------------------|
| 00 | 0 | None/MvsL Stage Theme 1 (in some cases)* | MvsL Stage | BGM_VS_CHIJOU |
| 01 | 1 | Tower | Tower | BGM_TRIDE.sseq |
| 02 | 2 | Starman | Starman | BGM_MUTEKI.sseq |
| 03 | 3 | Mega Mario | Mega Mario | BGM_HUGE.sseq |
| 04 | 4 | End of Level (+ MvsL battle win) | End of Level | BGM_COURSE_CLEAR.sseq |
| 05 | 5 | Death | Death | BGM_DOWN.sseq |
| 06 | 6 | Desert | Desert | BGM_SABAKU.sseq |
| 07 | 7 | Boss | Boss | BGM_BOSS.sseq |
| 08 | 8 | VS battle lose | VS Lose | BGM_VS_LOSE_FANFARE |
| 09 | 9 | Underground | Underground | BGM_CHIKA.sseq |
| 0A | 10 | Bonus room | Bonus room | BGM_MAME.sseq |
| 0B | 11 | Underwater | Underwater | BGM_WATER3.sseq |
| 0C | 12 | Lava | Lava | BGM_KAZAN_SOTO.sseq |
| 0D | 13 | End Credits (Early/Unused, shorter) | End Credits | BGM_SAMPLE |
| 0E | 14 | Beach | Beach | BGM_SANBASHI.sseq |
| 0F | 15 | Bowser Jr. Battle | Bowser Jr. Battle | BGM_KUPPAJR |
| 10 | 16 | Ghost House | Ghost House | BGM_OBAKE.sseq |
| 11 | 17 | Castle | Castle | BGM_SHIRO.sseq |
| 12 | 18 | Switch timer | Timer | BGM_SWITCH.sseq |
| 13 | 19 | End of Game Fanfare | End of Game Fanfare | BGM_FINAL_CLEAR |
| 14 | 20 | Game Over | Game Over | BGM_GAMEOVER.sseq |
| 15 | 21 | Final Boss | Final Boss | BGM_FINAL_KUPPA.sseq |

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|-----------------------|------------------------------------|---|------------------------------|--------------------------------|
| 16 | 22 | Boss Beaten | Boss Beaten | BGM_BOSS_CLEAR.sseq |
| 17 | None | [Nothing] | | [Nothing] |
| 18 | 24 | Athletic | Mushrooms (Athletic) | BGM_ATHLETIC.sseq |
| 19 | 25 | Toad House | Toad House | BGM_MINIGAME.sseq |
| 1A | 26 | Grassland | Grassland | BGM_CHIJOU_CONT.sseq |
| 1B | 27 | Title Screen | Title Screen | BGM_SELECT.sseq |
| 1C | 28 | SMB End of Level | SMB End of Level | BGM_GOAL_FANFARE2.sseq |
| 1D | 29 | Toad House Fanfare | Toad House Fanfare | BGM_FANFARE_KINO.sseq |
| 1E | 30 | MvsL Stage Theme 2* | MvsL Stage 2 | BGM_VS_STAGE.sseq |
| 1F | 31 | MvsL start screen (duplicate of Title Screen) | MvsL Title Screen | BGM_VS_SELECT.sseq |
| 20 | 32 | MvsL Loop | MvsL Results Screen | BGM_VS_FAN_LOOP.sseq |
| 21 | 33 | MvsL Win (Results screen) | MvsL Win | BGM_VS_WIN.sseq |
| 22 | 34 | MvsL Lose (Results screen) | MvsL Lose | BGM_VS_LOSE |
| [23 - 4F] | None | [Nothing] | | [Nothing] |
| 50 | 80 | Lava ambient | Lava ambient (Castle) | BGM_AMB_YOUGAN |
| 51 | 81 | Desert wind ambient | Desert ambient (Castle) | BGM_AMB_SABAKU |
| 52 | 82 | Water ambient | Water ambient (Castle) | BGM_AMB_WATER |
| 53 | 83 | Cave Water Ambient | Underground ambient (Castle) | BGM_AMB_CHIKA |
| [84 - 85] | None | [Nothing] | | [Nothing] |
| 56 | 86 | Sky Wind Ambient | Wind ambient (Castle) | BGM_AMB_SKY |
| [87 - 98] | None | [Nothing] | | [Nothing] |
| 63 | 99 | MvsL Stage (Early) | Early Grassland (Unused) | BGM_CHIJO |

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|-----------------------|------------------------------------|---------------|---------------|--------------------------------|
| 64 | 100 | World 1* | World 1 | BGM_WORLD1 |
| 65 | 101 | World 2* | World 2 | BGM_WORLD2 |
| 66 | 102 | World 3* | World 3 | BGM_WORLD3 |
| 67 | 103 | World 4* | World 4 | BGM_WORLD4 |
| 68 | 104 | World 5* | World 5 | BGM_WORLD5 |
| 69 | 105 | World 6* | World 6 | BGM_WORLD6 |
| 6A | 106 | World 7* | World 7 | BGM_WORLD7 |
| 6B | 107 | World 8* | World 8 | BGM_WORLD8 |
| 6C | 108 | End Credits | Ending | BGM_ENDING |
| 6D | 109 | Intro Part 1 | Intro 1 | BGM_OPENING_DEMO 1 |
| 6E | 110 | Intro Part 2 | Intro 2 | BGM_OPENING_DEMO 2 |
| 6F | 111 | Peach Fanfare | Peach Fanfare | BGM_KUPPACLEAR_D EMO |

*MvsL themes and World Map themes: Loading the MvsL themes or the World map themes in a regular level (by changing the music in the View Settings for example) will play the music, but most sound effects will be muted while the music is playing (this is because they use sound banks that are too big for the game, overloading the audio memory).

Additional note: Any song with an id above 6F will not play, regardless of if there is song data associated with it or not (by editing the sound_data.sdat file)

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