

# Staff Roll Characters

These are the letters you can touch on the bottom screen during the credits.

Closest ASCII Character	Character ID	Character Used?	SFX ID	SFX Name	SFX Usage Outside of Credits
A	0x0	Yes	0x34	SE_EMY_KPJR_DAMAGE_V	Bowser Jr. stomped (voice)
B	0x1	Yes	0x35	SE_EMY_KPJR_CRY_V	Bowser Jr. defeated
C	0x2	Yes	0x39	SE_EMY_KPJR_GUARD_ON	Bowser Jr. go into shell
D	0x3	Yes	0x6e	SE_EMY_KURIBO_FUMU	Stomp on enemy / Stomp on other player
E	0x4	Yes	0x6f	SE_EMY_KAME_FUMU	Stomp on Koopa / Kab-omb / Skeeter (?)
F	0x5	Yes	0x70	SE_EMY_KAME KERU	Enemy defeated by fireball/Shell mario in shell/Ground-pound/Flagpole / Mega Goomba defeated by Mini Player / Hanging ? Block hit from side / Item destroyed in lava / Block spawned by tile creator sprite
G	0x6	Yes	0xf5	SE_VOC_OPDM_YES	Player reacts to completion of logo
H	0x7	Yes	0xfa	SE_VOC_OPDM_AWAWA_01	Player reacts to thunder strike
I	0x8	Yes	0x128	SE_OBJ_GOAL_HANABI	Goal firework
J	0x9	Yes	0x103	SE_AMB_OPDM_BABEL	Logo crashes down
K	0xa	Yes	0x123	SE_OBJ_GET_DRAGON_COIN	Get Star Coin
L	0xb	Yes	0x10b	SE_VOC_OPDM_PEACH_HELP	
M	0xc	Yes	0x166	SE_PLY_CHANGE_NORMAL	Turn back to normal from Mega
N	0xd	Yes	0x14f	SE_PLY_HIP_ATTACK_M	Mini ground-pound

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O	0xe	Yes	0x149	SE_PLY_JUMP_3	Mini Player jumps
P	0xf	Yes	0x152	SE_PLY_DOWN	Player loses a life
Q	0x10	No	0x153	SE_PLY_SWIM	Player swim
R	0x11	Yes	0x168	SE_PLY_THROW_FIRE	Fire Player/Fire Bros - throw fireball
S	0x12	Yes	0x16c	SE_OBJ_GET_COIN	Get coin
T	0x13	Yes	0x171	SE_OBJ_DOKAN_BREAK	Pipe/Bill Blaster smashed from the side as Mega Player
U	0x14	Yes	0x172	SE_PLY_JUMPDAI	Jump on trampoline/Pot in final boss intro jumps
V	0x15	Yes	0x17b	SE_SYS_ONE_UP	Get 1-up mushroom
W	0x16	Yes	0x17c	SE_SYS_ONE_DOWN	Unused
X	0x17	Yes	0x1a9	SE_OBJ_TSUBO_BREAK	Pot in final boss intro shatters
Y	0x18	Yes	0x1ab	SE_VOC_M_HOEE	Mario embarrassed after being kissed by peach
Z	0x19	Yes	0x1ad	SE_VOC_P_THANK_YOU	Peach thanks Player after battle
a	0x1a	Yes	0x34	SE_EMY_KPJR_DAMAGE_V	Bowser Jr. stomped (voice)
b	0x1b	Yes	0x35	SE_EMY_KPJR_CRY_V	Bowser Jr. defeated
c	0x1c	Yes	0x39	SE_EMY_KPJR_GUARD_ON	Bowser Jr. go into shell
d	0x1d	Yes	0x6e	SE_EMY_KURIBO_FUMU	Stomp on enemy / Stomp on other player
e	0x1e	Yes	0x6f	SE_EMY_KAME_FUMU	Stomp on Koopa / Kab-omb / Skeeter (?)

Closest ASCII Character	Character ID	Character Used?	SFX ID	SFX Name	SFX Usage Outside of Credits
f	0x1f	Yes	0x70	SE_EMY_KAME_KERU	Enemy defeated by fireball/Shell mario in shell/Ground-pound/Flagpole / Mega Goomba defeated by Mini Player / Hanging ? Block hit from side / Item destroyed in lava / Block spawned by tile creator sprite
g	0x20	Yes	0xf5	SE_VOC_OPDM_YES	Player reacts to completion of logo
h	0x21	Yes	0xfa	SE_VOC_OPDM_AWAWA_01	Player reacts to thunder strike
i	0x22	Yes	0x128	SE_OBJ_GOAL_HANABI	Goal firework
j	0x23	Yes	0x103	SE_AMB_OPDM_BABEL	Logo crashes down
k	0x24	Yes	0x123	SE_OBJ_GET_DRAGON_COIN	Get Star Coin
l	0x25	Yes	0x10b	SE_VOC_OPDM_PEACH_HELP	
m	0x26	Yes	0x166	SE_PLY_CHANGE_NORMAL	Turn back to normal from Mega
n	0x27	Yes	0x14f	SE_PLY_HIP_ATTACK_M	Mini ground-pound
o	0x28	Yes	0x149	SE_PLY_JUMP_3	Mini Player jumps
p	0x29	Yes	0x152	SE_PLY_DOWN	Player loses a life
q	0x2a	Yes	0x153	SE_PLY_SWIM	Player swim
r	0x2b	Yes	0x168	SE_PLY_THROW_FIRE	Fire Player/Fire Bros - throw fireball
s	0x2c	Yes	0x16c	SE_OBJ_GET_COIN	Get coin
t	0x2d	Yes	0x171	SE_OBJ_DOKAN_BREAK	Pipe/Bill Blaster smashed from the side as Mega Player
u	0x2e	Yes	0x172	SE_PLY_JUMPAI	Jump on trampoline/Pot in final boss intro jumps
v	0x2f	Yes	0x17b	SE_SYS_ONE_UP	Get 1-up mushroom
w	0x30	Yes	0x17c	SE_SYS_ONE_DOWN	Unused

Closest ASCII Character	Character ID	Character Used?	SFX ID	SFX Name	SFX Usage Outside of Credits
x	0x31	No	0x1a9	SE_OBJ_TSUBO_BREAK	Pot in final boss intro shatters
y	0x32	Yes	0x1ab	SE_VOC_M_HOEE	Mario embarrassed after being kissed by peach
z	0x33	Yes	0x1ad	SE_VOC_P_THANK_YOU	Peach thanks Player after battle
À	0x34	No	0x36	SE_EMY_KPJR_UH	Bowser Jr. “wakes up” after battle
Á	0x35	No	0x37	SE_EMY_KPJR_LAND	Bowser Jr. land after jump attack
Â	0x36	No	0x3b	SE_EMY_KPJR_GUARD_OFF	Bowser Jr. stop hiding in shell
Ä	0x37	No	0x3c	SE_EMY_KPJR_DAMAGE	Bowser Jr. stomped
Ç	0x38	No	0x3d	SE_EMY_KPJR_PURUPURU	Bowser Jr. shakes head after waking up after battle
È	0x39	No	0x77	SE_EMY_KAME_HIT_7	Defeat 7th and subsequent enemy in a row while sliding
É	0x3a	No	0xf6	SE_VOC_OPDM_UN_01	Player looks up at logo
Ê	0x3b	No	0xfc	SE_VOC_OPDM_AWAWA_02	
Ë	0x3c	No	0xff	SE_VOC_OPDM_HOEE	
Ì	0x3d	No	0x10a	SE_VOC_OPDM_PEACH_CRY	
Í	0x3e	No	0x101	SE_AMB_OPDM_WARBLE	Intro birds
Î	0x3f	No	0x102	SE_AMB_OPDM_THUNDER	Thunder strike on castle
Ï	0x40	No	0x104	SE_EMY_OPDM_KPJR_FOOT	Bowser Jr. sneaks up on peach
Ñ	0x41	No	0x109	SE_PLY_OPDM_MA_HIT	
Ò	0x42	No	0x10d	SE_OBJ_OPDM_NEW_FALL	
Ó	0x43	No	0x10e	SE_OBJ_OPDM_NEW_SET	

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Ô	0x44	No	0x10f	SE_OBJ_OPDM_LOGO_FALL_L	
Ö	0x45	No	0x110	SE_OBJ_OPDM_LOGO_FALL_S	
Ù	0x46	No	0x170	SE_OBJ_COIN_BOUND	Loose coin hit ground
Ú	0x47	No	0x174	SE_OBJ_ITEM_APPEAR	Item out of block
Û	0x48	No	0x13a	SE_SYS_MID_POINT	Pass checkpoint
Ü	0x49	No	0x13e	SE_SYS_HURRY_UP	
ß	0x4a	No	0x14d	SE_PLY_HIP_ATTACK	Ground-pound hits ground / Ground-pound hits other player
à	0x4b	No	0x36	SE_EMY_KPJR_UH	Bowser Jr. “wakes up” after battle
á	0x4c	No	0x37	SE_EMY_KPJR_LAND	Bowser Jr. land after jump attack
â	0x4d	No	0x3b	SE_EMY_KPJR_GUARD_OFF	Bowser Jr. stop hiding in shell
ä	0x4e	No	0x3c	SE_EMY_KPJR_DAMAGE	Bowser Jr. stomped
ç	0x4f	No	0x3d	SE_EMY_KPJR_PURUPURU	Bowser Jr. shakes head after waking up after battle
è	0x50	No	0x77	SE_EMY_KAME_HIT_7	Defeat 7th and subsequent enemy in a row while sliding
é	0x51	No	0xf6	SE_VOC_OPDM_UN_01	Player looks up at logo
ê	0x52	No	0xfc	SE_VOC_OPDM_AWAWA_02	
ë	0x53	No	0xff	SE_VOC_OPDM_HOEE	
ì	0x54	No	0x10a	SE_VOC_OPDM_PEACH_CRY	
í	0x55	No	0x101	SE_AMB_OPDM_WARBLE	Intro birds
î	0x56	No	0x102	SE_AMB_OPDM_THUNDER	Thunder strike on castle

Closest ASCII Character	Character ID	Character Used?	SFX ID	SFX Name	SFX Usage Outside of Credits
ï	0x57	No	0x104	SE_EMY_OPDM_KPJR_FOOT	Bowser Jr. sneaks up on peach
ñ	0x58	No	0x109	SE_PLY_OPDM_MA_HIT	
ò	0x59	No	0x10d	SE_OBJ_OPDM_NEW_FALL	
ó	0x5a	No	0x10e	SE_OBJ_OPDM_NEW_SET	
ô	0x5b	No	0x10f	SE_OBJ_OPDM_LOGO_FALL_L	
ö	0x5c	No	0x110	SE_OBJ_OPDM_LOGO_FALL_S	
ù	0x5d	No	0x170	SE_OBJ_COIN_BOUND	Loose coin hit ground
ú	0x5e	No	0x174	SE_OBJ_ITEM_APPEAR	Item out of block
û	0x5f	No	0x13a	SE_SYS_MID_POINT	
ü	0x60	No	0x13e	SE_SYS_HURRY_UP	
.	0x61	No	0x15b	SE_PLY_FOOTNOTE_H	
•	0x62	No	0x15e	SE_PLY_FOOTNOTE_H	
_	0x63	No	0x16a	SE_PLY_CHANGE_SMALL	Enter/exit pipe / Enter warp / lose powerup
-	0x64	No	0x163	SE_PLY_CHANGE_BIG	Get powerup / Collect Starman as Mega Player
[another type of line]	0x65	No	0x167	SE_PLY_CHANGE_MAME	Become mini
&	0x66	Yes	0x177	SE_OBJ_BLOCK_BREAK	Player break brick block / boss shutter block spawn/break / block broken by tile destroyer sprite / bridge destroyed in Bowser/Big Bowser boss / peach platform destroyed in final boss / Bob-omb destroy block / Big Unagi destroy block / Mummipokey sand ball break

Closest ASCII Character	Character ID	Character Used?	SFX ID	SFX Name	SFX Usage Outside of Credits
'	0x67	Yes	0x178	SE_PLY_STAR_ATTACK	Mega Player touch enemy/Big Player touch Mini Goomba / Big Unagi destroy block / Broozer destroy block

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