

Tileset Information

TODO: Verify randomization table somehow. Add more info for palette animations (such as which colours animate & info on slots 7 and 31) and tile animations (such as which tiles animate). Mention unused files? Unused 3D tile IDs? Double-check animation speed. Add info on how ghost house stairs work. Add info from here: <https://nsmbhd.net/post/46490/>

Bitmap Table

Files stored in BG_ncg/ folder.

Table address in overlay 0: 0x00030EA4

Table address in memory: 0x020C9584

| 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 |

| Slot | Bitmap |
|---|-------------------------------------|
| 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 |
| 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 |

| Slot | Bitmap |
|---|--------------------------------------|
| 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 |
| 52: Desert | d_2d_I_M_tikei_sabaku_ncg.bin |
| 53: Desert | d_2d_I_M_tikei_sabaku_ncg.bin |
| 54: Forest | d_2d_W_M_tikei_jungle_ncg.bin |
| 55: Final boss battle | d_2d_I_M_tikei_koopa_boss_ncg.bin |
| 56: Volcano (black) | d_2d_W_M_tikei_kazan_ncg.bin |
| 57: Underwater | d_2d_W_M_tikei_suichu_ncg.bin |
| 58: Light grey castle (W8 Castle 1) | d_2d_I_M_tikei_yakata_nise_ncg.bin |
| 59: Sky/Mushrooms (yellow-ish) | d_2d_I_M_tikei_kumo2_ncg.bin |
| 60: Beach (turquoise, without moss) | d_2d_W_M_tikei_kaigan2_ncg.bin |
| 61: Lakithunder and Monty Tank battles | d_2d_I_M_tikei_yakata_bossW7_ncg.bin |
| 62: Boss battle | d_2d_I_M_tikei_yakata_boss_ncg.bin |
| 63: Mummy-Pokey battle | d_2d_I_M_tikei_sabaku_boss_ncg.bin |
| 64: Oasis in Desert | d_2d_W_M_tikei_kaigan3_ncg.bin |
| 65: Desert | d_2d_I_M_tikei_sabaku_ncg.bin |
| 66: Oasis in Desert | d_2d_W_M_tikei_kaigan3_ncg.bin |
| 67: Bonus room [Unused] | d_2d_I_M_tikei_mame_ncg.bin |
| 68: Bonus room [Unused] | d_2d_I_M_tikei_mame_ncg.bin |
| 69: Bonus room [Unused] | d_2d_I_M_tikei_mame_ncg.bin |
| 70: Bonus room [Unused] | d_2d_I_M_tikei_mame_ncg.bin |
| 71: Bonus room [Unused] | d_2d_I_M_tikei_mame_ncg.bin |
| 72: Bonus room [Unused] | d_2d_I_M_tikei_mame_ncg.bin |
| 73: Underground (gold) [Unused] | d_2d_I_M_tikei_chika4_ncg.bin |
| 74: Bonus room | d_2d_I_M_tikei_mame_bonus_ncg.bin |
| 75: Grassland | d_2d_I_M_tikei_nohara_ncg.bin |

Animations Table

Files stored in BG_ncg/ folder.

| Slot | Animations |
|---|--------------------------------|
| Tileset 0 (Jyotyu) | d_2d_TEN_A_J_jyotyu_ncg.bin |
| Tileset 2 (Sub Nohara) | None |
| 0: Grassland | None |
| 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 | d_2d_TEN_S_obakeyasiki_ncg.bin |
| 24: Cliffs | None |
| 25: Cliffs | None |
| 26: Snow (with ice) | None |
| 27: Grassland | None |

| Slot | Animations |
|---|---------------------------|
| 28: Snow (with ice) | None |
| 29: Factory (W7-A) | None |
| 30: Sewer (W2-3) | None |
| 31: Volcano (yellow) | None |
| 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: Forest | None |
| 55: Final boss battle | None |
| 56: Volcano (black) | None |
| 57: Underwater | None |
| 58: Light grey castle (W8 Castle 1) | None |

| Slot | Animations |
|--|------------|
| 59: Sky/Mushrooms (yellow-ish) | None |
| 60: Beach (turquoise, without moss) | None |
| 61: Lakithunder and Monty Tank battles | None |
| 62: Boss battle | None |
| 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 |

Animated Tiles

Slot 1: Castle

| Tile Number | Animation | Tiles | Frames | Animates Every... | Animation Type |
|--------------------|-------------------------|-------|--------|-------------------|----------------|
| 200, 201, 232, 233 | Lava | 4 | 6 | 7 Frames | Loop |
| 85, 86, 300, 301 | Rightward conveyor tile | 1 | 8 | 2 Frames | Loop |
| 87, 88, 302, 303 | Rightward conveyor tile | 1 | 8 | 1 Frame | Loop |
| 117, 118, 268, 269 | Leftward conveyor tile | 1 | 8 | 2 Frames | Loop |
| 119, 120, 302, 303 | Leftward conveyor tile | 1 | 8 | 1 Frame | Loop |

| Tile Number | Animation | Tiles | Frames | Animates Every... | Animation Type |
|--------------------|---------------------|-------|--------|-------------------|----------------------|
| 388, 389, 420, 421 | Conveyor left edge | 4 | 8 | 2 Frames | Loop |
| 392, 393, 424, 425 | Conveyor left edge | 4 | 8 | 2 Frames | Loop (reverse order) |
| 396, 397, 428, 429 | Conveyor left edge | 4 | 8 | 1 Frame | Loop |
| 400, 401, 432, 433 | Conveyor left edge | 4 | 8 | 1 Frame | Loop (reverse order) |
| 390, 391, 422, 423 | Conveyor right edge | 4 | 8 | 2 Frames | Loop |
| 394, 395, 426, 427 | Conveyor right edge | 4 | 8 | 2 Frames | Loop (reverse order) |
| 398, 399, 430, 431 | Conveyor right edge | 4 | 8 | 1 Frame | Loop |
| 402, 403, 434, 435 | Conveyor right edge | 4 | 8 | 1 Frame | Loop (reverse order) |

Slot 23: Ghost House

| Tile Number | Animation | Tiles | Frames | Animates Every... | Animation Type |
|--------------------|-------------------|-------|--------|-------------------|--|
| 283, 284, 315, 316 | Collapsing stairs | 4 | 4 | TBA | Event activated (event ID 16). Frame 4 is held when not triggered. Plays in reverse order when triggered and holds on frame 1 while event is active. Plays and holds on frame 4 when event ends. |

| Tile Number | Animation | Tiles | Frames | Animates Every... | Animation Type |
|--------------------|-------------------|-------|--------|-------------------|--|
| 347, 348, 379, 380 | Collapsing stairs | 4 | 4 | TBA | Event activated (event ID 15). Frame 4 is held when not triggered. Plays in reverse order when triggered and holds on frame 1 while event is active. Plays and holds on frame 4 when event ends. |
| 411, 412, 443, 444 | Collapsing stairs | 4 | 4 | TBA | Event activated (event ID 14). Frame 4 is held when not triggered. Plays in reverse order when triggered and holds on frame 1 while event is active. Plays and holds on frame 4 when event ends. |

Slot 39: Tower

| Tile Number | Animation | Tiles | Frames | Animates Every... | Animation Type |
|--------------------|-------------------------|-------|--------|-------------------|----------------------|
| 85, 86, 300, 301 | Rightward conveyor tile | 1 | 8 | 2 Frames | Loop |
| 87, 88, 302, 303 | Rightward conveyor tile | 1 | 8 | 1 Frame | Loop |
| 117, 118, 268, 269 | Leftward conveyor tile | 1 | 8 | 2 Frames | Loop |
| 119, 120, 302, 303 | Leftward conveyor tile | 1 | 8 | 1 Frame | Loop |
| 388, 389, 420, 421 | Conveyor left edge | 4 | 8 | 2 Frames | Loop |
| 392, 393, 424, 425 | Conveyor left edge | 4 | 8 | 2 Frames | Loop (reverse order) |
| 396, 397, 428, 429 | Conveyor left edge | 4 | 8 | 1 Frame | Loop |

| Tile Number | Animation | Tiles | Frames | Animates Every... | Animation Type |
|--------------------|---------------------|-------|--------|-------------------|----------------------|
| 400, 401, 432, 433 | Conveyor left edge | 4 | 8 | 1 Frame | Loop (reverse order) |
| 390, 391, 422, 423 | Conveyor right edge | 4 | 8 | 2 Frames | Loop |
| 394, 395, 426, 427 | Conveyor right edge | 4 | 8 | 2 Frames | Loop (reverse order) |
| 398, 399, 430, 431 | Conveyor right edge | 4 | 8 | 1 Frame | Loop |
| 402, 403, 434, 435 | Conveyor right edge | 4 | 8 | 1 Frame | Loop (reverse order) |

Palette Table

Files stored in BG_ncl/ folder.

Table address in overlay 0: 0x00031494

Table address in memory: 0x020C9B74

| 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 |
| 10: Beach (blue) | d_2d_W_M_tikei_kaigan_ncl.bin |
| 11: Forest | d_2d_W_M_tikei_jungle_ncl.bin |

| Slot | Palette |
|---|-------------------------------------|
| 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 |
| 41: Final Castle | d_2d_I_M_tikei_yakata_ncl.bin |
| 42: Toad house 1 | d_2d_W_M_tikei_kinokoA_ncl.bin |

| Slot | Palette |
|---|--------------------------------------|
| 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: Forest | d_2d_W_M_tikei_jungle_ncl.bin |
| 55: Final boss battle | d_2d_I_M_tikei_koopa_boss_ncl.bin |
| 56: Volcano (black) | d_2d_W_M_tikei_kazan_ncl.bin |
| 57: Underwater | d_2d_W_M_tikei_suichu_ncl.bin |
| 58: Light grey castle (W8 Castle 1) | d_2d_I_M_tikei_yakata_nise_ncl.bin |
| 59: Sky/Mushrooms (yellow-ish) | d_2d_I_M_tikei_kumo2_ncl.bin |
| 60: Beach (turquoise, without moss) | d_2d_W_M_tikei_kaigan2_ncl.bin |
| 61: Lakithunder and Monty Tank battles | d_2d_I_M_tikei_yakata_bossW7_ncl.bin |
| 62: Boss battle | d_2d_I_M_tikei_yakata_boss_ncl.bin |
| 63: Mummy-Pokey battle | d_2d_I_M_tikei_sabaku_boss_ncl.bin |
| 64: Oasis in Desert | d_2d_W_M_tikei_kaigan3_ncl.bin |
| 65: Desert | d_2d_I_M_tikei_sabaku_ncl.bin |
| 66: Oasis in Desert | d_2d_W_M_tikei_kaigan3_ncl.bin |
| 67: Bonus room [Unused] | d_2d_I_M_tikei_mame_ncl.bin |
| 68: Bonus room [Unused] | d_2d_I_M_tikei_mame_ncl.bin |
| 69: Bonus room [Unused] | d_2d_I_M_tikei_mame_ncl.bin |
| 70: Bonus room [Unused] | d_2d_I_M_tikei_mame_ncl.bin |
| 71: Bonus room [Unused] | d_2d_I_M_tikei_mame_ncl.bin |
| 72: Bonus room [Unused] | d_2d_I_M_tikei_mame_ncl.bin |
| 73: Underground (gold) [Unused] | d_2d_I_M_tikei_chika4_ncl.bin |

| Slot | Palette |
|----------------|-----------------------------------|
| 74: Bonus room | d_2d_I_M_tikei_mame_bonus_ncl.bin |
| 75: Grassland | d_2d_I_M_tikei_nohara_ncl.bin |

Palette Animations Table

Files stored in BG_ncl/ folder.

Table address for files in overlay 0: 0x00030CC0

Table address for files in memory: 0x020C93A0

Table address for tileset slots in overlay 0: 0x00030A38

Table address for tileset slots in memory: 0x020C9118

Do note that tileset slot table above only controls which tilesets *load* the files for the animations — it does not determine which slots *play* the animations.

| Slot | Palette |
|---------------------------|---------------------------------|
| 3: Underground (with ice) | d_2d_Bg2_TEN_I_setsugen_ncl.bin |
| 17: Snow (with ice) | d_2d_Bg2_TEN_I_setsugen_ncl.bin |

Object Definitions Table

Files stored in BG_unt/ folder.

Table address for unt files in overlay 0: 0x0002FA14

Table address for unt files in memory: 0x020C80F4

Table address for unt_hd files in overlay 0: 0x0002F8E4

Table address for unt_hd files in memory: 0x020C7FC4

| Slot | Object Definitions |
|---------------------------|-------------------------------------|
| Tileset 0 (Jyotyu) | A_J_jyotyu.bin A_J_jyotyu_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 |

| Slot | Object Definitions |
|---|---|
| 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 |
| 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 |

| Slot | Object Definitions |
|---|---|
| 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 |
| 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 |

| Slot | Object Definitions |
|---|---|
| 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 |
| 53: Desert | I_M_sabaku.bin I_M_sabaku_hd.bin |
| 54: Forest | 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_kumo.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 battle | 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 |

| Slot | Object Definitions |
|---------------------------------|---|
| 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 |
| 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

Files stored in BG_pnl/ folder.

Table address in overlay 0: 0x000316F4

Table address in memory: 0x020C9DD4

| Slot | Map16 |
|---------------------------|-------------------------|
| Tileset 0 (Jyotyuu) | d_2d_PA_A_J_jyotyuu.bin |
| Tileset 2 (Sub Nohara) | d_2d_PA_I_S_nohara.bin |
| 0: Grassland | d_2d_PA_I_M_nohara.bin |
| 1: Castle | d_2d_PA_I_M_yakata.bin |
| 2: Desert | d_2d_PA_I_M_sabaku.bin |
| 3: Underground (with ice) | d_2d_PA_I_M_chika.bin |

| Slot | Map16 |
|---|-----------------------------|
| 4: Sky/mushrooms (world 7 style) | d_2d_PA_I_M_kumo.bin |
| 5: Underwater | d_2d_PA_W_M_suichu.bin |
| 6: Desert | d_2d_PA_I_M_sabaku.bin |
| 7: Volcano (brown) | d_2d_PA_W_M_yougan.bin |
| 8: Grassland | d_2d_PA_I_M_nohara.bin |
| 9: Beach (blue) | d_2d_PA_W_M_kaigan.bin |
| 10: Beach (blue) | d_2d_PA_W_M_kaigan.bin |
| 11: Forest | d_2d_PA_W_M_jungle.bin |
| 12: Grassland | d_2d_PA_I_M_nohara2.bin |
| 13: Sky/mushrooms (with flowers and bushes) | d_2d_PA_I_M_kinoko.bin |
| 14: Sky/mushrooms (with flowers and bushes) | d_2d_PA_I_M_kinoko.bin |
| 15: Volcano (black) | d_2d_PA_W_M_kazan.bin |
| 16: Volcano (black 2) [Unused] | d_2d_PA_W_M_kazangake.bin |
| 17: Snow (with ice) | d_2d_PA_I_M_setsugen.bin |
| 18: Snow | d_2d_PA_I_M_setsugen2.bin |
| 19: Forest | d_2d_PA_W_M_jungle.bin |
| 20: Oasis in Desert | d_2d_PA_W_M_kaigan3.bin |
| 21: Bonus Room [Unused] | d_2d_PA_I_M_mame.bin |
| 22: Volcano (black 2) [Unused] | d_2d_PA_W_M_kazangake.bin |
| 23: Ghost House | d_2d_PA_S_M_obakeyasiki.bin |
| 24: Cliffs | d_2d_PA_W_M_kazangake2.bin |
| 25: Cliffs | d_2d_PA_W_M_kazangake2.bin |
| 26: Snow (with ice) | d_2d_PA_I_M_setsugen.bin |
| 27: Grassland | d_2d_PA_I_M_nohara.bin |
| 28: Snow (with ice) | d_2d_PA_I_M_setsugen.bin |
| 29: Factory (W7-A) | d_2d_PA_W_M_dokansoto.bin |
| 30: Sewer (W2-3) | d_2d_PA_W_M_dokannaka.bin |
| 31: Volcano (yellow) | d_2d_PA_W_M_yougantate.bin |
| 32: Castle | d_2d_PA_I_M_yakata.bin |
| 33: Sky/mushrooms (with flowers and bushes) | d_2d_PA_I_M_kinoko.bin |
| 34: Grassland | d_2d_PA_I_M_nohara.bin |

| Slot | Map16 |
|---|-------------------------------|
| 35: Underground | d_2d_PA_I_M_chika3.bin |
| 36: Underground (dark blue) [Unused] | d_2d_PA_I_M_chika2.bin |
| 37: Dark world (purple) | d_2d_PA_I_M_koopa_heigen.bin |
| 38: Dark world (brown) | d_2d_PA_I_M_koopa_iwa.bin |
| 39: Tower | d_2d_PA_I_M_toride.bin |
| 40: Ghost house exit | d_2d_PA_S_M_obake_soto.bin |
| 41: Final Castle | d_2d_PA_I_M_yakata.bin |
| 42: Toad house 1 | d_2d_PA_W_M_kinokoA.bin |
| 43: Toad house 2 | d_2d_PA_W_M_kinokoB.bin |
| 44: Toad house 3 | d_2d_PA_W_M_kinokoC.bin |
| 45: Final Castle | d_2d_PA_I_M_yakata.bin |
| 46: Toad house 4 | d_2d_PA_W_M_kinokoD.bin |
| 47: Bowser Jr battle | d_2d_PA_I_M_toride_boss.bin |
| 48: Beach (blue) | d_2d_PA_W_M_kaigan.bin |
| 49: Boss battle | d_2d_PA_I_M_yakata_boss.bin |
| 50: Sky/mushrooms (with flowers and bushes) | d_2d_PA_I_M_kinoko.bin |
| 51: Forest | d_2d_PA_W_M_jungle.bin |
| 52: Desert | d_2d_PA_I_M_sabaku.bin |
| 53: Desert | d_2d_PA_I_M_sabaku.bin |
| 54: Forest | d_2d_PA_W_M_jungle.bin |
| 55: Final boss battle | d_2d_PA_I_M_koopa_boss.bin |
| 56: Volcano (black) | d_2d_PA_W_M_kazan.bin |
| 57: Underwater | d_2d_PA_W_M_suichu.bin |
| 58: Light grey castle (W8 Castle 1) | d_2d_PA_I_M_yakata_nise.bin |
| 59: Sky/Mushrooms (yellow-ish) | d_2d_PA_I_M_kumo2.bin |
| 60: Beach (turquoise, without moss) | d_2d_PA_W_M_kaigan2.bin |
| 61: Lakithunder and Monty Tank battles | d_2d_PA_I_M_yakata_bossW7.bin |
| 62: Boss battle | d_2d_PA_I_M_yakata_boss.bin |
| 63: Mummy-Pokey battle | d_2d_PA_I_M_sabaku_boss.bin |
| 64: Oasis in Desert | d_2d_PA_W_M_kaigan3.bin |
| 65: Desert | d_2d_PA_I_M_sabaku.bin |

| Slot | Map16 |
|---------------------------------|----------------------------|
| 66: Oasis in Desert | d_2d_PA_W_M_kaigan3.bin |
| 67: Bonus room [Unused] | d_2d_PA_I_M_mame.bin |
| 68: Bonus room [Unused] | d_2d_PA_I_M_mame.bin |
| 69: Bonus room [Unused] | d_2d_PA_I_M_mame.bin |
| 70: Bonus room [Unused] | d_2d_PA_I_M_mame.bin |
| 71: Bonus room [Unused] | d_2d_PA_I_M_mame.bin |
| 72: Bonus room [Unused] | d_2d_PA_I_M_mame.bin |
| 73: Underground (gold) [Unused] | d_2d_PA_I_M_chika4.bin |
| 74: Bonus room | d_2d_PA_I_M_mame_bonus.bin |
| 75: Grassland | d_2d_PA_I_M_nohara.bin |

Tile Behaviors Table

Files stored in BG_chk/ folder.

Table address in overlay 0: 0x0002FB44

Table address in memory: 0x020C8224

| Slot | Tile Behaviors |
|----------------------------------|------------------------------|
| Tileset 0 (Jyotyu) | Overlay 0 (0x2FDA4-0x301A3) |
| Tileset 2 (Sub Nohara) | NoHaRaSubUnitChangeData.bin |
| 0: Grassland | NoHaRaMainUnitChangeData.bin |
| 1: Castle | YaKaTaMainUnitChangeData.bin |
| 2: Desert | SaBaKuMainUnitChangeData.bin |
| 3: Underground (with ice) | ChiKaMainUnitChangeData.bin |
| 4: Sky/mushrooms (world 7 style) | KuMoMainUnitChangeData.bin |
| 5: Underwater | SulChuMainUnitChangeData.bin |
| 6: Desert | SaBaKuMainUnitChangeData.bin |
| 7: Volcano (brown) | YoUGaNMainUnitChangeData.bin |
| 8: Grassland | NoHaRaMainUnitChangeData.bin |
| 9: Beach (blue) | KalGaNMainUnitChangeData.bin |
| 10: Beach (blue) | KalGaNMainUnitChangeData.bin |
| 11: Forest | JungleMainUnitChangeData.bin |

| Slot | Tile Behaviors |
|---|-----------------------------------|
| 12: Grassland | NoHaRaMainUnitChangeData.bin |
| 13: Sky/mushrooms (with flowers and bushes) | KiNoKoMainUnitChangeData.bin |
| 14: Sky/mushrooms (with flowers and bushes) | KiNoKoMainUnitChangeData.bin |
| 15: Volcano (black) | KaZaNMainUnitChangeData.bin |
| 16: Volcano (black 2) [Unused] | KaZaNGaKeMainUnitChangeData.bin |
| 17: Snow (with ice) | SeTsuGeNMainUnitChangeData.bin |
| 18: Snow | SeTsuGeN2MainUnitChangeData.bin |
| 19: Forest | JungleMainUnitChangeData.bin |
| 20: Oasis in Desert | KaIGaN3MainUnitChangeData.bin |
| 21: Bonus Room [Unused] | MaMeMainUnitChangeData.bin |
| 22: Volcano (black 2) [Unused] | KaZaNGaKeMainUnitChangeData.bin |
| 23: Ghost House | OBaKeYaSiKiMainUnitChangeData.bin |
| 24: Cliffs | KaZaNGaKe2MainUnitChangeData.bin |
| 25: Cliffs | KaZaNGaKe2MainUnitChangeData.bin |
| 26: Snow (with ice) | SeTsuGeNMainUnitChangeData.bin |
| 27: Grassland | NoHaRaMainUnitChangeData.bin |
| 28: Snow (with ice) | SeTsuGeNMainUnitChangeData.bin |
| 29: Factory (W7-A) | DoKaNSoToMainUnitChangeData.bin |
| 30: Sewer (W2-3) | DoKaNNaKaMainUnitChangeData.bin |
| 31: Volcano (yellow) | YoUGaN-TaTeMainUnitChangeData.bin |
| 32: Castle | YaKaTaMainUnitChangeData.bin |
| 33: Sky/mushrooms (with flowers and bushes) | KiNoKoMainUnitChangeData.bin |
| 34: Grassland | NoHaRaMainUnitChangeData.bin |
| 35: Underground | ChiKa3MainUnitChangeData.bin |
| 36: Underground (dark blue) [Unused] | ChiKa2MainUnitChangeData.bin |
| 37: Dark world (purple) | KoopaHeIGeNMainUnitChangeData.bin |
| 38: Dark world (brown) | KoopalwaMainUnitChangeData.bin |
| 39: Tower | ToRiDeMainUnitChangeData.bin |
| 40: Ghost house exit | OBaKe_SoToMainUnitChangeData.bin |
| 41: Final Castle | YaKaTaMainUnitChangeData.bin |
| 42: Toad house 1 | kinokoAMainUnitChangeData.bin |

| Slot | Tile Behaviors |
|---|------------------------------------|
| 43: Toad house 2 | kinokoBMainUnitChangeData.bin |
| 44: Toad house 3 | kinokoCMainUnitChangeData.bin |
| 45: Final Castle | YaKaTaMainUnitChangeData.bin |
| 46: Toad house 4 | kinokoDMainUnitChangeData.bin |
| 47: Bowser Jr battle | ToRiDeBossMainUnitChangeData.bin |
| 48: Beach (blue) | KaGaNMainUnitChangeData.bin |
| 49: Boss battle | YaKaTaBossMainUnitChangeData.bin |
| 50: Sky/mushrooms (with flowers and bushes) | KiNoKoMainUnitChangeData.bin |
| 51: Forest | JungleMainUnitChangeData.bin |
| 52: Desert | SaBaKuMainUnitChangeData.bin |
| 53: Desert | SaBaKuMainUnitChangeData.bin |
| 54: Forest | JungleMainUnitChangeData.bin |
| 55: Final boss battle | KoopaBossMainUnitChangeData.bin |
| 56: Volcano (black) | KaZaNMainUnitChangeData.bin |
| 57: Underwater | SulChuMainUnitChangeData.bin |
| 58: Light grey castle (W8 Castle 1) | YaKaTaNiSeMainUnitChangeData.bin |
| 59: Sky/Mushrooms (yellow-ish) | KuMo2MainUnitChangeData.bin |
| 60: Beach (turquoise, without moss) | KaGaN2MainUnitChangeData.bin |
| 61: Lakithunder and Monty Tank battles | YaKaTaBossW7MainUnitChangeData.bin |
| 62: Boss battle | YaKaTaBossMainUnitChangeData.bin |
| 63: Mummy-Pokey battle | SaBaKuBossMainUnitChangeData.bin |
| 64: Oasis in Desert | KaGaN3MainUnitChangeData.bin |
| 65: Desert | SaBaKuMainUnitChangeData.bin |
| 66: Oasis in Desert | KaGaN3MainUnitChangeData.bin |
| 67: Bonus room [Unused] | MaMeMainUnitChangeData.bin |
| 68: Bonus room [Unused] | MaMeMainUnitChangeData.bin |
| 69: Bonus room [Unused] | MaMeMainUnitChangeData.bin |
| 70: Bonus room [Unused] | MaMeMainUnitChangeData.bin |
| 71: Bonus room [Unused] | MaMeMainUnitChangeData.bin |
| 72: Bonus room [Unused] | MaMeMainUnitChangeData.bin |
| 73: Underground (gold) [Unused] | ChiKa4MainUnitChangeData.bin |

| Slot | Tile Behaviors |
|----------------|---------------------------------|
| 74: Bonus room | MaMeBonusMainUnitChangeData.bin |
| 75: Grassland | NoHaRaMainUnitChangeData.bin |

Mario vs Luigi File Table

| Slot | Archive | Bitmap | Animation s | Palette | Object Definitions | Map16 | Tile Behaviors |
|--------------------|-------------------|----------------------------------|---------------------------------|----------------------------------|--|---------------------------|---------------------------------|
| 1: Castle | Dat_Fort.narc | d_2d_I_M_tikei_yakata_ncg.bin | d_2d_TEN_I_tikei_yakata_ncg.bin | d_2d_I_M_tikei_yakata_ncl.bin | I_M_yakata.bin, I_M_yakata_hd.bin | d_2d_PA_I_M_yakata.bin | YaKaTaMainUnitChangeData.bin |
| 18: Snow | Dat_Ice.narc | d_2d_I_M_tikei_setsugen2_ncg.bin | None | d_2d_I_M_tikei_setsugen2_ncl.bin | I_M_setsugen2.bin, I_M_setsugen2_hd.bin | d_2d_PA_I_M_setsugen2.bin | SeTsuGeN2MainUnitChangeData.bin |
| 29: Factory (W7-A) | Dat_Pipe.narc | d_2d_W_M_tikei_dokansoto_ncg.bin | None | d_2d_W_M_tikei_dokansoto_ncl.bin | W_M_dokansoto.bin, W_M_dokansoto_hd.bin | d_2d_PA_W_M_dokansoto.bin | DoKaNSoToMainUnitChangeData.bin |
| 35: Underground | Dat_Basement.narc | d_2d_I_M_tikei_chika3_ncg.bin | None | d_2d_I_M_tikei_chika3_ncl.bin | I_M_chika3.bin, I_M_chika3_hd.bin | d_2d_PA_I_M_chika3.bin | ChiKa3MainUnitChangeData.bin |
| 41: Final Castle | Dat_Fort.narc | d_2d_I_M_tikei_yakata_ncg.bin | None | d_2d_I_M_tikei_yakata_ncl.bin | I_M_yakata.bin, I_M_yakata_hd.bin | d_2d_PA_I_M_yakata.bin | YaKaTaMainUnitChangeData.bin |
| 75: Grassland | Dat_Field.narc | d_2d_I_M_tikei_nohara_ncg.bin | None | d_2d_I_M_tikei_nohara_ncl.bin | I_M_nohara.bin, I_M_nohara_hd.bin | d_2d_PA_I_M_nohara.bin | NoHaRaMainUnitChangeData.bin |

Randomization Table

| Slot | Randomization |
|------------------------|---------------|
| Tileset 0 (Jyotyuu) | No |
| Tileset 2 (Sub Nohara) | No |
| 0: Grassland | Tiles 0-5 |
| 1: Castle | No |

| Slot | Randomization |
|---|------------------|
| 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 |
| 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) | Tiles 96-99 |
| 18: Snow | None |
| 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 0-3 |
| 25: Cliffs | TBA |
| 26: Snow (with ice) | TBA |
| 27: Grassland | Tiles 0-5 |
| 28: Snow (with ice) | TBA |
| 29: Factory (W7-A) | None |
| 30: Sewer (W2-3) | None |
| 31: Volcano (yellow) | Tiles 0-5 |
| 32: Castle | None |

| Slot | Randomization |
|---|------------------|
| 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 | None |
| 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 |
| 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: Forest | Tiles 0-2 |
| 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 battle | None |
| 63: Mummy-Pokey battle | None |

| Slot | Randomization |
|---------------------------------|------------------|
| 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 |

3D Tile ID Table

Table address in overlay 10: 0x00055BE0

Table address in memory: 0x02121ec0

| 3d Tile ID | File | Bitmap | Palette | Description | MvsL Archive |
|------------|---------------|-----------------|-----------|---|----------------|
| 1 | I_dokan.nsbtx | I_do_d_ld | I_dokan:0 | Downwards-facing green pipe (left half) | Dat_enemy.narc |
| 2 | I_dokan.nsbtx | I_do_d_rd | I_dokan:0 | Downwards-facing green pipe (right half) | Dat_enemy.narc |
| 3 | I_dokan.nsbtx | I_do_kousa_t_ld | I_dokan:0 | Green pipe vertical-over-horizontal junction (bottom left) | Dat_enemy.narc |
| 4 | I_dokan.nsbtx | I_do_kousa_t_lu | I_dokan:0 | Green pipe vertical-over-horizontal junction (top left) | Dat_enemy.narc |
| 5 | I_dokan.nsbtx | I_do_kousa_t_rd | I_dokan:0 | Green pipe vertical-over-horizontal junction (bottom right) | Dat_enemy.narc |

| 3d Tile ID | File | Bitmap | Palette | Description | MvsL Archive |
|------------|---------------|-----------------|-----------|---|----------------|
| 6 | I_dokan.nsbtx | I_do_kousa_t_ru | I_dokan:0 | Green pipe vertical-over-horizontal junction (top right) | Dat_enemy.narc |
| 7 | I_dokan.nsbtx | I_do_kousa_y_ld | I_dokan:0 | Green pipe horizontal-over-vertical junction (bottom left) | Dat_enemy.narc |
| 8 | I_dokan.nsbtx | I_do_kousa_y_lu | I_dokan:0 | Green pipe horizontal-over-vertical junction (top left) | Dat_enemy.narc |
| 9 | I_dokan.nsbtx | I_do_kousa_y_rd | I_dokan:0 | Green pipe horizontal-over-vertical junction (bottom right) | Dat_enemy.narc |
| 10 | I_dokan.nsbtx | I_do_kousa_y_ru | I_dokan:0 | Green pipe horizontal-over-vertical junction (top right) | Dat_enemy.narc |
| 11 | I_dokan.nsbtx | I_do_ld | I_dokan:0 | Vertical green pipe (left half) | Dat_enemy.narc |
| 12 | I_dokan.nsbtx | I_do_lu | I_dokan:0 | Upwards-facing green pipe (left half) | Dat_enemy.narc |
| 13 | I_dokan.nsbtx | I_do_rd | I_dokan:0 | Vertical green pipe (right half) | Dat_enemy.narc |
| 14 | I_dokan.nsbtx | I_do_ru | I_dokan:0 | Upwards-facing green pipe (right half) | Dat_enemy.narc |
| 15 | I_dokan.nsbtx | I_do_yoko_d | I_dokan:0 | Horizontal green pipe (bottom half) | Dat_enemy.narc |
| 16 | I_dokan.nsbtx | I_do_yoko_ld | I_dokan:0 | Leftward-facing green pipe (bottom half) | Dat_enemy.narc |
| 17 | I_dokan.nsbtx | I_do_yoko_lu | I_dokan:0 | Leftward-facing green pipe (top half) | Dat_enemy.narc |
| 18 | I_dokan.nsbtx | I_do_yoko_rd | I_dokan:0 | Rightward-facing green pipe (bottom half) | Dat_enemy.narc |
| 19 | I_dokan.nsbtx | I_do_yoko_ru | I_dokan:0 | Rightward-facing green pipe (top half) | Dat_enemy.narc |

| 3d Tile ID | File | Bitmap | Palette | Description | MvsL Archive |
|------------|---------------|----------------|-----------|---|----------------|
| 20 | I_dokan.nsbtx | I_do_yoko_u | I_dokan:0 | Horizontal green pipe (top half) | Dat_enemy.narc |
| 21 | I_dokan.nsbtx | I_do_ashiba_l | I_dokan:0 | Upwards-facing cracked green pipe (left half) | Dat_enemy.narc |
| 22 | I_dokan.nsbtx | I_do_ashiba_r | I_dokan:0 | Upwards-facing cracked green pipe (right half) | Dat_enemy.narc |
| 23 | I_dokan.nsbtx | I_do_ashiba_ld | I_dokan:0 | Downwards-facing cracked green pipe (left half) | Dat_enemy.narc |
| 24 | I_dokan.nsbtx | I_do_ashiba_rd | I_dokan:0 | Downwards-facing cracked green pipe (right half) | Dat_enemy.narc |
| 25 | I_dokan.nsbtx | I_do_hahen_l | I_dokan:0 | Downwards-facing green pipe fragment (left half) | Dat_enemy.narc |
| 26 | I_dokan.nsbtx | I_do_hahen_ld | I_dokan:0 | Upwards-facing green pipe fragment (left half) | Dat_enemy.narc |
| 27 | I_dokan.nsbtx | I_do_hahen_r | I_dokan:0 | Downwards-facing green pipe fragment (right half) | Dat_enemy.narc |
| 28 | I_dokan.nsbtx | I_do_hahen_rd | I_dokan:0 | Upwards-facing green pipe fragment (left half) | Dat_enemy.narc |
| 29 | I_dokan.nsbtx | I_do_d_ld | I_dokan:1 | Downwards-facing red pipe (left half) | Dat_enemy.narc |
| 30 | I_dokan.nsbtx | I_do_d_rd | I_dokan:1 | Downwards-facing red pipe (right half) | Dat_enemy.narc |
| 31 | I_dokan.nsbtx | I_do_ld | I_dokan:1 | Vertical red pipe (left half) | Dat_enemy.narc |
| 32 | I_dokan.nsbtx | I_do_lu | I_dokan:1 | Upwards-facing red pipe (left half) | Dat_enemy.narc |
| 33 | I_dokan.nsbtx | I_do_rd | I_dokan:1 | Vertical red pipe (right half) | Dat_enemy.narc |

| 3d Tile ID | File | Bitmap | Palette | Description | MvsL Archive |
|------------|---------------|----------------|-----------|---|----------------|
| 34 | I_dokan.nsbtx | I_do_ru | I_dokan:1 | Upwards-facing red pipe (right half) | Dat_enemy.narc |
| 35 | I_dokan.nsbtx | I_do_yoko_d | I_dokan:1 | Horizontal red pipe (bottom half) | Dat_enemy.narc |
| 36 | I_dokan.nsbtx | I_do_yoko_ld | I_dokan:1 | Leftward-facing red pipe (bottom half) | Dat_enemy.narc |
| 37 | I_dokan.nsbtx | I_do_yoko_lu | I_dokan:1 | Leftward-facing red pipe (top half) | Dat_enemy.narc |
| 38 | I_dokan.nsbtx | I_do_yoko_rd | I_dokan:1 | Rightward-facing red pipe (bottom half) | Dat_enemy.narc |
| 39 | I_dokan.nsbtx | I_do_yoko_ru | I_dokan:1 | Rightward-facing red pipe (top half) | Dat_enemy.narc |
| 40 | I_dokan.nsbtx | I_do_yoko_u | I_dokan:1 | Horizontal red pipe (top half) | Dat_enemy.narc |
| 41 | I_dokan.nsbtx | I_do_ashiba_l | I_dokan:1 | Upwards-facing cracked red pipe (left half) | Dat_enemy.narc |
| 42 | I_dokan.nsbtx | I_do_ashiba_r | I_dokan:1 | Upwards-facing cracked red pipe (right half) | Dat_enemy.narc |
| 43 | I_dokan.nsbtx | I_do_ashiba_ld | I_dokan:1 | Downwards-facing cracked red pipe (left half) | Dat_enemy.narc |
| 44 | I_dokan.nsbtx | I_do_ashiba_rd | I_dokan:1 | Downwards-facing cracked red pipe (right half) | Dat_enemy.narc |
| 45 | I_dokan.nsbtx | I_do_hahen_l | I_dokan:1 | Downwards-facing red pipe fragment (left half) | Dat_enemy.narc |
| 46 | I_dokan.nsbtx | I_do_hahen_ld | I_dokan:1 | Upwards-facing red pipe fragment (left half) | Dat_enemy.narc |
| 47 | I_dokan.nsbtx | I_do_hahen_r | I_dokan:1 | Downwards-facing red pipe fragment (right half) | Dat_enemy.narc |

| 3d Tile ID | File | Bitmap | Palette | Description | MvsL Archive |
|------------|---------------|---------------|-----------|---|----------------|
| 48 | I_dokan.nsbtx | I_do_hahen_rd | I_dokan:1 | Upwards-facing red pipe fragment (left half) | Dat_enemy.narc |
| 49 | I_dokan.nsbtx | I_do_d_ld | I_dokan:2 | Downwards-facing yellow pipe (left half) | Dat_enemy.narc |
| 50 | I_dokan.nsbtx | I_do_d_rd | I_dokan:2 | Downwards-facing yellow pipe (right half) | Dat_enemy.narc |
| 51 | I_dokan.nsbtx | I_do_ld | I_dokan:2 | Vertical yellow pipe (left half) | Dat_enemy.narc |
| 52 | I_dokan.nsbtx | I_do_lu | I_dokan:2 | Upwards-facing yellow pipe (left half) | Dat_enemy.narc |
| 53 | I_dokan.nsbtx | I_do_rd | I_dokan:2 | Vertical yellow pipe (right half) | Dat_enemy.narc |
| 54 | I_dokan.nsbtx | I_do_ru | I_dokan:2 | Upwards-facing yellow pipe (right half) | Dat_enemy.narc |
| 55 | I_dokan.nsbtx | I_do_yoko_d | I_dokan:2 | Horizontal yellow pipe (bottom half) | Dat_enemy.narc |
| 56 | I_dokan.nsbtx | I_do_yoko_ld | I_dokan:2 | Leftward-facing yellow pipe (bottom half) | Dat_enemy.narc |
| 57 | I_dokan.nsbtx | I_do_yoko_lu | I_dokan:2 | Leftward-facing yellow pipe (top half) | Dat_enemy.narc |
| 58 | I_dokan.nsbtx | I_do_yoko_rd | I_dokan:2 | Rightward-facing yellow pipe (bottom half) | Dat_enemy.narc |
| 59 | I_dokan.nsbtx | I_do_yoko_ru | I_dokan:2 | Rightward-facing yellow pipe (top half) | Dat_enemy.narc |
| 60 | I_dokan.nsbtx | I_do_yoko_u | I_dokan:2 | Horizontal yellow pipe (top half) | Dat_enemy.narc |
| 61 | I_dokan.nsbtx | I_do_ashiba_l | I_dokan:2 | Upwards-facing cracked yellow pipe (left half) | Dat_enemy.narc |
| 62 | I_dokan.nsbtx | I_do_ashiba_r | I_dokan:2 | Upwards-facing cracked yellow pipe (right half) | Dat_enemy.narc |

| 3d Tile ID | File | Bitmap | Palette | Description | MvsL Archive |
|------------|----------------------|----------------|------------------|--|----------------|
| 63 | I_dokan.nsbtx | I_do_ashiba_ld | I_dokan:2 | Downwards-facing cracked yellow pipe (left half) | Dat_enemy.narc |
| 64 | I_dokan.nsbtx | I_do_ashiba_rd | I_dokan:2 | Downwards-facing cracked yellow pipe (right half) | Dat_enemy.narc |
| 65 | I_dokan.nsbtx | I_do_hahen_l | I_dokan:2 | Downwards-facing yellow pipe fragment (left half) | Dat_enemy.narc |
| 66 | I_dokan.nsbtx | I_do_hahen_ld | I_dokan:2 | Upwards-facing yellow pipe fragment (left half) | Dat_enemy.narc |
| 67 | I_dokan.nsbtx | I_do_hahen_r | I_dokan:2 | Downwards-facing yellow pipe fragment (right half) | Dat_enemy.narc |
| 68 | I_dokan.nsbtx | I_do_hahen_rd | I_dokan:2 | Upwards-facing yellow pipe fragment (right half) | Dat_enemy.narc |
| 69 | wire_netting1.nsbtx | wire_netting1 | wire_netting1:0 | Climbable fence centre | None |
| 70 | wire_netting2.nsbtx | wire_netting2 | wire_netting2:0 | Climbable fence top left corner | None |
| 71 | wire_netting3.nsbtx | wire_netting3 | wire_netting3:0 | Climbable fence top centre | None |
| 72 | wire_netting4.nsbtx | wire_netting4 | wire_netting4:0 | Climbable fence top centre | None |
| 73 | wire_netting5.nsbtx | wire_netting5 | wire_netting5:0 | Climbable fence top centre | None |
| 74 | wire_netting6.nsbtx | wire_netting6 | wire_netting6:0 | Climbable fence top right corner | None |
| 75 | wire_netting7.nsbtx | wire_netting7 | wire_netting7:0 | Climbable fence left edge | None |
| 76 | wire_netting8.nsbtx | wire_netting8 | wire_netting8:0 | Climbable fence right edge | None |
| 77 | wire_netting9.nsbtx | wire_netting9 | wire_netting9:0 | Climbable fence left edge | None |
| 78 | wire_netting10.nsbtx | wire_netting10 | wire_netting10:0 | Climbable fence right edge | None |

| 3d Tile ID | File | Bitmap | Palette | Description | MvsL Archive |
|------------|----------------------|----------------|------------------|-------------------------------------|--------------|
| 79 | wire_netting11.nsbtx | wire_netting11 | wire_netting11:0 | Climbable fence left edge | None |
| 80 | wire_netting12.nsbtx | wire_netting12 | wire_netting12:0 | Climbable fence right edge | None |
| 81 | wire_netting13.nsbtx | wire_netting13 | wire_netting13:0 | Climbable fence bottom left corner | None |
| 82 | wire_netting14.nsbtx | wire_netting14 | wire_netting14:0 | Climbable fence bottom centre | None |
| 83 | wire_netting15.nsbtx | wire_netting15 | wire_netting15:0 | Climbable fence bottom centre | None |
| 84 | wire_netting16.nsbtx | wire_netting16 | wire_netting16:0 | Climbable fence bottom centre | None |
| 85 | wire_netting17.nsbtx | wire_netting17 | wire_netting17:0 | Climbable fence bottom right corner | None |
| 86 | l_do_kanagu_ld.nsbtx | l_do_kanagu_ld | l_do_kanagu_ld:0 | Pipe joint bottom left | None |
| 87 | l_do_kanagu_lu.nsbtx | l_do_kanagu_lu | l_do_kanagu_lu:0 | Pipe joint top left | None |
| 88 | l_do_kanagu_rd.nsbtx | l_do_kanagu_rd | l_do_kanagu_rd:0 | Pipe joint bottom right | None |
| 89 | l_do_kanagu_ru.nsbtx | l_do_kanagu_ru | l_do_kanagu_ru:0 | Pipe joint top right | None |
| 90 | l_ryusa_1.nsbtx | l_ryusa_1 | l_ryusa_1:0 | Quicksand (frame 1) | None |
| 91 | l_ryusa_2.nsbtx | l_ryusa_2 | l_ryusa_2:0 | Quicksand (frame 2) | None |
| 92 | l_ryusa_3.nsbtx | l_ryusa_3 | l_ryusa_3:0 | Quicksand (frame 3) | None |
| 93 | l_ryusa_4.nsbtx | l_ryusa_4 | l_ryusa_4:0 | Quicksand (frame 4) | None |
| 94 | l_ryusa_ue1.nsbtx | l_ryusa_ue1 | l_ryusa_ue1:0 | Quicksand surface (frame 1) | None |
| 95 | l_ryusa_ue2.nsbtx | l_ryusa_ue2 | l_ryusa_ue2:0 | Quicksand surface (frame 2) | None |
| 96 | l_ryusa_ue3.nsbtx | l_ryusa_ue3 | l_ryusa_ue3:0 | Quicksand surface (frame 3) | None |
| 97 | l_ryusa_ue4.nsbtx | l_ryusa_ue4 | l_ryusa_ue4:0 | Quicksand surface (frame 4) | None |
| 98 | l_hashira_lu.nsbtx | l_hashira_lu | l_hashira_lu:0 | Pillar top left | None |

| 3d Tile ID | File | Bitmap | Palette | Description | MvsL Archive |
|------------|--------------------|-------------------|--------------------|---|--------------|
| 99 | I_hashira_cu.nsbtx | I_hashira_cu | I_hashira_cu:0 | Pillar top centre | None |
| 100 | I_hashira_ru.nsbtx | I_hashira_ru | I_hashira_ru.tga:0 | Pillar top right | None |
| 101 | I_hashira_l.nsbtx | I_hashira_l | I_hashira_l:0 | Pillar left edge | None |
| 102 | I_hashira_c.nsbtx | I_hashira_c | I_hashira_c:0 | Pillar centre | None |
| 103 | I_hashira_r.nsbtx | I_hashira_r | I_hashira_r:0 | Pillar right edge | None |
| 104 | I_hashira_ld.nsbtx | I_hashira_ld | I_hashira_ld:0 | Pillar bottom left | None |
| 105 | I_hashira_cd.nsbtx | I_hashira_cd | I_hashira_cd:0 | Pillar bottom centre | None |
| 106 | I_hashira_rd.nsbtx | I_hashira_rd | I_hashira_rd:0 | Pillar bottom right | None |
| 107 | I_mamedokan.nsbtx | I_mamedokan_a_d | I_mamedokan:0 | Downwards-facing cracked mini-pipe | None |
| 108 | I_mamedokan.nsbtx | I_mamedokan_a_u | I_mamedokan:0 | Upwards-facing cracked mini-pipe | None |
| 109 | I_mamedokan.nsbtx | I_mamedokan_d | I_mamedokan:0 | Downwards-facing mini-pipe | None |
| 110 | I_mamedokan.nsbtx | I_mamedokan_h_d | I_mamedokan:0 | Downwards-facing mini-pipe fragment | None |
| 111 | I_mamedokan.nsbtx | I_mamedokan_h_u | I_mamedokan:0 | Upwards-facing mini-pipe fragment | None |
| 112 | I_mamedokan.nsbtx | I_mamedokan_l | I_mamedokan:0 | Leftwards-facing mini-pipe | None |
| 113 | I_mamedokan.nsbtx | I_mamedokan_r | I_mamedokan:0 | Rightwards-facing mini-pipe | None |
| 114 | I_mamedokan.nsbtx | I_mamedokan_ta_te | I_mamedokan:0 | Mini-pipe vertical-over-horizontal junction | None |
| 115 | I_mamedokan.nsbtx | I_mamedokan_tt | I_mamedokan:0 | Vertical mini-pipe | None |
| 116 | I_mamedokan.nsbtx | I_mamedokan_u | I_mamedokan:0 | Upwards-facing mini-pipe | None |
| 117 | I_mamedokan.nsbtx | I_mamedokan_yoko | I_mamedokan:0 | Mini-pipe horizontal-over-vertical junction | None |

| 3d Tile ID | File | Bitmap | Palette | Description | MvsL Archive |
|------------|----------------------------|----------------------|------------------------|---|--------------|
| 118 | I_mamedokan.nsbtx | I_mamedokan_yt | I_mamedokan:0 | Horizontal mini-pipe | None |
| 119 | I_mamedokan_to me.nsbtx | I_mamedokan_to me | I_mamedokan_to me:0 | Mini-pipe joint | None |
| 120 | I_mizu.nsbtx | I_mizu_suimen | I_mizu_ue:0 | Water tile | None |
| 121 | I_mizu.nsbtx | I_mizu_suichu | I_mizu_ue:0 | Water surface tile | None |
| 122 | I_toride1.nsbtx | I_toride1 | I_toride:0 | End-of-level castle wall top left corner | None |
| 123 | I_toride2.nsbtx | I_toride2 | I_toride:0 | End-of-level castle wall top centre | None |
| 124 | I_toride3.nsbtx | I_toride3 | I_toride:0 | End-of-level castle wall top right corner | None |
| 125 | I_toride4.nsbtx | I_toride4 | I_toride:0 | End-of-level castle wall left centre | None |
| 126 | I_toride5.nsbtx | I_toride5 | I_toride:0 | End-of-level castle wall centre | None |
| 127 | I_toride6.nsbtx | I_toride6 | I_toride:0 | End-of-level castle wall right centre | None |
| 128 | I_toride7.nsbtx | I_toride7 | I_toride:0 | End-of-level castle wall bottom left corner | None |
| 129 | I_toride8.nsbtx | I_toride8 | I_toride:0 | End-of-level castle wall bottom centre | None |
| 130 | I_toride9.nsbtx | I_toride9 | I_toride:0 | End-of-level castle wall bottom right corner | None |
| 131 | I_toride2_1.nsbtx | I_toride2_1 | I_toride2:0 | End-of-level castle turret top left corner | None |
| 132 | I_toride2_2.nsbtx | I_toride2_2 | I_toride2:0 | End-of-level castle turret top left centre | None |
| 133 | I_toride2_3.nsbtx | I_toride2_3 | I_toride2:0 | End-of-level castle turret top right centre | None |

| 3d Tile ID | File | Bitmap | Palette | Description | MvsL Archive |
|------------|--------------------|--------------|-------------|---|--------------|
| 134 | I_toride2_4.nsbtx | I_toride2_4 | I_toride2:0 | End-of-level castle turret top right corner | None |
| 135 | I_toride2_5.nsbtx | I_toride2_5 | I_toride2:0 | End-of-level castle turret middle left edge | None |
| 136 | I_toride2_6.nsbtx | I_toride2_6 | I_toride2:0 | End-of-level castle turret middle left centre | None |
| 137 | I_toride2_7.nsbtx | I_toride2_7 | I_toride2:0 | End-of-level castle turret middle right centre | None |
| 138 | I_toride2_8.nsbtx | I_toride2_8 | I_toride2:0 | End-of-level castle turret middle right edge | None |
| 139 | I_toride2_9.nsbtx | I_toride2_9 | I_toride2:0 | End-of-level castle turret bottom left corner | None |
| 140 | I_toride2_10.nsbtx | I_toride2_10 | I_toride2:0 | End-of-level castle turret bottom left centre | None |
| 141 | I_toride2_11.nsbtx | I_toride2_11 | I_toride2:0 | End-of-level castle turret bottom right centre | None |
| 142 | I_toride2_12.nsbtx | I_toride2_12 | I_toride2:0 | End-of-level castle turret bottom right corner | None |

Revision #16

Created 26 May 2024 20:11:12 by Ndymario

Updated 21 February 2025 08:49:23 by keeper