

# Jyotyū Tileset

TODO: 3d tile table, hardcoded tile properties, pictures, lede

## 1. Jyotyū Palette

These files are the palettes used by the Jyotyū tileset:

File	Description
/BG_ncl/d_2d_AJ_jyotyū_B_ncl.bin	Blue (underground) jyotyū palette
/BG_ncl/d_2d_AJ_jyotyū_F_ncl.bin	Blue coin palette
/BG_ncl/d_2d_AJ_jyotyū_ncl.bin	Normal jyotyū palette
/BG_ncl/d_2d_AJ_jyotyū_R_ncl.bin	Red (volcanic) jyotyū palette
/BG_ncl/d_2d_AJ_jyotyū_W_ncl.bin	Grey (winter) jyotyū palette

## 2. List of graphics that use the Jyotyū Palette

Folder	Bitmap	Description	Palette Number
/BG_ncg	d_2d_AJ_jyotyū_ncg.bin	Graphics for the jyotyū tileset	Either + blue coin palette
/BG_ncg	d_2d_TEN_AJ_jyotyū_ncg.bin	Animated tiles for the jyotyū tileset	Either + blue coin palette
/obj	A_block_hahen_ncg.bin	Destroyed block debris	0 (brick block, wood block, question block, red block, used block, boss gate debris), 1 (hard block, boss bridge debris)
/obj	A_block_ncg.bin	Bumped blocks/coin, event trigger block, roulette block, spiked question block, snake block ends, face block, coin bubble	0 (question block, used block, brick block, event trigger block (hit), coin, face block), 1 (roulette block, spiked question block, snake block, coin bubble)
/obj	A_hyouji_8bit_ncg.bin	Shown when unused VsTimesUp StageFX type is used	0
/obj	A_tikuwa_block_ncg.bin	Donut lift (stood on)	0

/obj	I_item_ncg.bin	Power-ups and vine top	0 (super mushroom, blue shell), 1 (fire flower, star, mini mushroom, 1up mushroom, vine top)
/obj	I_kakushitobira_ncg.bin	Event Activated Door	1
/obj	I_mark_star_ncg.bin	Unused	1
/obj	I_minigame_block_ncg.bin	1-Up Toad house block graphics	0
/obj	I_minigame_item_ncg.bin	1-Up Toad house card graphics	0 (Bowser card), 1 (1up cards)
/obj	I_obj_kira_I_ncg.bin	Mega Mario sparkles	0
/obj	I_obj_kira_ncg.bin	Small sparkles. Appear around a blue shell when dropped by a blue koopa troopa	0

### 3. Tile Behavior Changes

When certain switches are triggered, tile behaviors of specific map16 tiles change. This is done in conjunction with switch-triggered tile animations to make things like blue coins and red blocks appear.

#### P-Switch

These tiles change when a p-switch or a red ring set to act like a p-switch is triggered.

Map16 tile	Changed behavior
36 (P-switch blue coin)	0x04000200 - Coin (blue sparkles)
37 (P-switch red-coloured coin)	0x02000200 - Coin (Unk param 2)

Additionally, all tiles in the jyotyuu tileset with the behavior 0x00000200 (coin) will change to 0x00001000 (brick block) and, likewise, all tiles with the behavior 0x00001000 (brick block) will change to 0x00000200 (coin).

#### !-Switch

These tiles will change when a !-switch with normal settings or a red ring set to act like a !-switch is triggered.

Map16 tile	Changed behavior
29 (Red block outline)	0x00000800 - Explodes into used block

30 (Red block outline)	0x00000800 - Explodes into used block
39 (Red coin outline)	0x02000200 - Coin (Unk param 2)
40 (Snake block)	0x00000200 - Coin

## !-Switch (red blocks only)

These tiles will change when red ring set to "Red Blocks only" mode or a !-switch with "Delay on multiple" is set to "Unknown" is triggered.

Map16 tile	Changed behavior
29 (Red block outline)	0x04000800 - Explodes into brick block
30 (Red block outline)	0x04000800 - Explodes into brick block

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