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

Level Header ID (Hex)	ID in NSMBe/Nitro Studio (Decimal)	Common Name	Name in NSMBe	SDAT Name (in sound_data.sdat)
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

Level Header ID (Hex)	ID in NSMBe/Nitro Studio (Decimal)	Common Name	Name in NSMBe	SDAT Name (in sound_data.sdat)
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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