

# Particle List

Note: IDs can go as high as 255, all IDs past 118 are blank and have been left out for sake of shortening the list.

Particle Id	In-Game Effect	Notes
0	toadsworth creates toad house block(s) – part 2 red toad house disappears – part 3	
1		
2		
3	something in the intro	
4		
5	whomp destroyed – part 1	
6	whomp destroyed – part 2	
7	whomp destroyed – part 3	
8		
9	whomp slams ground – part 1	
A	whomp slams ground – part 2	
B	whomp slams ground – part 3	
C		
D	mario jumps/lands on world map	also used for flying ? blocks, hammer bros and bowser jr on the world map?
E	mario goes into castle on world map	
F		
10		

Particle Id	In-Game Effect	Notes
11	something todo with end-of-boss cutscene or world map?	
12		
13	bob-omb explodes - part 1	sometimes spawned (off-screen?) on world map
14	bob-omb explodes - part 2	sometimes spawned (off-screen?) on world map
15	bob-omb explodes - part 3	
16	bob-omb explodes - part 4	
17	bob-omb explodes - part 5	
18	bob-omb explodes - part 6	
19	bob-omb explodes - part 7	
1A		
1B	red toad house disappears - part 1	
1C	red toad house disappears - part 2 thwomp hits ground - part 1	
1D	thwomp hits ground - part 2	
1E	big thwomp hits ground - part 1	
1F	big thwomp hits ground - part 2	
20	big thwomp hits ground - part 3	
21	get mega mushroom - part 1	
22	get mega mushroom - part 2	
23	get mega mushroom - part 3	
24	get mega mushroom - part 4	
25	get mega mushroom - part 5	
26	get mega mushroom - part 6	

Particle Id	In-Game Effect	Notes
27	get mega mushroom – part 7	
28	get mega mushroom – part 8	
29	get mega mushroom – part 9	
2A	get mega mushroom – part 10	
2B	get mega mushroom – part 11	
2C	get mega mushroom – part 12	
2D		
2E		
2F		
30		
31		
32		
33		
34		
35		
36		
37		
38		
39	mega mario walks right – alternating with 3A	
3A	mega mario walks right – alternating with 39	
3B		
3C	mega mario walks left – alternating with 3D	

Particle Id	In-Game Effect	Notes
3D	mega mario walks left – alternating with 3C / goal fireworks related? – part 6	
3E	goal fireworks related? – part 7	
3F	goal fireworks related? – part 8	
40	goal fireworks related? – part 9	
41	goal fireworks related? – part 10	
42		
43		
44		
45		
46		
47	goal fireworks related? – part 1	
48	goal fireworks related? – part 2	
49	goal fireworks related? – part 3	
4A	goal fireworks related? – part 4	
4B	goal fireworks related? – part 5	
4C	splunkin stomped on for the second time – part 1	
4D	splunkin stomped on for the second time – part 2	
4E	splunkin stomped on for the second time – part 3	
4F	splunkin stomped on for the first time – part 1	
50	splunkin stomped on for the first time – part 2	
51	bowser jr lands after being defeated	

Particle Id	In-Game Effect	Notes
52		
53		
54		
55		
56		
57		
58		
59		
5A		
5B		
5C		
5D		
5E		
5F		
60		
61		
62		
63		
64		
65		
66		
67		

Particle Id	In-Game Effect	Notes
68		
69		
6A		
6B		
6C		
6D		
6E		
6F		
70		
71		
72		
73	jump onto cliff ledge from normal ground	
74		
75		
76	item/object appears/disappears - part 1	
77	item/object appears/disappears - part 2	
78	item/object appears/disappears - part 3	
79	enemy/mega goomba "popped" - part 1 boss shutter piece spawned/destroyed - part part 1 bowser bridge piece destroyed - part 1	
7A	enemy/mega goomba "popped" - part 2 boss shutter piece spawned/destroyed - part part 2 bowser bridge piece destroyed - part 2	

Particle Id	In-Game Effect	Notes
7B		
7C		
7D		
7E	mario “twinkles” in distance after being fired by warp cannon	
7F		
80		
81		
82		
83		
84		
85		
86	run into enemy as mega mario	
87		
88		
89		
8A		
8B		
8C		
8D		
8E		
8F		
90		

Particle Id	In-Game Effect	Notes
91		
92		
93		
94		
95	blue coin collected	
96	mario breaks free from under fallen snow – part 1	
97	mario breaks free from under fallen snow – part 2	
98		
99		
9A		
9B		
9C		
9D	mario stomps on Crowber – part 1	
9E	mario stomps on Crowber – part 2	
9F	mario does Drill Stomp straight down	
A0	bowser jr/blockhopper jumps/lands	
A1	object enters/exits lava – part 1	
A2	object enters/exits lava – part 2	
A3	object enters/exits poison water – part 1	
A4	object enters/exits poison water – part 2	
A5	object enters/exits water – part 1	
A6	object enters/exits water – part 2	



Particle Id	In-Game Effect	Notes
A7		
A8	mario lands on soft cloud platform	
A9	mario lands on quicksand	
AA	mario lands on sinking snow - part 1	
AB	mario lands on sinking snow - part 2	
AC	mario fireball hits enemy/wall - part 1	
AD	mario fireball hits enemy/wall - part 2	
AE	stomp on wiggler	
AF		
B0		
B1		
B2	kab-omb explodes - part 1	
B3	kab-omb explodes - part 2	
B4	kab-omb explodes - part 3	
B5		
B6	ground-pound on koopa troopa/buzzy beetle - part 1	
B7	ground-pound on koopa troopa/buzzy beetle - part 2	
B8	ground-pound on koopa troopa/buzzy beetle - part 3	
B9	ground-pound on koopa troopa/buzzy beetle - part 4	
BA	"pop" enemy with ground-pound - part 1	
BB	"pop" enemy with ground-pound - part 2	

Particle Id	In-Game Effect	Notes
BC	“pop” enemy with ground-pound – part 3	
BD		
BE		
BF		
C0		
C1		
C2		
C3		
C4		
C5		
C6		
C7		
C8		
C9		
CA	mario stomps lakitu	
CB	mario lands in lakitu’s cloud	
CC		
CD		
CE		
CF		
D0	bill blaster fires bullet bill – part 1	but not rotating bill blaster
D1	bill blaster fires bullet bill – part 2	“

Particle Id	In-Game Effect	Notes
D2	ground-pound on koopa troopa/buzzy beetle - part 5	
D3	ground-pound on koopa troopa/buzzy beetle - part 6	
D4		
D5		
D6		
D7		
D8	toadsworth creates toad house block(s) - part 1	
D9		
DA		
DB	skeeter bomb enters water or maybe skeeter spawns bomb - part 3	
DC	skeeter bomb enters water or maybe skeeter spawns bomb - part 4	
DD		
DE		
DF		
E0		
f8	Mario ground pound Falling snow hits ground	
E2	Mario lands after triple jump Mario ground pounds on mummipokey	
E3		
E4	mario goes out of water - part 1	
E5	mario goes out of water - part 2	

Particle Id	In-Game Effect	Notes
E6	mario goes out of water – part 3	
E7	mario exits water – part 1	
E8	mario exits water – part 2	
E9	mario exits water – part 3	
EA	get red coin	
EB		
EC		
ED		
EE	mario lands on ground in deep water – part 1	
EF	mario lands on ground in deep water – part 2	
F0		
F1		
F2		
F3	mario flies off Spin Block/out of tornado – part 1	
F4	mario flies off Spin Block/out of tornado – part 2	
F5	something todo with spinning/drill stomp – part 1	
F6	something todo with spinning/drill stomp – part 2	
F7	something todo with spinning/drill stomp – part 3	
F8	get star coin – part 1	
F9	get star coin – part 2	
FA	get star coin – part 3	

Particle Id	In-Game Effect	Notes
FB		
FC		
FD	?/p/! switch pressed – part 1	
FE	?/p/! switch pressed (alt – part upside down or underwater only?) – part 1	
FF	?/p/! switch pressed (alt – part upside down or underwater only?) – part 2	
100	?/p/! switch pressed – part 2	
101		
102		
103	mario does Drill Stomp when small mario	
104	mario wall jump from right – part 1	
105	mario wall jump from right – part 2	
106	mario wall jump from right – part 3	
107	mario wall jump from left – part 1	
108	mario wall jump from left – part 2	
109	mario wall jump from left – part 3	
10A		
10B		
10C	mario lands on /starts to hang off of cliff edge	
10D		
10E	mario goes into water in 1-A start section – part 1 cheepskipper enters/exits water – part 1	

Particle Id	In-Game Effect	Notes
10F	mario goes into water in 1-A start section - part 2 cheepskipper enters/exits water - part 2	
110	mario goes into water in 1-A start section - part 3 spike pillar goes into water - part 1	
111	spike pillar goes into water - part 2	
112		
113	cheepskipper enters/exits water - part 3	
114	mario goes into water in 3-Castle boss room - part 1	
115	mario goes into water in 3-Castle boss room - part 2	
116	mario goes into water in 3-Castle boss room - part 3	
117	mario punches fence - part 1	
118	mario punches fence - part 2	

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