Special Event IDs

These event IDs are hardcoded to perform specific actions when triggered.

Certain tileset slots also have special event IDs; see the tileset information page for info on those.

ID	ID (dec)	Description
24-28	36-40	Causes the stage rotation used in 8-Final Castle if byte 4 of block 4 (tileset block) is set to 0xFF.
3E	62	Tiles with tile behaviour Unk 42 are replaced with blue coin tiles (jyotyu tile 45) when touched.
46	70	Causes the unused "faded circle" screen transition to be used when using an entrance or exit. **Unused**
F3	243	Partial Starman effects. **Unused?**
F4	244	Partial Mega Mushroom effects. **Unused?**
EB	235	Make inventory contain item with no icon. Crashes when you release the item and it can't be replaced by other items. Maybe defunct unused item? **Unused?**
F7	247	Locks camera into bottom left of view. Mario isn't forced to be inside this camera, but he can't interact with actors outside the camera. **Unused?**

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