

Staff Roll Characters

These are the letters you can touch on the bottom screen during the credits.

| Closest ASCII Character | Character ID | Character Used? | SFX ID | SFX Name | SFX Usage Outside of Credits |
|-------------------------|--------------|-----------------|--------|------------------------|---|
| A | 0x0 | Yes | 0x34 | SE_EMY_KPJR_DAMAGE_V | Bowser Jr. stomped (voice) |
| B | 0x1 | Yes | 0x35 | SE_EMY_KPJR_CRY_V | Bowser Jr. defeated |
| C | 0x2 | Yes | 0x39 | SE_EMY_KPJR_GUARD_ON | Bowser Jr. go into shell |
| D | 0x3 | Yes | 0x6e | SE_EMY_KURIBO_FUMU | Stomp on enemy / Stomp on other player |
| E | 0x4 | Yes | 0x6f | SE_EMY_KAME_FUMU | Stomp on Koopa / Kab-omb / Skeeter (?) |
| F | 0x5 | Yes | 0x70 | SE_EMY_KAME KERU | Enemy defeated by fireball/Shell mario in shell/Ground-pound/Flagpole / Mega Goomba defeated by Mini Player / Hanging ? Block hit from side / Item destroyed in lava / Block spawned by tile creator sprite |
| G | 0x6 | Yes | 0xf5 | SE_VOC_OPDM_YES | Player reacts to completion of logo |
| H | 0x7 | Yes | 0xfa | SE_VOC_OPDM_AWAWA_01 | Player reacts to thunder strike |
| I | 0x8 | Yes | 0x128 | SE_OBJ_GOAL_HANABI | Goal firework |
| J | 0x9 | Yes | 0x103 | SE_AMB_OPDM_BABEL | Logo crashes down |
| K | 0xa | Yes | 0x123 | SE_OBJ_GET_DRAGON_COIN | Get Star Coin |
| L | 0xb | Yes | 0x10b | SE_VOC_OPDM_PEACH_HELP | |
| M | 0xc | Yes | 0x166 | SE_PLY_CHANGE_NORMAL | Turn back to normal from Mega |
| N | 0xd | Yes | 0x14f | SE_PLY_HIP_ATTACK_M | Mini ground-pound |

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| O | 0xe | Yes | 0x149 | SE_PLY_JUMP_3 | Mini Player jumps |
| P | 0xf | Yes | 0x152 | SE_PLY_DOWN | Player loses a life |
| Q | 0x10 | No | 0x153 | SE_PLY_SWIM | Player swim |
| R | 0x11 | Yes | 0x168 | SE_PLY_THROW_FIRE | Fire Player/Fire Bros - throw fireball |
| S | 0x12 | Yes | 0x16c | SE_OBJ_GET_COIN | Get coin |
| T | 0x13 | Yes | 0x171 | SE_OBJ_DOKAN_BREAK | Pipe/Bill Blaster smashed from the side as Mega Player |
| U | 0x14 | Yes | 0x172 | SE_PLY_JUMPDAI | Jump on trampoline/Pot in final boss intro jumps |
| V | 0x15 | Yes | 0x17b | SE_SYS_ONE_UP | Get 1-up mushroom |
| W | 0x16 | Yes | 0x17c | SE_SYS_ONE_DOWN | Unused |
| X | 0x17 | Yes | 0x1a9 | SE_OBJ_TSUBO_BREAK | Pot in final boss intro shatters |
| Y | 0x18 | Yes | 0x1ab | SE_VOC_M_HOEE | Mario embarrassed after being kissed by peach |
| Z | 0x19 | Yes | 0x1ad | SE_VOC_P_THANK_YOU | Peach thanks Player after battle |
| a | 0x1a | Yes | 0x34 | SE_EMY_KPJR_DAMAGE_V | Bowser Jr. stomped (voice) |
| b | 0x1b | Yes | 0x35 | SE_EMY_KPJR_CRY_V | Bowser Jr. defeated |
| c | 0x1c | Yes | 0x39 | SE_EMY_KPJR_GUARD_ON | Bowser Jr. go into shell |
| d | 0x1d | Yes | 0x6e | SE_EMY_KURIBO_FUMU | Stomp on enemy / Stomp on other player |
| e | 0x1e | Yes | 0x6f | SE_EMY_KAME_FUMU | Stomp on Koopa / Kab-omb / Skeeter (?) |

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|-------------------------|--------------|-----------------|--------|------------------------|---|
| f | 0x1f | Yes | 0x70 | SE_EMY_KAME_KERU | Enemy defeated by fireball/Shell mario in shell/Ground-pound/Flagpole / Mega Goomba defeated by Mini Player / Hanging ? Block hit from side / Item destroyed in lava / Block spawned by tile creator sprite |
| g | 0x20 | Yes | 0xf5 | SE_VOC_OPDM_YES | Player reacts to completion of logo |
| h | 0x21 | Yes | 0xfa | SE_VOC_OPDM_AWAWA_01 | Player reacts to thunder strike |
| i | 0x22 | Yes | 0x128 | SE_OBJ_GOAL_HANABI | Goal firework |
| j | 0x23 | Yes | 0x103 | SE_AMB_OPDM_BABEL | Logo crashes down |
| k | 0x24 | Yes | 0x123 | SE_OBJ_GET_DRAGON_COIN | Get Star Coin |
| l | 0x25 | Yes | 0x10b | SE_VOC_OPDM_PEACH_HELP | |
| m | 0x26 | Yes | 0x166 | SE_PLY_CHANGE_NORMAL | Turn back to normal from Mega |
| n | 0x27 | Yes | 0x14f | SE_PLY_HIP_ATTACK_M | Mini ground-pound |
| o | 0x28 | Yes | 0x149 | SE_PLY_JUMP_3 | Mini Player jumps |
| p | 0x29 | Yes | 0x152 | SE_PLY_DOWN | Player loses a life |
| q | 0x2a | Yes | 0x153 | SE_PLY_SWIM | Player swim |
| r | 0x2b | Yes | 0x168 | SE_PLY_THROW_FIRE | Fire Player/Fire Bros - throw fireball |
| s | 0x2c | Yes | 0x16c | SE_OBJ_GET_COIN | Get coin |
| t | 0x2d | Yes | 0x171 | SE_OBJ_DOKAN_BREAK | Pipe/Bill Blaster smashed from the side as Mega Player |
| u | 0x2e | Yes | 0x172 | SE_PLY_JUMPAI | Jump on trampoline/Pot in final boss intro jumps |
| v | 0x2f | Yes | 0x17b | SE_SYS_ONE_UP | Get 1-up mushroom |
| w | 0x30 | Yes | 0x17c | SE_SYS_ONE_DOWN | Unused |

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|-------------------------|--------------|-----------------|--------|-----------------------|--|
| x | 0x31 | No | 0x1a9 | SE_OBJ_TSUBO_BREAK | Pot in final boss intro shatters |
| y | 0x32 | Yes | 0x1ab | SE_VOC_M_HOEE | Mario embarrassed after being kissed by peach |
| z | 0x33 | Yes | 0x1ad | SE_VOC_P_THANK_YOU | Peach thanks Player after battle |
| À | 0x34 | No | 0x36 | SE_EMY_KPJR_UH | Bowser Jr. “wakes up” after battle |
| Á | 0x35 | No | 0x37 | SE_EMY_KPJR_LAND | Bowser Jr. land after jump attack |
| Â | 0x36 | No | 0x3b | SE_EMY_KPJR_GUARD_OFF | Bowser Jr. stop hiding in shell |
| Ä | 0x37 | No | 0x3c | SE_EMY_KPJR_DAMAGE | Bowser Jr. stomped |
| Ç | 0x38 | No | 0x3d | SE_EMY_KPJR_PURUPURU | Bowser Jr. shakes head after waking up after battle |
| È | 0x39 | No | 0x77 | SE_EMY_KAME_HIT_7 | Defeat 7th and subsequent enemy in a row while sliding |
| É | 0x3a | No | 0xf6 | SE_VOC_OPDM_UN_01 | Player looks up at logo |
| Ê | 0x3b | No | 0xfc | SE_VOC_OPDM_AWAWA_02 | |
| Ë | 0x3c | No | 0xff | SE_VOC_OPDM_HOEE | |
| Ì | 0x3d | No | 0x10a | SE_VOC_OPDM_PEACH_CRY | |
| Í | 0x3e | No | 0x101 | SE_AMB_OPDM_WARBLE | Intro birds |
| Î | 0x3f | No | 0x102 | SE_AMB_OPDM_THUNDER | Thunder strike on castle |
| Ï | 0x40 | No | 0x104 | SE_EMY_OPDM_KPJR_FOOT | Bowser Jr. sneaks up on peach |
| Ñ | 0x41 | No | 0x109 | SE_PLY_OPDM_MA_HIT | |
| Ò | 0x42 | No | 0x10d | SE_OBJ_OPDM_NEW_FALL | |
| Ó | 0x43 | No | 0x10e | SE_OBJ_OPDM_NEW_SET | |

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| Ô | 0x44 | No | 0x10f | SE_OBJ_OPDM_LOGO_FALL_L | |
| Ö | 0x45 | No | 0x110 | SE_OBJ_OPDM_LOGO_FALL_S | |
| Ù | 0x46 | No | 0x170 | SE_OBJ_COIN_BOUND | Loose coin hit ground |
| Ú | 0x47 | No | 0x174 | SE_OBJ_ITEM_APPEAR | Item out of block |
| Û | 0x48 | No | 0x13a | SE_SYS_MID_POINT | Pass checkpoint |
| Ü | 0x49 | No | 0x13e | SE_SYS_HURRY_UP | |
| ß | 0x4a | No | 0x14d | SE_PLY_HIP_ATTACK | Ground-pound hits ground / Ground-pound hits other player |
| à | 0x4b | No | 0x36 | SE_EMY_KPJR_UH | Bowser Jr. “wakes up” after battle |
| á | 0x4c | No | 0x37 | SE_EMY_KPJR_LAND | Bowser Jr. land after jump attack |
| â | 0x4d | No | 0x3b | SE_EMY_KPJR_GUARD_OFF | Bowser Jr. stop hiding in shell |
| ä | 0x4e | No | 0x3c | SE_EMY_KPJR_DAMAGE | Bowser Jr. stomped |
| ç | 0x4f | No | 0x3d | SE_EMY_KPJR_PURUPURU | Bowser Jr. shakes head after waking up after battle |
| è | 0x50 | No | 0x77 | SE_EMY_KAME_HIT_7 | Defeat 7th and subsequent enemy in a row while sliding |
| é | 0x51 | No | 0xf6 | SE_VOC_OPDM_UN_01 | Player looks up at logo |
| ê | 0x52 | No | 0xfc | SE_VOC_OPDM_AWAWA_02 | |
| ë | 0x53 | No | 0xff | SE_VOC_OPDM_HOEE | |
| ì | 0x54 | No | 0x10a | SE_VOC_OPDM_PEACH_CRY | |
| í | 0x55 | No | 0x101 | SE_AMB_OPDM_WARBLE | Intro birds |
| î | 0x56 | No | 0x102 | SE_AMB_OPDM_THUNDER | Thunder strike on castle |

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|-------------------------|--------------|-----------------|--------|-------------------------|--|
| ï | 0x57 | No | 0x104 | SE_EMY_OPDM_KPJR_FOOT | Bowser Jr. sneaks up on peach |
| ñ | 0x58 | No | 0x109 | SE_PLY_OPDM_MA_HIT | |
| ò | 0x59 | No | 0x10d | SE_OBJ_OPDM_NEW_FALL | |
| ó | 0x5a | No | 0x10e | SE_OBJ_OPDM_NEW_SET | |
| ô | 0x5b | No | 0x10f | SE_OBJ_OPDM_LOGO_FALL_L | |
| ö | 0x5c | No | 0x110 | SE_OBJ_OPDM_LOGO_FALL_S | |
| ù | 0x5d | No | 0x170 | SE_OBJ_COIN_BOUND | Loose coin hit ground |
| ú | 0x5e | No | 0x174 | SE_OBJ_ITEM_APPEAR | Item out of block |
| û | 0x5f | No | 0x13a | SE_SYS_MID_POINT | |
| ü | 0x60 | No | 0x13e | SE_SYS_HURRY_UP | |
| . | 0x61 | No | 0x15b | SE_PLY_FOOTNOTE_H | |
| • | 0x62 | No | 0x15e | SE_PLY_FOOTNOTE_H | |
| _ | 0x63 | No | 0x16a | SE_PLY_CHANGE_SMALL | Enter/exit pipe / Enter warp / lose powerup |
| - | 0x64 | No | 0x163 | SE_PLY_CHANGE_BIG | Get powerup / Collect Starman as Mega Player |
| [another type of line] | 0x65 | No | 0x167 | SE_PLY_CHANGE_MAME | Become mini |
| & | 0x66 | Yes | 0x177 | SE_OBJ_BLOCK_BREAK | Player break brick block / boss shutter block spawn/break / block broken by tile destroyer sprite / bridge destroyed in Bowser/Big Bowser boss / peach platform destroyed in final boss / Bob-omb destroy block / Big Unagi destroy block / Mummipokey sand ball break |

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| ' | 0x67 | Yes | 0x178 | SE_PLY_STAR_ATTACK | Mega Player touch enemy/Big Player touch Mini Goomba / Big Unagi destroy block / Broozer destroy block |

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