

Tileset Information

TODO: Add more info for palette animations (such as which colours animate & info on slots 7 and 31) and tile animations (such as which tiles animate). Mention unused files? Unused 3D tile IDs? Double-check animation speed. Add info on how ghost house stairs work. Add info from here: <https://nsmhd.net/post/46490/>

Tilesets contain the tiles used to build levels. Every area of a level can use three tilesets: the [jyotyu tileset](#), the sub nohara tileset, and a choosable tileset (of which there are 76).

Bitmap Table

Files stored in BG_ncg/ folder.

Table address in overlay 0: `0x00030EA4`

Table address in memory: `0x020C9584`

Slot	Bitmap
Tileset 0 (Jyotyu)	d_2d_A_J_jyotyu_ncg.bin
Tileset 2 (Sub Nohara)	d_2d_I_S_tikei_nohara_ncg.bin
0: Grassland	d_2d_I_M_tikei_nohara_ncg.bin
1: Castle	d_2d_I_M_tikei_yakata_ncg.bin
2: Desert	d_2d_I_M_tikei_sabaku_ncg.bin
3: Underground (with ice)	d_2d_I_M_tikei_chika_ncg.bin
4: Sky/mushrooms (world 7 style)	d_2d_I_M_tikei_kumo_ncg.bin
5: Underwater	d_2d_W_M_tikei_suichu_ncg.bin
6: Desert	d_2d_I_M_tikei_sabaku_ncg.bin
7: Volcano (brown)	d_2d_W_M_tikei_yougan_ncg.bin
8: Grassland	d_2d_I_M_tikei_nohara_ncg.bin
9: Beach (blue)	d_2d_W_M_tikei_kaigan_ncg.bin
10: Beach (blue)	d_2d_W_M_tikei_kaigan_ncg.bin
11: Forest	d_2d_W_M_tikei_jungle_ncg.bin
12: Grassland	d_2d_I_M_tikei_nohara_ncg.bin

Slot	Bitmap
13: Sky/mushrooms (with flowers and bushes)	d_2d_I_M_tikei_kinoko_ncg.bin
14: Sky/mushrooms (with flowers and bushes)	d_2d_I_M_tikei_kinoko_ncg.bin
15: Volcano (black)	d_2d_W_M_tikei_kazan_ncg.bin
16: Volcano (black 2) [Unused]	d_2d_W_M_tikei_kazangake_ncg.bin
17: Snow (with ice)	d_2d_I_M_tikei_setsugen_ncg.bin
18: Snow	d_2d_I_M_tikei_setsugen2_ncg.bin
19: Forest	d_2d_W_M_tikei_jungle_ncg.bin
20: Oasis in Desert	d_2d_W_M_tikei_kaigan3_ncg.bin
21: Bonus Room [Unused]	d_2d_I_M_tikei_mame_ncg.bin
22: Volcano (black 2) [Unused]	d_2d_W_M_tikei_kanzagake_ncg.bin
23: Ghost House	d_2d_S_M_tikei_obakeyasiki_ncg.bin
24: Cliffs	d_2d_W_M_tikei_kazangake2_ncg.bin
25: Cliffs	d_2d_W_M_tikei_kazangake2_ncg.bin
26: Snow (with ice)	d_2d_I_M_tikei_setsugen_ncg.bin
27: Grassland	d_2d_I_M_tikei_nohara_ncg.bin
28: Snow (with ice)	d_2d_I_M_tikei_setsugen_ncg.bin
29: Factory (W7-A)	d_2d_W_M_tikei_dokansoto_ncg.bin
30: Sewer (W2-3)	d_2d_W_M_tikei_dokannaka_ncg.bin
31: Volcano (yellow)	d_2d_W_M_tikei_yougantate_ncg.bin
32: Castle	d_2d_I_M_tikei_yakata_ncg.bin
33: Sky/mushrooms (with flowers and bushes)	d_2d_I_M_tikei_kinoko_ncg.bin
34: Grassland	d_2d_I_M_tikei_nohara_ncg.bin
35: Underground	d_2d_I_M_tikei_chika3_ncg.bin
36: Underground (dark blue) [Unused]	d_2d_I_M_tikei_chika_ncg.bin
37: Dark world (purple)	d_2d_I_M_tikei_koopa_heigen_ncg.bin
38: Dark world (brown)	d_2d_I_M_tikei_koopa_iwa_ncg.bin
39: Tower	d_2d_I_M_tikei_toride_ncg.bin
40: Ghost house exit	d_2d_S_M_tikei_obake_soto_ncg.bin
41: Final Castle	d_2d_I_M_tikei_yakata_ncg.bin
42: Toad house 1	d_2d_W_M_tikei_kinokoA_ncg.bin
43: Toad house 2	d_2d_W_M_tikei_kinokoB_ncg.bin

Slot	Bitmap
44: Toad house 3	d_2d_W_M_tikei_kinokoC_ncg.bin
45: Final Castle	d_2d_I_M_tikei_yakata_ncg.bin
46: Toad house 4	d_2d_I_M_tikei_kinokoD_ncg.bin
47: Bowser Jr battle	d_2d_I_M_tikei_toride_boss_ncg.bin
48: Beach (blue)	d_2d_W_M_tikei_kaigan_ncg.bin
49: Boss battle	d_2d_I_M_tikei_yakata_boss_ncg.bin
50: Sky/mushrooms (with flowers and bushes)	d_2d_I_M_tikei_kinoko_ncg.bin
51: Forest	d_2d_W_M_tikei_jungle_ncg.bin
52: Desert	d_2d_I_M_tikei_sabaku_ncg.bin
53: Desert	d_2d_I_M_tikei_sabaku_ncg.bin
54: Forest	d_2d_W_M_tikei_jungle_ncg.bin
55: Final boss battle	d_2d_I_M_tikei_koopa_boss_ncg.bin
56: Volcano (black)	d_2d_W_M_tikei_kazan_ncg.bin
57: Underwater	d_2d_W_M_tikei_suichu_ncg.bin
58: Light grey castle (W8 Castle 1)	d_2d_I_M_tikei_yakata_nise_ncg.bin
59: Sky/Mushrooms (yellow-ish)	d_2d_I_M_tikei_kumo2_ncg.bin
60: Beach (turquoise, without moss)	d_2d_W_M_tikei_kaigan2_ncg.bin
61: Lakithunder and Monty Tank battles	d_2d_I_M_tikei_yakata_bossW7_ncg.bin
62: Boss battle	d_2d_I_M_tikei_yakata_boss_ncg.bin
63: Mummy-Pokey battle	d_2d_I_M_tikei_sabaku_boss_ncg.bin
64: Oasis in Desert	d_2d_W_M_tikei_kaigan3_ncg.bin
65: Desert	d_2d_I_M_tikei_sabaku_ncg.bin
66: Oasis in Desert	d_2d_W_M_tikei_kaigan3_ncg.bin
67: Bonus room [Unused]	d_2d_I_M_tikei_mame_ncg.bin
68: Bonus room [Unused]	d_2d_I_M_tikei_mame_ncg.bin
69: Bonus room [Unused]	d_2d_I_M_tikei_mame_ncg.bin
70: Bonus room [Unused]	d_2d_I_M_tikei_mame_ncg.bin
71: Bonus room [Unused]	d_2d_I_M_tikei_mame_ncg.bin
72: Bonus room [Unused]	d_2d_I_M_tikei_mame_ncg.bin
73: Underground (gold) [Unused]	d_2d_I_M_tikei_chika4_ncg.bin
74: Bonus room	d_2d_I_M_tikei_mame_bonus_ncg.bin

Slot	Bitmap
75: Grassland	d_2d_I_M_tikei_nohara_ncg.bin

Animations Table

Files stored in BG_ncg/ folder.

Slot	Animations
Tileset 0 (Jyotyu)	d_2d_TEN_A_J_jyotyu_ncg.bin
Tileset 2 (Sub Nohara)	None
0: Grassland	None
1: Castle	d_2d_TEN_I_yakata_ncg.bin
2: Desert	None
3: Underground (with ice)	None
4: Sky/mushrooms (world 7 style)	None
5: Underwater	None
6: Desert	None
7: Volcano (brown)	None
8: Grassland	None
9: Beach (blue)	None
10: Beach (blue)	None
11: Forest	None
12: Grassland	None
13: Sky/mushrooms (with flowers and bushes)	None
14: Sky/mushrooms (with flowers and bushes)	None
15: Volcano (black)	None
16: Volcano (black 2) [Unused]	None
17: Snow (with ice)	None
18: Snow	None
19: Forest	None
20: Oasis in Desert	None
21: Bonus Room [Unused]	None
22: Volcano (black 2) [Unused]	None

Slot	Animations
23: Ghost House	d_2d_TEN_S_obakeyasiki_ncg.bin
24: Cliffs	None
25: Cliffs	None
26: Snow (with ice)	None
27: Grassland	None
28: Snow (with ice)	None
29: Factory (W7-A)	None
30: Sewer (W2-3)	None
31: Volcano (yellow)	None
32: Castle	None
33: Sky/mushrooms (with flowers and bushes)	None
34: Grassland	None
35: Underground	None
36: Underground (dark blue) [Unused]	None
37: Dark world (purple)	None
38: Dark world (brown)	None
39: Tower	d_2d_TEN_I_toride_ncg.bin
40: Ghost house exit	None
41: Final Castle	None
42: Toad house 1	None
43: Toad house 2	None
44: Toad house 3	None
45: Final Castle	None
46: Toad house 4	None
47: Bowser Jr battle	None
48: Beach (blue)	None
49: Boss battle	None
50: Sky/mushrooms (with flowers and bushes)	None
51: Forest	None
52: Desert	None
53: Desert	None

Slot	Animations
54: Forest	None
55: Final boss battle	None
56: Volcano (black)	None
57: Underwater	None
58: Light grey castle (W8 Castle 1)	None
59: Sky/Mushrooms (yellow-ish)	None
60: Beach (turquoise, without moss)	None
61: Lakithunder and Monty Tank battles	None
62: Boss battle	None
63: Mummy-Pokey battle	None
64: Oasis in Desert	None
65: Desert	None
66: Oasis in Desert	None
67: Bonus room [Unused]	None
68: Bonus room [Unused]	None
69: Bonus room [Unused]	None
70: Bonus room [Unused]	None
71: Bonus room [Unused]	None
72: Bonus room [Unused]	None
73: Underground (gold) [Unused]	None
74: Bonus room	None
75: Grassland	None

Animated Tiles

Slot 1: Castle

Tile Number	Animation	Tiles	Frames	Animates Every...	Animation Type
200, 201, 232, 233	Lava	4	6	7 Frames	Loop
85, 86, 300, 301	Rightward conveyor tile	1	8	2 Frames	Loop

Tile Number	Animation	Tiles	Frames	Animates Every...	Animation Type
87, 88, 302, 303	Rightward conveyor tile	1	8	1 Frame	Loop
117, 118, 268, 269	Leftward conveyor tile	1	8	2 Frames	Loop
119, 120, 302, 303	Leftward conveyor tile	1	8	1 Frame	Loop
388, 389, 420, 421	Conveyor left edge	4	8	2 Frames	Loop
392, 393, 424, 425	Conveyor left edge	4	8	2 Frames	Loop (reverse order)
396, 397, 428, 429	Conveyor left edge	4	8	1 Frame	Loop
400, 401, 432, 433	Conveyor left edge	4	8	1 Frame	Loop (reverse order)
390, 391, 422, 423	Conveyor right edge	4	8	2 Frames	Loop
394, 395, 426, 427	Conveyor right edge	4	8	2 Frames	Loop (reverse order)
398, 399, 430, 431	Conveyor right edge	4	8	1 Frame	Loop
402, 403, 434, 435	Conveyor right edge	4	8	1 Frame	Loop (reverse order)

Slot 23: Ghost House

Tile Number	Animation	Tiles	Frames	Animates Every...	Animation Type
283, 284, 315, 316	Collapsing stairs	4	4	TBA	Event activated (event ID 16). Frame 4 is held when not triggered. Plays in reverse order when triggered and holds on frame 1 while event is active. Plays and holds on frame 4 when event ends.

Tile Number	Animation	Tiles	Frames	Animates Every...	Animation Type
347, 348, 379, 380	Collapsing stairs	4	4	TBA	Event activated (event ID 15). Frame 4 is held when not triggered. Plays in reverse order when triggered and holds on frame 1 while event is active. Plays and holds on frame 4 when event ends.
411, 412, 443, 444	Collapsing stairs	4	4	TBA	Event activated (event ID 14). Frame 4 is held when not triggered. Plays in reverse order when triggered and holds on frame 1 while event is active. Plays and holds on frame 4 when event ends.

Slot 39: Tower

Tile Number	Animation	Tiles	Frames	Animates Every...	Animation Type
85, 86, 300, 301	Rightward conveyor tile	1	8	2 Frames	Loop
87, 88, 302, 303	Rightward conveyor tile	1	8	1 Frame	Loop
117, 118, 268, 269	Leftward conveyor tile	1	8	2 Frames	Loop
119, 120, 302, 303	Leftward conveyor tile	1	8	1 Frame	Loop
388, 389, 420, 421	Conveyor left edge	4	8	2 Frames	Loop
392, 393, 424, 425	Conveyor left edge	4	8	2 Frames	Loop (reverse order)
396, 397, 428, 429	Conveyor left edge	4	8	1 Frame	Loop

Tile Number	Animation	Tiles	Frames	Animates Every...	Animation Type
400, 401, 432, 433	Conveyor left edge	4	8	1 Frame	Loop (reverse order)
390, 391, 422, 423	Conveyor right edge	4	8	2 Frames	Loop
394, 395, 426, 427	Conveyor right edge	4	8	2 Frames	Loop (reverse order)
398, 399, 430, 431	Conveyor right edge	4	8	1 Frame	Loop
402, 403, 434, 435	Conveyor right edge	4	8	1 Frame	Loop (reverse order)

Palette Table

Files stored in BG_ncl/ folder.

Table address in overlay 0: 0x00031494

Table address in memory: 0x020C9B74

Slot	Palette
Tileset 0 (Jyotyu)	d_2d_A_J_jyotyu_B_ncl.bin d_2d_A_J_jyotyu_F_ncl.bin d_2d_A_J_jyotyu_ncl.bin d_2d_A_J_jyotyu_R_ncl.bin d_2d_A_J_jyotyu_W_ncl.bin
Tileset 2 (Sub Nohara)	d_2d_I_S_tikei_nohara_ncl.bin
0: Grassland	d_2d_I_M_tikei_nohara_ncl.bin
1: Castle	d_2d_I_M_tikei_yakata_ncl.bin
2: Desert	d_2d_I_M_tikei_sabaku_ncl.bin
3: Underground (with ice)	d_2d_I_M_tikei_cika_ncl.bin
4: Sky/mushrooms (world 7 style)	d_2d_I_M_tikei_kumo_ncl.bin
5: Underwater	d_2d_W_M_tikei_suichu_ncl.bin
6: Desert	d_2d_I_M_tikei_sabaku_ncl.bin
7: Volcano (brown)	d_2d_W_M_tikei_yougan_ncl.bin
8: Grassland	d_2d_I_M_tikei_nohara_ncl.bin
9: Beach (blue)	d_2d_W_M_tikei_kaigan_ncl.bin
10: Beach (blue)	d_2d_W_M_tikei_kaigan_ncl.bin
11: Forest	d_2d_W_M_tikei_jungle_ncl.bin

Slot	Palette
12: Grassland	d_2d_I_M_tikei_nohara_ncl.bin
13: Sky/mushrooms (with flowers and bushes)	d_2d_I_M_tikei_kinoko_ncl.bin
14: Sky/mushrooms (with flowers and bushes)	d_2d_I_M_tikei_kinoko_ncl.bin
15: Volcano (black)	d_2d_W_M_tikei_kazan_ncl.bin
16: Volcano (black 2) [Unused]	d_2d_W_M_tikei_kazangake_ncl.bin
17: Snow (with ice)	d_2d_I_M_tikei_setsugen_ncl.bin
18: Snow	d_2d_I_M_tikei_setsugen2_ncl.bin
19: Forest	d_2d_W_M_tikei_jungle_ncl.bin
20: Oasis in Desert	d_2d_W_M_tikei_kaigan3_ncl.bin
21: Bonus Room [Unused]	d_2d_I_M_tikei_mame_ncl.bin
22: Volcano (black 2) [Unused]	d_2d_W_M_tikei_kanzagake_ncl.bin
23: Ghost House	d_2d_S_M_tikei_obakeyasiki_ncl.bin
24: Cliffs	d_2d_W_M_tikei_kazangake2_ncl.bin
25: Cliffs	d_2d_W_M_tikei_kazangake2_ncl.bin
26: Snow (with ice)	d_2d_I_M_tikei_setsugen_ncl.bin
27: Grassland	d_2d_I_M_tikei_nohara_ncl.bin
28: Snow (with ice)	d_2d_I_M_tikei_setsugen_ncl.bin
29: Factory (W7-A)	d_2d_W_M_tikei_dokansoto_ncl.bin
30: Sewer (W2-3)	d_2d_W_M_tikei_dokannaka_ncl.bin
31: Volcano (yellow)	d_2d_W_M_tikei_yougantate_ncl.bin
32: Castle	d_2d_I_M_tikei_yakata_ncl.bin
33: Sky/mushrooms (with flowers and bushes)	d_2d_I_M_tikei_kinoko_ncl.bin
34: Grassland	d_2d_I_M_tikei_nohara_ncl.bin
35: Underground	d_2d_I_M_tikei_chika3_ncl.bin
36: Underground (dark blue) [Unused]	d_2d_I_M_tikei_chika_ncl.bin
37: Dark world (purple)	d_2d_I_M_tikei_koopa_heigen_ncl.bin
38: Dark world (brown)	d_2d_I_M_tikei_koopa_iwa_ncl.bin
39: Tower	d_2d_I_M_tikei_toride_ncl.bin
40: Ghost house exit	d_2d_S_M_tikei_obake_soto_ncl.bin
41: Final Castle	d_2d_I_M_tikei_yakata_ncl.bin
42: Toad house 1	d_2d_W_M_tikei_kinokoA_ncl.bin

Slot	Palette
43: Toad house 2	d_2d_W_M_tikei_kinokoB_ncl.bin
44: Toad house 3	d_2d_W_M_tikei_kinokoC_ncl.bin
45: Final Castle	d_2d_I_M_tikei_yakata_ncl.bin
46: Toad house 4	d_2d_I_M_tikei_kinokoD_ncl.bin
47: Bowser Jr battle	d_2d_I_M_tikei_toride_boss_ncl.bin
48: Beach (blue)	d_2d_W_M_tikei_kaigan_ncl.bin
49: Boss battle	d_2d_I_M_tikei_yakata_boss_ncl.bin
50: Sky/mushrooms (with flowers and bushes)	d_2d_I_M_tikei_kinoko_ncl.bin
51: Forest	d_2d_W_M_tikei_jungle_ncl.bin
52: Desert	d_2d_I_M_tikei_sabaku_ncl.bin
53: Desert	d_2d_I_M_tikei_sabaku_ncl.bin
54: Forest	d_2d_W_M_tikei_jungle_ncl.bin
55: Final boss battle	d_2d_I_M_tikei_koopa_boss_ncl.bin
56: Volcano (black)	d_2d_W_M_tikei_kazan_ncl.bin
57: Underwater	d_2d_W_M_tikei_suichu_ncl.bin
58: Light grey castle (W8 Castle 1)	d_2d_I_M_tikei_yakata_nise_ncl.bin
59: Sky/Mushrooms (yellow-ish)	d_2d_I_M_tikei_kumo2_ncl.bin
60: Beach (turquoise, without moss)	d_2d_W_M_tikei_kaigan2_ncl.bin
61: Lakithunder and Monty Tank battles	d_2d_I_M_tikei_yakata_bossW7_ncl.bin
62: Boss battle	d_2d_I_M_tikei_yakata_boss_ncl.bin
63: Mummy-Pokey battle	d_2d_I_M_tikei_sabaku_boss_ncl.bin
64: Oasis in Desert	d_2d_W_M_tikei_kaigan3_ncl.bin
65: Desert	d_2d_I_M_tikei_sabaku_ncl.bin
66: Oasis in Desert	d_2d_W_M_tikei_kaigan3_ncl.bin
67: Bonus room [Unused]	d_2d_I_M_tikei_mame_ncl.bin
68: Bonus room [Unused]	d_2d_I_M_tikei_mame_ncl.bin
69: Bonus room [Unused]	d_2d_I_M_tikei_mame_ncl.bin
70: Bonus room [Unused]	d_2d_I_M_tikei_mame_ncl.bin
71: Bonus room [Unused]	d_2d_I_M_tikei_mame_ncl.bin
72: Bonus room [Unused]	d_2d_I_M_tikei_mame_ncl.bin
73: Underground (gold) [Unused]	d_2d_I_M_tikei_chika4_ncl.bin

Slot	Palette
74: Bonus room	d_2d_I_M_tikei_mame_bonus_ncl.bin
75: Grassland	d_2d_I_M_tikei_nohara_ncl.bin

Palette Animations Table

Files stored in BG_ncl/ folder.

Table address for files in overlay 0: 0x00030CC0

Table address for files in memory: 0x020C93A0

Table address for tileset slots in overlay 0: 0x00030A38

Table address for tileset slots in memory: 0x020C9118

Do note that tileset slot table above only controls which tilesets *load* the files for the animations — it does not determine which slots *play* the animations.

Slot	Palette
3: Underground (with ice)	d_2d_Bg2_TEN_I_setsugen_ncl.bin
17: Snow (with ice)	d_2d_Bg2_TEN_I_setsugen_ncl.bin

Object Definitions Table

Files stored in BG_unt/ folder.

Table address for unt files in overlay 0: 0x0002FA14

Table address for unt files in memory: 0x020C80F4

Table address for unt_hd files in overlay 0: 0x0002F8E4

Table address for unt_hd files in memory: 0x020C7FC4

Slot	Object Definitions
Tileset 0 (Jyotyu)	A_J_jyotyu.bin A_J_jyotyu_hd.bin
Tileset 2 (Sub Nohara)	I_S_nohara.bin I_S_nohara_hd.bin
0: Grassland	I_M_nohara.bin I_M_nohara_hd.bin
1: Castle	I_M_yakata.bin I_M_yakata_hd.bin
2: Desert	I_M_sabaku.bin I_M_sabaku_hd.bin
3: Underground (with ice)	I_M_chika.bin I_M_chika_hd.bin

Slot	Object Definitions
4: Sky/mushrooms (world 7 style)	I_M_kumo.bin I_M_kumo_hd.bin
5: Underwater	W_M_suichu.bin W_M_suichu_hd.bin
6: Desert	I_M_sabaku I_M_sabaku_hd.bin
7: Volcano (brown)	W_M_yougan.bin W_M_yougan_hd.bin
8: Grassland	I_M_nohara.bin I_M_nohara_hd.bin
9: Beach (blue)	W_M_kaigan.bin W_M_kaigan_hd.bin
10: Beach (blue)	W_M_kaigan.bin W_M_kaigan_hd.bin
11: Forest	W_M_jungle.bin W_M_jungle_hd.bin
12: Grassland	I_M_nohara2.bin I_M_nohara2_hd.bin
13: Sky/mushrooms (with flowers and bushes)	I_M_kinoko.bin I_M_kinoko_hd.bin
14: Sky/mushrooms (with flowers and bushes)	I_M_kinoko.bin I_M_kinoko_hd.bin
15: Volcano (black)	W_M_kazan.bin W_M_kazan_hd.bin
16: Volcano (black 2) [Unused]	W_M_kazangake.bin W_M_kazangake_hd.bin
17: Snow (with ice)	I_M_setsugen.bin I_M_setsugen_hd.bin
18: Snow	I_M_setsugen2.bin I_M_setsugen2_hd.bin
19: Forest	W_M_jungle.bin W_M_jungle_hd.bin
20: Oasis in Desert	W_M_kaigan3.bin W_M_kaigan3_hd.bin
21: Bonus Room [Unused]	I_M_mame.bin I_M_mame_hd.bin
22: Volcano (black 2) [Unused]	W_M_kazangake.bin W_M_kazangake_hd.bin
23: Ghost House	S_M_obakeyasiki.bin S_M_obakeyasiki_hd.bin

Slot	Object Definitions
24: Cliffs	W_M_kazangake2.bin W_M_kazangake2_hd.bin
25: Cliffs	W_M_kazangake2.bin W_M_kazangake2_hd.bin
26: Snow (with ice)	I_M_setsugen.bin I_M_setsugen_hd.bin
27: Grassland	I_M_yakata.bin I_M_yakata_hd.bin
28: Snow (with ice)	I_M_setsugen.bin I_M_setsugen_hd.bin
29: Factory (W7-A)	W_M_dokansoto.bin W_M_dokansoto_hd.bin
30: Sewer (W2-3)	W_M_dokannaka.bin W_M_dokannaka_hd.bin
31: Volcano (yellow)	W_M_yougantate.bin W_M_yougantate_hd.bin
32: Castle	I_M_yakata.bin I_M_yakata_hd.bin
33: Sky/mushrooms (with flowers and bushes)	I_M_kinoko.bin I_M_kinoko_hd.bin
34: Grassland	I_M_nohara.bin I_M_nohara_hd.bin
35: Underground	I_M_chika3.bin I_M_chika3_hd.bin
36: Underground (dark blue) [Unused]	I_M_chika2.bin I_M_chika2_hd.bin
37: Dark world (purple)	I_M_koopa_heigen.bin I_M_koopa_heigen_hd.bin
38: Dark world (brown)	I_M_koopa_iwa.bin I_M_koopa_iwa_hd.bin
39: Tower	I_M_toride.bin I_M_toride_hd.bin
40: Ghost house exit	I_M_obake_soto.bin I_M_obake_soto_hd.bin
41: Final Castle	I_M_yakata.bin I_M_yakata_hd.bin
42: Toad house 1	W_M_kinokoA.bin W_M_kinokoA_hd.bin
43: Toad house 2	W_M_kinokoB.bin W_M_kinokoB_hd.bin

Slot	Object Definitions
44: Toad house 3	W_M_kinokoC.bin W_M_kinokoC_hd.bin
45: Final Castle	I_M_yakata2.bin I_M_yakata2_hd.bin
46: Toad house 4	W_M_kinokoD.bin W_M_kinokoD_hd.bin
47: Bowser Jr battle	I_M_toride_boss.bin I_M_toride_boss_hd.bin
48: Beach (blue)	W_M_kaigan.bin W_M_kaigan_hd.bin
49: Boss battle	I_M_yakata_boss.bin I_M_yakata_boss_hd.bin
50: Sky/mushrooms (with flowers and bushes)	I_M_kinoko.bin I_M_kinoko_hd.bin
51: Forest	W_M_jungle.bin W_M_jungle_hd.bin
52: Desert	I_M_sabaku.bin I_M_sabaku_hd.bin
53: Desert	I_M_sabaku.bin I_M_sabaku_hd.bin
54: Forest	W_M_jungle.bin W_M_jungle_hd.bin
55: Final boss battle	I_M_koopa_boss.bin I_M_koopa_boss_hd.bin
56: Volcano (black)	W_M_kazan.bin W_M_kazan_hd.bin
57: Underwater	W_M_suichu.bin W_M_suichu_hd.bin
58: Light grey castle (W8 Castle 1)	I_M_yakata_nise.bin I_M_yakata_nise_hd.bin
59: Sky/Mushrooms (yellow-ish)	I_M_kumo.bin I_M_kumo2_hd.bin
60: Beach (turquoise, without moss)	W_M_kaigan2.bin W_M_kaigan2_hd.bin
61: Lakithunder and Monty Tank battles	I_M_yakata_bossW7.bin I_M_yakata_bossW7_hd.bin
62: Boss battle	I_M_yakata_boss.bin I_M_yakata_boss_hd.bin
63: Mummy-Pokey battle	I_M_sabaku_boss.bin I_M_sabaku_boss_hd.bin

Slot	Object Definitions
64: Oasis in Desert	W_M_kaigan3.bin W_M_kaigan3_hd.bin
65: Desert	I_M_sabaku2.bin I_M_sabaku2_hd.bin
66: Oasis in Desert	W_M_kaigan3.bin W_M_kaigan3_hd.bin
67: Bonus room [Unused]	I_M_mame.bin I_M_mame_hd.bin
68: Bonus room [Unused]	I_M_mame.bin I_M_mame_hd.bin
69: Bonus room [Unused]	I_M_mame.bin I_M_mame_hd.bin
70: Bonus room [Unused]	I_M_mame.bin I_M_mame_hd.bin
71: Bonus room [Unused]	I_M_mame.bin I_M_mame_hd.bin
72: Bonus room [Unused]	I_M_mame.bin I_M_mame_hd.bin
73: Underground (gold) [Unused]	I_M_chika4.bin I_M_chika4_hd.bin
74: Bonus room	I_M_mame_bonus.bin I_M_mame_bonus_hd.bin
75: Grassland	I_M_nohara.bin I_M_nohara_hd.bin

Map16 Table

Files stored in BG_pnl/ folder.

Table address in overlay 0: 0x000316F4

Table address in memory: 0x020C9DD4

Slot	Map16
Tileset 0 (Jyotyuu)	d_2d_PA_A_J_jyotyuu.bin
Tileset 2 (Sub Nohara)	d_2d_PA_I_S_nohara.bin
0: Grassland	d_2d_PA_I_M_nohara.bin
1: Castle	d_2d_PA_I_M_yakata.bin
2: Desert	d_2d_PA_I_M_sabaku.bin
3: Underground (with ice)	d_2d_PA_I_M_chika.bin

Slot	Map16
4: Sky/mushrooms (world 7 style)	d_2d_PA_I_M_kumo.bin
5: Underwater	d_2d_PA_W_M_suichu.bin
6: Desert	d_2d_PA_I_M_sabaku.bin
7: Volcano (brown)	d_2d_PA_W_M_yougan.bin
8: Grassland	d_2d_PA_I_M_nohara.bin
9: Beach (blue)	d_2d_PA_W_M_kaigan.bin
10: Beach (blue)	d_2d_PA_W_M_kaigan.bin
11: Forest	d_2d_PA_W_M_jungle.bin
12: Grassland	d_2d_PA_I_M_nohara2.bin
13: Sky/mushrooms (with flowers and bushes)	d_2d_PA_I_M_kinoko.bin
14: Sky/mushrooms (with flowers and bushes)	d_2d_PA_I_M_kinoko.bin
15: Volcano (black)	d_2d_PA_W_M_kazan.bin
16: Volcano (black 2) [Unused]	d_2d_PA_W_M_kazangake.bin
17: Snow (with ice)	d_2d_PA_I_M_setsugen.bin
18: Snow	d_2d_PA_I_M_setsugen2.bin
19: Forest	d_2d_PA_W_M_jungle.bin
20: Oasis in Desert	d_2d_PA_W_M_kaigan3.bin
21: Bonus Room [Unused]	d_2d_PA_I_M_mame.bin
22: Volcano (black 2) [Unused]	d_2d_PA_W_M_kazangake.bin
23: Ghost House	d_2d_PA_S_M_obakeyasiki.bin
24: Cliffs	d_2d_PA_W_M_kazangake2.bin
25: Cliffs	d_2d_PA_W_M_kazangake2.bin
26: Snow (with ice)	d_2d_PA_I_M_setsugen.bin
27: Grassland	d_2d_PA_I_M_nohara.bin
28: Snow (with ice)	d_2d_PA_I_M_setsugen.bin
29: Factory (W7-A)	d_2d_PA_W_M_dokansoto.bin
30: Sewer (W2-3)	d_2d_PA_W_M_dokannaka.bin
31: Volcano (yellow)	d_2d_PA_W_M_yougantate.bin
32: Castle	d_2d_PA_I_M_yakata.bin
33: Sky/mushrooms (with flowers and bushes)	d_2d_PA_I_M_kinoko.bin
34: Grassland	d_2d_PA_I_M_nohara.bin

Slot	Map16
35: Underground	d_2d_PA_I_M_chika3.bin
36: Underground (dark blue) [Unused]	d_2d_PA_I_M_chika2.bin
37: Dark world (purple)	d_2d_PA_I_M_koopa_heigen.bin
38: Dark world (brown)	d_2d_PA_I_M_koopa_iwa.bin
39: Tower	d_2d_PA_I_M_toride.bin
40: Ghost house exit	d_2d_PA_S_M_obake_soto.bin
41: Final Castle	d_2d_PA_I_M_yakata.bin
42: Toad house 1	d_2d_PA_W_M_kinokoA.bin
43: Toad house 2	d_2d_PA_W_M_kinokoB.bin
44: Toad house 3	d_2d_PA_W_M_kinokoC.bin
45: Final Castle	d_2d_PA_I_M_yakata.bin
46: Toad house 4	d_2d_PA_W_M_kinokoD.bin
47: Bowser Jr battle	d_2d_PA_I_M_toride_boss.bin
48: Beach (blue)	d_2d_PA_W_M_kaigan.bin
49: Boss battle	d_2d_PA_I_M_yakata_boss.bin
50: Sky/mushrooms (with flowers and bushes)	d_2d_PA_I_M_kinoko.bin
51: Forest	d_2d_PA_W_M_jungle.bin
52: Desert	d_2d_PA_I_M_sabaku.bin
53: Desert	d_2d_PA_I_M_sabaku.bin
54: Forest	d_2d_PA_W_M_jungle.bin
55: Final boss battle	d_2d_PA_I_M_koopa_boss.bin
56: Volcano (black)	d_2d_PA_W_M_kazan.bin
57: Underwater	d_2d_PA_W_M_suichu.bin
58: Light grey castle (W8 Castle 1)	d_2d_PA_I_M_yakata_nise.bin
59: Sky/Mushrooms (yellow-ish)	d_2d_PA_I_M_kumo2.bin
60: Beach (turquoise, without moss)	d_2d_PA_W_M_kaigan2.bin
61: Lakithunder and Monty Tank battles	d_2d_PA_I_M_yakata_bossW7.bin
62: Boss battle	d_2d_PA_I_M_yakata_boss.bin
63: Mummy-Pokey battle	d_2d_PA_I_M_sabaku_boss.bin
64: Oasis in Desert	d_2d_PA_W_M_kaigan3.bin
65: Desert	d_2d_PA_I_M_sabaku.bin

Slot	Map16
66: Oasis in Desert	d_2d_PA_W_M_kaigan3.bin
67: Bonus room [Unused]	d_2d_PA_I_M_mame.bin
68: Bonus room [Unused]	d_2d_PA_I_M_mame.bin
69: Bonus room [Unused]	d_2d_PA_I_M_mame.bin
70: Bonus room [Unused]	d_2d_PA_I_M_mame.bin
71: Bonus room [Unused]	d_2d_PA_I_M_mame.bin
72: Bonus room [Unused]	d_2d_PA_I_M_mame.bin
73: Underground (gold) [Unused]	d_2d_PA_I_M_chika4.bin
74: Bonus room	d_2d_PA_I_M_mame_bonus.bin
75: Grassland	d_2d_PA_I_M_nohara.bin

Tile Behaviors Table

Files stored in BG_chk/ folder.

Table address in overlay 0: 0x0002FB44

Table address in memory: 0x020C8224

Slot	Tile Behaviors
Tileset 0 (Jyotyu)	Overlay 0 (0x2FDA4-0x301A3)
Tileset 2 (Sub Nohara)	NoHaRaSubUnitChangeData.bin
0: Grassland	NoHaRaMainUnitChangeData.bin
1: Castle	YaKaTaMainUnitChangeData.bin
2: Desert	SaBaKuMainUnitChangeData.bin
3: Underground (with ice)	ChiKaMainUnitChangeData.bin
4: Sky/mushrooms (world 7 style)	KuMoMainUnitChangeData.bin
5: Underwater	SulChuMainUnitChangeData.bin
6: Desert	SaBaKuMainUnitChangeData.bin
7: Volcano (brown)	YoUGaNMainUnitChangeData.bin
8: Grassland	NoHaRaMainUnitChangeData.bin
9: Beach (blue)	KalGaNMainUnitChangeData.bin
10: Beach (blue)	KalGaNMainUnitChangeData.bin
11: Forest	JungleMainUnitChangeData.bin

Slot	Tile Behaviors
12: Grassland	NoHaRaMainUnitChangeData.bin
13: Sky/mushrooms (with flowers and bushes)	KiNoKoMainUnitChangeData.bin
14: Sky/mushrooms (with flowers and bushes)	KiNoKoMainUnitChangeData.bin
15: Volcano (black)	KaZaNMainUnitChangeData.bin
16: Volcano (black 2) [Unused]	KaZaNGaKeMainUnitChangeData.bin
17: Snow (with ice)	SeTsuGeNMainUnitChangeData.bin
18: Snow	SeTsuGeN2MainUnitChangeData.bin
19: Forest	JungleMainUnitChangeData.bin
20: Oasis in Desert	KaIGaN3MainUnitChangeData.bin
21: Bonus Room [Unused]	MaMeMainUnitChangeData.bin
22: Volcano (black 2) [Unused]	KaZaNGaKeMainUnitChangeData.bin
23: Ghost House	OBaKeYaSiKiMainUnitChangeData.bin
24: Cliffs	KaZaNGaKe2MainUnitChangeData.bin
25: Cliffs	KaZaNGaKe2MainUnitChangeData.bin
26: Snow (with ice)	SeTsuGeNMainUnitChangeData.bin
27: Grassland	NoHaRaMainUnitChangeData.bin
28: Snow (with ice)	SeTsuGeNMainUnitChangeData.bin
29: Factory (W7-A)	DoKaNSoToMainUnitChangeData.bin
30: Sewer (W2-3)	DoKaNNaKaMainUnitChangeData.bin
31: Volcano (yellow)	YoUGaN-TaTeMainUnitChangeData.bin
32: Castle	YaKaTaMainUnitChangeData.bin
33: Sky/mushrooms (with flowers and bushes)	KiNoKoMainUnitChangeData.bin
34: Grassland	NoHaRaMainUnitChangeData.bin
35: Underground	ChiKa3MainUnitChangeData.bin
36: Underground (dark blue) [Unused]	ChiKa2MainUnitChangeData.bin
37: Dark world (purple)	KoopaHeIGeNMainUnitChangeData.bin
38: Dark world (brown)	KoopalwaMainUnitChangeData.bin
39: Tower	ToRiDeMainUnitChangeData.bin
40: Ghost house exit	OBaKe_SoToMainUnitChangeData.bin
41: Final Castle	YaKaTaMainUnitChangeData.bin
42: Toad house 1	kinokoAMainUnitChangeData.bin

Slot	Tile Behaviors
43: Toad house 2	kinokoBMainUnitChangeData.bin
44: Toad house 3	kinokoCMainUnitChangeData.bin
45: Final Castle	YaKaTaMainUnitChangeData.bin
46: Toad house 4	kinokoDMainUnitChangeData.bin
47: Bowser Jr battle	ToRiDeBossMainUnitChangeData.bin
48: Beach (blue)	KaGaNMainUnitChangeData.bin
49: Boss battle	YaKaTaBossMainUnitChangeData.bin
50: Sky/mushrooms (with flowers and bushes)	KiNoKoMainUnitChangeData.bin
51: Forest	JungleMainUnitChangeData.bin
52: Desert	SaBaKuMainUnitChangeData.bin
53: Desert	SaBaKuMainUnitChangeData.bin
54: Forest	JungleMainUnitChangeData.bin
55: Final boss battle	KoopaBossMainUnitChangeData.bin
56: Volcano (black)	KaZaNMainUnitChangeData.bin
57: Underwater	SulChuMainUnitChangeData.bin
58: Light grey castle (W8 Castle 1)	YaKaTaNiSeMainUnitChangeData.bin
59: Sky/Mushrooms (yellow-ish)	KuMo2MainUnitChangeData.bin
60: Beach (turquoise, without moss)	KaGaN2MainUnitChangeData.bin
61: Lakithunder and Monty Tank battles	YaKaTaBossW7MainUnitChangeData.bin
62: Boss battle	YaKaTaBossMainUnitChangeData.bin
63: Mummy-Pokey battle	SaBaKuBossMainUnitChangeData.bin
64: Oasis in Desert	KaGaN3MainUnitChangeData.bin
65: Desert	SaBaKuMainUnitChangeData.bin
66: Oasis in Desert	KaGaN3MainUnitChangeData.bin
67: Bonus room [Unused]	MaMeMainUnitChangeData.bin
68: Bonus room [Unused]	MaMeMainUnitChangeData.bin
69: Bonus room [Unused]	MaMeMainUnitChangeData.bin
70: Bonus room [Unused]	MaMeMainUnitChangeData.bin
71: Bonus room [Unused]	MaMeMainUnitChangeData.bin
72: Bonus room [Unused]	MaMeMainUnitChangeData.bin
73: Underground (gold) [Unused]	ChiKa4MainUnitChangeData.bin

Slot	Tile Behaviors
74: Bonus room	MaMeBonusMainUnitChangeData.bin
75: Grassland	NoHaRaMainUnitChangeData.bin

Mario vs Luigi File Table

Slot	Archive	Bitmap	Animation s	Palette	Object Definitions	Map16	Tile Behaviors
1: Castle	Dat_Fort.narc	d_2d_I_M_tikei_yakata_ncg.bin	d_2d_TEN_I_tikei_yakata_ncg.bin	d_2d_I_M_tikei_yakata_ncl.bin	I_M_yakata.bin, I_M_yakata_hd.bin	d_2d_PA_I_M_yakata.bin	YaKaTaMainUnitChangeData.bin
18: Snow	Dat_Ice.narc	d_2d_I_M_tikei_setsugen2_ncg.bin	None	d_2d_I_M_tikei_setsugen2_ncl.bin	I_M_setsugen2.bin, I_M_setsugen2_hd.bin	d_2d_PA_I_M_setsugen2.bin	SeTsuGeN2MainUnitChangeData.bin
29: Factory (W7-A)	Dat_Pipe.narc	d_2d_W_M_tikei_dokansoto_ncg.bin	None	d_2d_W_M_tikei_dokansoto_ncl.bin	W_M_dokansoto.bin, W_M_dokansoto_hd.bin	d_2d_PA_W_M_dokansoto.bin	DoKaNSoToMainUnitChangeData.bin
35: Underground	Dat_Basement.narc	d_2d_I_M_tikei_chika3_ncg.bin	None	d_2d_I_M_tikei_chika3_ncl.bin	I_M_chika3.bin, I_M_chika3_hd.bin	d_2d_PA_I_M_chika3.bin	ChiKa3MainUnitChangeData.bin
41: Final Castle	Dat_Fort.narc	d_2d_I_M_tikei_yakata_ncg.bin	None	d_2d_I_M_tikei_yakata_ncl.bin	I_M_yakata.bin, I_M_yakata_hd.bin	d_2d_PA_I_M_yakata.bin	YaKaTaMainUnitChangeData.bin
75: Grassland	Dat_Field.narc	d_2d_I_M_tikei_nohara_ncg.bin	None	d_2d_I_M_tikei_nohara_ncl.bin	I_M_nohara.bin, I_M_nohara_hd.bin	d_2d_PA_I_M_nohara.bin	NoHaRaMainUnitChangeData.bin

Randomization Table

Table address in memory: 0x020CB640

Do note that this table is written at runtime.

Slot	Randomization
Tileset 0 (Jyotyuu)	None
Tileset 2 (Sub Nohara)	None

Slot	Randomization
0: Grassland	Tiles 0-5
1: Castle	None
2: Desert	Tiles 0-5
3: Underground (with ice)	Tiles 0-5, 48-53
4: Sky/mushrooms (world 7 style)	None
5: Underwater	Tiles 0-5
6: Desert	Tiles 0-5
7: Volcano (brown)	None
8: Grassland	Tiles 0-5
9: Beach (blue)	Tiles 0-5
10: Beach (blue)	Tiles 0-5
11: Forest	Tiles 0-2
12: Grassland	Tiles 0-5
13: Sky/mushrooms (with flowers and bushes)	Tiles 0-5
14: Sky/mushrooms (with flowers and bushes)	Tiles 0-5
15: Volcano (black)	Tiles 0-5
16: Volcano (black 2) [Unused]	Tiles 0-5
17: Snow (with ice)	Tiles 96-99
18: Snow	None
19: Forest	Tiles 0-2
20: Oasis in Desert	Tiles 0-5
21: Bonus Room [Unused]	None
22: Volcano (black 2) [Unused]	None
23: Ghost House	None
24: Cliffs	Tiles 0-3
25: Cliffs	Tiles 0-3
26: Snow (with ice)	Tiles 96-99
27: Grassland	Tiles 0-5
28: Snow (with ice)	Tiles 96-99
29: Factory (W7-A)	None
30: Sewer (W2-3)	None

Slot	Randomization
31: Volcano (yellow)	Tiles 0-5
32: Castle	None
33: Sky/mushrooms (with flowers and bushes)	Tiles 0-5
34: Grassland	Tiles 0-5
35: Underground	Tiles 0-5, 48-53
36: Underground (dark blue) [Unused]	Tiles 0-5, 48-53
37: Dark world (purple)	Tiles 0-5
38: Dark world (brown)	Tiles 0-5
39: Tower	None
40: Ghost house exit	Tiles 0-5
41: Final Castle	None
42: Toad house 1	None
43: Toad house 2	None
44: Toad house 3	None
45: Final Castle	None
46: Toad house 4	None
47: Bowser Jr battle	None
48: Beach (blue)	Tiles 0-5
49: Boss battle	None
50: Sky/mushrooms (with flowers and bushes)	Tiles 0-5
51: Forest	Tiles 0-2
52: Desert	Tiles 0-5
53: Desert	Tiles 0-5
54: Forest	Tiles 0-2
55: Final boss battle	None
56: Volcano (black)	Tiles 0-5
57: Underwater	Tiles 0-5
58: Light grey castle (W8 Castle 1)	None
59: Sky/Mushrooms (yellow-ish)	None
60: Beach (turquoise, without moss)	Tiles 0-5
61: Lakithunder and Monty Tank battles	None

Slot	Randomization
62: Boss battle	None
63: Mummy-Pokey battle	None
64: Oasis in Desert	Tiles 0-5
65: Desert	None
66: Oasis in Desert	Tiles 0-5
67: Bonus room [Unused]	None
68: Bonus room [Unused]	None
69: Bonus room [Unused]	None
70: Bonus room [Unused]	None
71: Bonus room [Unused]	None
72: Bonus room [Unused]	None
73: Underground (gold) [Unused]	Tiles 0-5, 48-53
74: Bonus room	None
75: Grassland	Tiles 0-5

3D Tile ID Table

Table address in overlay 10: 0x00055BE0

Table address in memory: 0x02121ec0

3d Tile ID	File	Bitmap	Palette	Description	MvsL Archive
1	I_dokan.nsbtx	I_do_d_ld	I_dokan:0	Downwards-facing green pipe (left half)	Dat_enemy.narc
2	I_dokan.nsbtx	I_do_d_rd	I_dokan:0	Downwards-facing green pipe (right half)	Dat_enemy.narc
3	I_dokan.nsbtx	I_do_kousa_t_ld	I_dokan:0	Green pipe vertical-over-horizontal junction (bottom left)	Dat_enemy.narc
4	I_dokan.nsbtx	I_do_kousa_t_lu	I_dokan:0	Green pipe vertical-over-horizontal junction (top left)	Dat_enemy.narc

3d Tile ID	File	Bitmap	Palette	Description	MvsL Archive
5	I_dokan.nsbtx	I_do_kousa_t_rd	I_dokan:0	Green pipe vertical-over-horizontal junction (bottom right)	Dat_enemy.narc
6	I_dokan.nsbtx	I_do_kousa_t_ru	I_dokan:0	Green pipe vertical-over-horizontal junction (top right)	Dat_enemy.narc
7	I_dokan.nsbtx	I_do_kousa_y_ld	I_dokan:0	Green pipe horizontal-over-vertical junction (bottom left)	Dat_enemy.narc
8	I_dokan.nsbtx	I_do_kousa_y_lu	I_dokan:0	Green pipe horizontal-over-vertical junction (top left)	Dat_enemy.narc
9	I_dokan.nsbtx	I_do_kousa_y_rd	I_dokan:0	Green pipe horizontal-over-vertical junction (bottom right)	Dat_enemy.narc
10	I_dokan.nsbtx	I_do_kousa_y_ru	I_dokan:0	Green pipe horizontal-over-vertical junction (top right)	Dat_enemy.narc
11	I_dokan.nsbtx	I_do_ld	I_dokan:0	Vertical green pipe (left half)	Dat_enemy.narc
12	I_dokan.nsbtx	I_do_lu	I_dokan:0	Upwards-facing green pipe (left half)	Dat_enemy.narc
13	I_dokan.nsbtx	I_do_rd	I_dokan:0	Vertical green pipe (right half)	Dat_enemy.narc
14	I_dokan.nsbtx	I_do_ru	I_dokan:0	Upwards-facing green pipe (right half)	Dat_enemy.narc
15	I_dokan.nsbtx	I_do_yoko_d	I_dokan:0	Horizontal green pipe (bottom half)	Dat_enemy.narc
16	I_dokan.nsbtx	I_do_yoko_ld	I_dokan:0	Leftward-facing green pipe (bottom half)	Dat_enemy.narc
17	I_dokan.nsbtx	I_do_yoko_lu	I_dokan:0	Leftward-facing green pipe (top half)	Dat_enemy.narc

3d Tile ID	File	Bitmap	Palette	Description	MvsL Archive
18	I_dokan.nsbtx	I_do_yoko_rd	I_dokan:0	Rightward-facing green pipe (bottom half)	Dat_enemy.narc
19	I_dokan.nsbtx	I_do_yoko_ru	I_dokan:0	Rightward-facing green pipe (top half)	Dat_enemy.narc
20	I_dokan.nsbtx	I_do_yoko_u	I_dokan:0	Horizontal green pipe (top half)	Dat_enemy.narc
21	I_dokan.nsbtx	I_do_ashiba_l	I_dokan:0	Upwards-facing cracked green pipe (left half)	Dat_enemy.narc
22	I_dokan.nsbtx	I_do_ashiba_r	I_dokan:0	Upwards-facing cracked green pipe (right half)	Dat_enemy.narc
23	I_dokan.nsbtx	I_do_ashiba_ld	I_dokan:0	Downwards-facing cracked green pipe (left half)	Dat_enemy.narc
24	I_dokan.nsbtx	I_do_ashiba_rd	I_dokan:0	Downwards-facing cracked green pipe (right half)	Dat_enemy.narc
25	I_dokan.nsbtx	I_do_hahen_l	I_dokan:0	Downwards-facing green pipe fragment (left half)	Dat_enemy.narc
26	I_dokan.nsbtx	I_do_hahen_ld	I_dokan:0	Upwards-facing green pipe fragment (left half)	Dat_enemy.narc
27	I_dokan.nsbtx	I_do_hahen_r	I_dokan:0	Downwards-facing green pipe fragment (right half)	Dat_enemy.narc
28	I_dokan.nsbtx	I_do_hahen_rd	I_dokan:0	Upwards-facing green pipe fragment (right half)	Dat_enemy.narc
29	I_dokan.nsbtx	I_do_d_ld	I_dokan:1	Downwards-facing red pipe (left half)	Dat_enemy.narc
30	I_dokan.nsbtx	I_do_d_rd	I_dokan:1	Downwards-facing red pipe (right half)	Dat_enemy.narc
31	I_dokan.nsbtx	I_do_ld	I_dokan:1	Vertical red pipe (left half)	Dat_enemy.narc

3d Tile ID	File	Bitmap	Palette	Description	MvsL Archive
32	I_dokan.nsbtx	I_do_lu	I_dokan:1	Upwards-facing red pipe (left half)	Dat_enemy.narc
33	I_dokan.nsbtx	I_do_rd	I_dokan:1	Vertical red pipe (right half)	Dat_enemy.narc
34	I_dokan.nsbtx	I_do_ru	I_dokan:1	Upwards-facing red pipe (right half)	Dat_enemy.narc
35	I_dokan.nsbtx	I_do_yoko_d	I_dokan:1	Horizontal red pipe (bottom half)	Dat_enemy.narc
36	I_dokan.nsbtx	I_do_yoko_ld	I_dokan:1	Leftward-facing red pipe (bottom half)	Dat_enemy.narc
37	I_dokan.nsbtx	I_do_yoko_lu	I_dokan:1	Leftward-facing red pipe (top half)	Dat_enemy.narc
38	I_dokan.nsbtx	I_do_yoko_rd	I_dokan:1	Rightward-facing red pipe (bottom half)	Dat_enemy.narc
39	I_dokan.nsbtx	I_do_yoko_ru	I_dokan:1	Rightward-facing red pipe (top half)	Dat_enemy.narc
40	I_dokan.nsbtx	I_do_yoko_u	I_dokan:1	Horizontal red pipe (top half)	Dat_enemy.narc
41	I_dokan.nsbtx	I_do_ashiba_l	I_dokan:1	Upwards-facing cracked red pipe (left half)	Dat_enemy.narc
42	I_dokan.nsbtx	I_do_ashiba_r	I_dokan:1	Upwards-facing cracked red pipe (right half)	Dat_enemy.narc
43	I_dokan.nsbtx	I_do_ashiba_ld	I_dokan:1	Downwards-facing cracked red pipe (left half)	Dat_enemy.narc
44	I_dokan.nsbtx	I_do_ashiba_rd	I_dokan:1	Downwards-facing cracked red pipe (right half)	Dat_enemy.narc
45	I_dokan.nsbtx	I_do_hahen_l	I_dokan:1	Downwards-facing red pipe fragment (left half)	Dat_enemy.narc

3d Tile ID	File	Bitmap	Palette	Description	MvsL Archive
46	I_dokan.nsbtx	I_do_hahen_ld	I_dokan:1	Upwards-facing red pipe fragment (left half)	Dat_enemy.narc
47	I_dokan.nsbtx	I_do_hahen_r	I_dokan:1	Downwards-facing red pipe fragment (right half)	Dat_enemy.narc
48	I_dokan.nsbtx	I_do_hahen_rd	I_dokan:1	Upwards-facing red pipe fragment (left half)	Dat_enemy.narc
49	I_dokan.nsbtx	I_do_d_ld	I_dokan:2	Downwards-facing yellow pipe (left half)	Dat_enemy.narc
50	I_dokan.nsbtx	I_do_d_rd	I_dokan:2	Downwards-facing yellow pipe (right half)	Dat_enemy.narc
51	I_dokan.nsbtx	I_do_ld	I_dokan:2	Vertical yellow pipe (left half)	Dat_enemy.narc
52	I_dokan.nsbtx	I_do_lu	I_dokan:2	Upwards-facing yellow pipe (left half)	Dat_enemy.narc
53	I_dokan.nsbtx	I_do_rd	I_dokan:2	Vertical yellow pipe (right half)	Dat_enemy.narc
54	I_dokan.nsbtx	I_do_ru	I_dokan:2	Upwards-facing yellow pipe (right half)	Dat_enemy.narc
55	I_dokan.nsbtx	I_do_yoko_d	I_dokan:2	Horizontal yellow pipe (bottom half)	Dat_enemy.narc
56	I_dokan.nsbtx	I_do_yoko_ld	I_dokan:2	Leftward-facing yellow pipe (bottom half)	Dat_enemy.narc
57	I_dokan.nsbtx	I_do_yoko_lu	I_dokan:2	Leftward-facing yellow pipe (top half)	Dat_enemy.narc
58	I_dokan.nsbtx	I_do_yoko_rd	I_dokan:2	Rightward-facing yellow pipe (bottom half)	Dat_enemy.narc
59	I_dokan.nsbtx	I_do_yoko_ru	I_dokan:2	Rightward-facing yellow pipe (top half)	Dat_enemy.narc
60	I_dokan.nsbtx	I_do_yoko_u	I_dokan:2	Horizontal yellow pipe (top half)	Dat_enemy.narc

3d Tile ID	File	Bitmap	Palette	Description	MvsL Archive
61	I_dokan.nsbtx	I_do_ashiba_l	I_dokan:2	Upwards-facing cracked yellow pipe (left half)	Dat_enemy.narc
62	I_dokan.nsbtx	I_do_ashiba_r	I_dokan:2	Upwards-facing cracked yellow pipe (right half)	Dat_enemy.narc
63	I_dokan.nsbtx	I_do_ashiba_ld	I_dokan:2	Downwards-facing cracked yellow pipe (left half)	Dat_enemy.narc
64	I_dokan.nsbtx	I_do_ashiba_rd	I_dokan:2	Downwards-facing cracked yellow pipe (right half)	Dat_enemy.narc
65	I_dokan.nsbtx	I_do_hahen_l	I_dokan:2	Downwards-facing yellow pipe fragment (left half)	Dat_enemy.narc
66	I_dokan.nsbtx	I_do_hahen_ld	I_dokan:2	Upwards-facing yellow pipe fragment (left half)	Dat_enemy.narc
67	I_dokan.nsbtx	I_do_hahen_r	I_dokan:2	Downwards-facing yellow pipe fragment (right half)	Dat_enemy.narc
68	I_dokan.nsbtx	I_do_hahen_rd	I_dokan:2	Upwards-facing yellow pipe fragment (left half)	Dat_enemy.narc
69	wire_netting1.nsbtx	wire_netting1	wire_netting1:0	Climbable fence centre	None
70	wire_netting2.nsbtx	wire_netting2	wire_netting2:0	Climbable fence top left corner	None
71	wire_netting3.nsbtx	wire_netting3	wire_netting3:0	Climbable fence top centre	None
72	wire_netting4.nsbtx	wire_netting4	wire_netting4:0	Climbable fence top centre	None
73	wire_netting5.nsbtx	wire_netting5	wire_netting5:0	Climbable fence top centre	None
74	wire_netting6.nsbtx	wire_netting6	wire_netting6:0	Climbable fence top right corner	None
75	wire_netting7.nsbtx	wire_netting7	wire_netting7:0	Climbable fence left edge	None

3d Tile ID	File	Bitmap	Palette	Description	MvsL Archive
76	wire_netting8.nsbtx	wire_netting8	wire_netting8:0	Climbable fence right edge	None
77	wire_netting9.nsbtx	wire_netting9	wire_netting9:0	Climbable fence left edge	None
78	wire_netting10.nsbtx	wire_netting10	wire_netting10:0	Climbable fence right edge	None
79	wire_netting11.nsbtx	wire_netting11	wire_netting11:0	Climbable fence left edge	None
80	wire_netting12.nsbtx	wire_netting12	wire_netting12:0	Climbable fence right edge	None
81	wire_netting13.nsbtx	wire_netting13	wire_netting13:0	Climbable fence bottom left corner	None
82	wire_netting14.nsbtx	wire_netting14	wire_netting14:0	Climbable fence bottom centre	None
83	wire_netting15.nsbtx	wire_netting15	wire_netting15:0	Climbable fence bottom centre	None
84	wire_netting16.nsbtx	wire_netting16	wire_netting16:0	Climbable fence bottom centre	None
85	wire_netting17.nsbtx	wire_netting17	wire_netting17:0	Climbable fence bottom right corner	None
86	l_do_kanagu_ld.nsbtx	l_do_kanagu_ld	l_do_kanagu_ld:0	Pipe joint bottom left	None
87	l_do_kanagu_lu.nsbtx	l_do_kanagu_lu	l_do_kanagu_lu:0	Pipe joint top left	None
88	l_do_kanagu_rd.nsbtx	l_do_kanagu_rd	l_do_kanagu_rd:0	Pipe joint bottom right	None
89	l_do_kanagu_ru.nsbtx	l_do_kanagu_ru	l_do_kanagu_ru:0	Pipe joint top right	None
90	l_ryusa_1.nsbtx	l_ryusa_1	l_ryusa_1:0	Quicksand (frame 1)	None
91	l_ryusa_2.nsbtx	l_ryusa_2	l_ryusa_2:0	Quicksand (frame 2)	None
92	l_ryusa_3.nsbtx	l_ryusa_3	l_ryusa_3:0	Quicksand (frame 3)	None
93	l_ryusa_4.nsbtx	l_ryusa_4	l_ryusa_4:0	Quicksand (frame 4)	None
94	l_ryusa_ue1.nsbtx	l_ryusa_ue1	l_ryusa_ue1:0	Quicksand surface (frame 1)	None
95	l_ryusa_ue2.nsbtx	l_ryusa_ue2	l_ryusa_ue2:0	Quicksand surface (frame 2)	None

3d Tile ID	File	Bitmap	Palette	Description	MvsL Archive
96	I_ryusa_ue3.nsbtx	I_ryusa_ue3	I_ryusa_ue3:0	Quicksand surface (frame 3)	None
97	I_ryusa_ue4.nsbtx	I_ryusa_ue4	I_ryusa_ue4:0	Quicksand surface (frame 4)	None
98	I_hashira_lu.nsbtx	I_hashira_lu	I_hashira_lu:0	Pillar top left	None
99	I_hashira_cu.nsbtx	I_hashira_cu	I_hashira_cu:0	Pillar top centre	None
100	I_hashira_ru.nsbtx	I_hashira_ru	I_hashira_ru.tga:0	Pillar top right	None
101	I_hashira_l.nsbtx	I_hashira_l	I_hashira_l:0	Pillar left edge	None
102	I_hashira_c.nsbtx	I_hashira_c	I_hashira_c:0	Pillar centre	None
103	I_hashira_r.nsbtx	I_hashira_r	I_hashira_r:0	Pillar right edge	None
104	I_hashira_ld.nsbtx	I_hashira_ld	I_hashira_ld:0	Pillar bottom left	None
105	I_hashira_cd.nsbtx	I_hashira_cd	I_hashira_cd:0	Pillar bottom centre	None
106	I_hashira_rd.nsbtx	I_hashira_rd	I_hashira_rd:0	Pillar bottom right	None
107	I_mamedokan.nsbtx	I_mamedokan_a_d	I_mamedokan:0	Downwards-facing cracked mini-pipe	None
108	I_mamedokan.nsbtx	I_mamedokan_a_u	I_mamedokan:0	Upwards-facing cracked mini-pipe	None
109	I_mamedokan.nsbtx	I_mamedokan_d	I_mamedokan:0	Downwards-facing mini-pipe	None
110	I_mamedokan.nsbtx	I_mamedokan_h_d	I_mamedokan:0	Downwards-facing mini-pipe fragment	None
111	I_mamedokan.nsbtx	I_mamedokan_h_u	I_mamedokan:0	Upwards-facing mini-pipe fragment	None
112	I_mamedokan.nsbtx	I_mamedokan_l	I_mamedokan:0	Leftwards-facing mini-pipe	None
113	I_mamedokan.nsbtx	I_mamedokan_r	I_mamedokan:0	Rightwards-facing mini-pipe	None
114	I_mamedokan.nsbtx	I_mamedokan_tate	I_mamedokan:0	Mini-pipe vertical-over-horizontal junction	None

3d Tile ID	File	Bitmap	Palette	Description	MvsL Archive
115	I_mamedokan.ns btx	I_mamedokan_tt	I_mamedokan:0	Vertical mini-pipe	None
116	I_mamedokan.ns btx	I_mamedokan_u	I_mamedokan:0	Upwards-facing mini-pipe	None
117	I_mamedokan.ns btx	I_mamedokan_yo ko	I_mamedokan:0	Mini-pipe horizontal-over- vertical junction	None
118	I_mamedokan.ns btx	I_mamedokan_yt	I_mamedokan:0	Horizontal mini- pipe	None
119	I_mamedokan_to me.nsbtx	I_mamedokan_to me	I_mamedokan_to me:0	Mini-pipe joint	None
120	I_mizu.nsbtx	I_mizu_suichu	I_mizu_ue:0	Water surface tile	None
121	I_mizu.nsbtx	I_mizu_suimen	I_mizu_ue:0	Water tile	None
122	I_toride1.nsbtx	I_toride1	I_toride:0	End-of-level castle wall top left corner	None
123	I_toride2.nsbtx	I_toride2	I_toride:0	End-of-level castle wall top centre	None
124	I_toride3.nsbtx	I_toride3	I_toride:0	End-of-level castle wall top right corner	None
125	I_toride4.nsbtx	I_toride4	I_toride:0	End-of-level castle wall left centre	None
126	I_toride5.nsbtx	I_toride5	I_toride:0	End-of-level castle wall centre	None
127	I_toride6.nsbtx	I_toride6	I_toride:0	End-of-level castle wall right centre	None
128	I_toride7.nsbtx	I_toride7	I_toride:0	End-of-level castle wall bottom left corner	None
129	I_toride8.nsbtx	I_toride8	I_toride:0	End-of-level castle wall bottom centre	None
130	I_toride9.nsbtx	I_toride9	I_toride:0	End-of-level castle wall bottom right corner	None
131	I_toride2_1.nsbtx	I_toride2_1	I_toride2:0	End-of-level castle turret top left corner	None

3d Tile ID	File	Bitmap	Palette	Description	MvsL Archive
132	I_toride2_2.nsbtx	I_toride2_2	I_toride2:0	End-of-level castle turret top left centre	None
133	I_toride2_3.nsbtx	I_toride2_3	I_toride2:0	End-of-level castle turret top right centre	None
134	I_toride2_4.nsbtx	I_toride2_4	I_toride2:0	End-of-level castle turret top right corner	None
135	I_toride2_5.nsbtx	I_toride2_5	I_toride2:0	End-of-level castle turret middle left edge	None
136	I_toride2_6.nsbtx	I_toride2_6	I_toride2:0	End-of-level castle turret middle left centre	None
137	I_toride2_7.nsbtx	I_toride2_7	I_toride2:0	End-of-level castle turret middle right centre	None
138	I_toride2_8.nsbtx	I_toride2_8	I_toride2:0	End-of-level castle turret middle right edge	None
139	I_toride2_9.nsbtx	I_toride2_9	I_toride2:0	End-of-level castle turret bottom left corner	None
140	I_toride2_10.nsbtx	I_toride2_10	I_toride2:0	End-of-level castle turret bottom left centre	None
141	I_toride2_11.nsbtx	I_toride2_11	I_toride2:0	End-of-level castle turret bottom right centre	None
142	I_toride2_12.nsbtx	I_toride2_12	I_toride2:0	End-of-level castle turret bottom right corner	None

Revision #18

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