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 bg animations)
> - Verify animation speeds
> - Mention unused files? Unused 3D tile IDs?
> - Add info from here: https://nsmbhd.net/post/46490/
> - Add info on subnohara castle flag
> - How do sound effects for boss doors work?

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

Slot	Bitmap
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
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

Slot	Bitmap
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
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

Slot	Bitmap
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
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

Slot	Animations
20: Oasis in Desert	None
21: Bonus Room [Unused]	None
22: Volcano (black 2) [Unused]	None
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

Slot	Animations
51: Forest	None
52: Desert	None
53: Desert	None
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. Animation permanently reverses when event ID 63 is triggered.
87, 88, 302, 303	Rightward conveyor tile	1	8	1 Frame	Loop. Animation permanently reverses when event ID 63 is triggered.
117, 118, 268, 269	Leftward conveyor tile	1	8	2 Frames	Loop. Animation permanently reverses when event ID 63 is triggered.
119, 120, 302, 303	Leftward conveyor tile	1	8	1 Frame	Loop. Animation permanently reverses when event ID 63 is triggered.
388, 389, 420, 421	Conveyor left edge	4	8	2 Frames	Loop. Animation permanently reverses when event ID 63 is triggered.
392, 393, 424, 425	Conveyor left edge	4	8	2 Frames	Loop (reverse order). Animation permanently unreverses when event ID 63 is triggered.
396, 397, 428, 429	Conveyor left edge	4	8	1 Frame	Loop. Animation permanently reverses when event ID 63 is triggered.
400, 401, 432, 433	Conveyor left edge	4	8	1 Frame	Loop (reverse order). Animation permanently unreverses when event ID 63 is triggered.
390, 391, 422, 423	Conveyor right edge	4	8	2 Frames	Loop. Animation permanently reverses when event ID 63 is triggered.

394, 395, 426, 427	Conveyor right edge	4	8	2 Frames	Loop (reverse order). Animation permanently unreverses when event ID 63 is triggered.
398, 399, 430, 431	Conveyor right edge	4	8	1 Frame	Loop. Animation permanently reverses when event ID 63 is triggered.
402, 403, 434, 435	Conveyor right edge	4	8	1 Frame	Loop (reverse order). Animation permanently unreverses when event ID 63 is triggered.

Slot 23: Ghost House

Tile Number	Animation	Tiles	Frames	Animates Every...	Animation Type
282, 283, 284, 314, 315, 316	Collapsing stairs (top half)	4	4	4	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.
346, 347, 348, 378, 379, 380	Collapsing stairs (top half)	4	4	4	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.

Tile Number	Animation	Tiles	Frames	Animates Every...	Animation Type
410, 411, 412, 442, 443, 444	Collapsing stairs (top half)	4	4	4	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. Animation permanently reverses when event ID 63 is triggered.
87, 88, 302, 303	Rightward conveyor tile	1	8	1 Frame	Loop. Animation permanently reverses when event ID 63 is triggered.
117, 118, 268, 269	Leftward conveyor tile	1	8	2 Frames	Loop. Animation permanently reverses when event ID 63 is triggered.
119, 120, 302, 303	Leftward conveyor tile	1	8	1 Frame	Loop. Animation permanently reverses when event ID 63 is triggered.
388, 389, 420, 421	Conveyor left edge	4	8	2 Frames	Loop. Animation permanently reverses when event ID 63 is triggered.

Tile Number	Animation	Tiles	Frames	Animates Every...	Animation Type
392, 393, 424, 425	Conveyor left edge	4	8	2 Frames	Loop (reverse order). Animation permanently unreverses when event ID 63 is triggered.
396, 397, 428, 429	Conveyor left edge	4	8	1 Frame	Loop. Animation permanently reverses when event ID 63 is triggered.
400, 401, 432, 433	Conveyor left edge	4	8	1 Frame	Loop (reverse order). Animation permanently unreverses when event ID 63 is triggered.
390, 391, 422, 423	Conveyor right edge	4	8	2 Frames	Loop. Animation permanently reverses when event ID 63 is triggered.
394, 395, 426, 427	Conveyor right edge	4	8	2 Frames	Loop (reverse order). Animation permanently unreverses when event ID 63 is triggered.
398, 399, 430, 431	Conveyor right edge	4	8	1 Frame	Loop. Animation permanently reverses when event ID 63 is triggered.
402, 403, 434, 435	Conveyor right edge	4	8	1 Frame	Loop (reverse order). Animation permanently unreverses when event ID 63 is triggered.

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
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

Slot	Palette
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
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

Slot	Palette
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
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
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

Slot	Object Definitions
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
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

Slot	Object Definitions
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
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

Slot	Object Definitions
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
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

Slot	Object Definitions
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 (Jyotyu)	d_2d_PA_A_J_jyotyu.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
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

Slot	Map16
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
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

Slot	Map16
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
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	SuIChuMainUnitChangeData.bin
6: Desert	SaBaKuMainUnitChangeData.bin
7: Volcano (brown)	YoUGaNMainUnitChangeData.bin
8: Grassland	NoHaRaMainUnitChangeData.bin
9: Beach (blue)	KaIGaNMainUnitChangeData.bin
10: Beach (blue)	KaIGaNMainUnitChangeData.bin
11: Forest	JungleMainUnitChangeData.bin
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

Slot	Tile Behaviors
29: Factory (W7-A)	DoKaNSoToMainUnitChangeData.bin
30: Sewer (W2-3)	DoKaNNaKaMainUnitChangeData.bin
31: Volcano (yellow)	YoUGaNTaTeMainUnitChangeData.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)	KoopaIwaMainUnitChangeData.bin
39: Tower	ToRiDeMainUnitChangeData.bin
40: Ghost house exit	OBaKe_SoToMainUnitChangeData.bin
41: Final Castle	YaKaTaMainUnitChangeData.bin
42: Toad house 1	kinokoAMainUnitChangeData.bin
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)	KaIGaNMainUnitChangeData.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	SuIChuMainUnitChangeData.bin
58: Light grey castle (W8 Castle 1)	YaKaTaNiSeMainUnitChangeData.bin
59: Sky/Mushrooms (yellow-ish)	KuMo2MainUnitChangeData.bin

Slot	Tile Behaviors
60: Beach (turquoise, without moss)	KaIGaN2MainUnitChangeData.bin
61: Lakithunder and Monty Tank battles	YaKaTaBossW7MainUnitChangeData.bin
62: Boss battle	YaKaTaBossMainUnitChangeData.bin
63: Mummy-Pokey battle	SaBaKuBossMainUnitChangeData.bin
64: Oasis in Desert	KaIGaN3MainUnitChangeData.bin
65: Desert	SaBaKuMainUnitChangeData.bin
66: Oasis in Desert	KaIGaN3MainUnitChangeData.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
74: Bonus room	MaMeBonusMainUnitChangeData.bin
75: Grassland	NoHaRaMainUnitChangeData.bin

Mario vs Luigi File Table

Slot	Archive	Bitmap	Animations	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

Slot	Archive	Bitmap	Animations	Palette	Object Definitions	Map16	Tile Behaviors
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 (Jyotyu)	None
Tileset 2 (Sub Nohara)	None
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

Slot	Randomization
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
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

Slot	Randomization
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
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

Tile Behavior Change Table

Tile behaviors may temporarily change when certain events are triggered. The only choosable tileset in which this happens is the Ghost House tileset, where they are used in tandem with the tileset's animations for the collapsing stairs.

Slot 23: Ghost House

Tile behavior table address in memory: `0x020C770C`
Map16 tile table address in memory: `0x020C7958`

Event ID: 14

Map16 tile	Changed behaviour
165	`0x00000100` - Solid
174	`0x00000100` - Solid
180	`0x0A000008` - Partial solid (top right, bottom right)
181	`0x00000100` - Solid
190	`0x00000100` - Solid
191	`0x05000008` - Partial solid (top left, bottom left)

Event ID: 15

Map16 tile	Changed behaviour
167	`0x00000100` - Solid
172	`0x00000100` - Solid
182	`0x0A000008` - Partial solid (top right, bottom right)
183	`0x00000100` - Solid
188	`0x00000100` - Solid
189	`0x05000008` - Partial solid (top left, bottom left)

Event ID: 16

Map16 tile	Changed behaviour
169	`0x00000100` - Solid
170	`0x00000100` - Solid
184	`0x0A000008` - Partial solid (top right, bottom right)
185	`0x00000100` - Solid
186	`0x00000100` - Solid

Map16 tile	Changed behaviour
187	`0x05000008` - Partial solid (top left, bottom left)

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
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

3d Tile ID	File	Bitmap	Palette	Description	MvsL Archive
9	l_dokan.nsbtx	l_do_kousa_y_rd	l_dokan:0	Green pipe horizontal-over-vertical junction (bottom right)	Dat_enemy.narc
10	l_dokan.nsbtx	l_do_kousa_y_ru	l_dokan:0	Green pipe horizontal-over-vertical junction (top right)	Dat_enemy.narc
11	l_dokan.nsbtx	l_do_ld	l_dokan:0	Vertical green pipe (left half)	Dat_enemy.narc
12	l_dokan.nsbtx	l_do_lu	l_dokan:0	Upwards-facing green pipe (left half)	Dat_enemy.narc
13	l_dokan.nsbtx	l_do_rd	l_dokan:0	Vertical green pipe (right half)	Dat_enemy.narc
14	l_dokan.nsbtx	l_do_ru	l_dokan:0	Upwards-facing green pipe (right half)	Dat_enemy.narc
15	l_dokan.nsbtx	l_do_yoko_d	l_dokan:0	Horizontal green pipe (bottom half)	Dat_enemy.narc
16	l_dokan.nsbtx	l_do_yoko_ld	l_dokan:0	Leftward-facing green pipe (bottom half)	Dat_enemy.narc
17	l_dokan.nsbtx	l_do_yoko_lu	l_dokan:0	Leftward-facing green pipe (top half)	Dat_enemy.narc
18	l_dokan.nsbtx	l_do_yoko_rd	l_dokan:0	Rightward-facing green pipe (bottom half)	Dat_enemy.narc
19	l_dokan.nsbtx	l_do_yoko_ru	l_dokan:0	Rightward-facing green pipe (top half)	Dat_enemy.narc
20	l_dokan.nsbtx	l_do_yoko_u	l_dokan:0	Horizontal green pipe (top half)	Dat_enemy.narc
21	l_dokan.nsbtx	l_do_ashiba_l	l_dokan:0	Upwards-facing cracked green pipe (left half)	Dat_enemy.narc
22	l_dokan.nsbtx	l_do_ashiba_r	l_dokan:0	Upwards-facing cracked green pipe (right half)	Dat_enemy.narc

3d Tile ID	File	Bitmap	Palette	Description	MvsL Archive
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 (left 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
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

3d Tile ID	File	Bitmap	Palette	Description	MvsL Archive
36	l_dokan.nsbtx	l_do_yoko_ld	l_dokan:1	Leftward-facing red pipe (bottom half)	Dat_enemy.narc
37	l_dokan.nsbtx	l_do_yoko_lu	l_dokan:1	Leftward-facing red pipe (top half)	Dat_enemy.narc
38	l_dokan.nsbtx	l_do_yoko_rd	l_dokan:1	Rightward-facing red pipe (bottom half)	Dat_enemy.narc
39	l_dokan.nsbtx	l_do_yoko_ru	l_dokan:1	Rightward-facing red pipe (top half)	Dat_enemy.narc
40	l_dokan.nsbtx	l_do_yoko_u	l_dokan:1	Horizontal red pipe (top half)	Dat_enemy.narc
41	l_dokan.nsbtx	l_do_ashiba_l	l_dokan:1	Upwards-facing cracked red pipe (left half)	Dat_enemy.narc
42	l_dokan.nsbtx	l_do_ashiba_r	l_dokan:1	Upwards-facing cracked red pipe (right half)	Dat_enemy.narc
43	l_dokan.nsbtx	l_do_ashiba_ld	l_dokan:1	Downwards-facing cracked red pipe (left half)	Dat_enemy.narc
44	l_dokan.nsbtx	l_do_ashiba_rd	l_dokan:1	Downwards-facing cracked red pipe (right half)	Dat_enemy.narc
45	l_dokan.nsbtx	l_do_hahen_l	l_dokan:1	Downwards-facing red pipe fragment (left half)	Dat_enemy.narc
46	l_dokan.nsbtx	l_do_hahen_ld	l_dokan:1	Upwards-facing red pipe fragment (left half)	Dat_enemy.narc
47	l_dokan.nsbtx	l_do_hahen_r	l_dokan:1	Downwards-facing red pipe fragment (right half)	Dat_enemy.narc
48	l_dokan.nsbtx	l_do_hahen_rd	l_dokan:1	Upwards-facing red pipe fragment (left half)	Dat_enemy.narc

3d Tile ID	File	Bitmap	Palette	Description	MvsL Archive
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
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

3d Tile ID	File	Bitmap	Palette	Description	MvsL Archive
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
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

3d Tile ID	File	Bitmap	Palette	Description	MvsL Archive
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
96	l_ryusa_ue3.nsbtx	l_ryusa_ue3	l_ryusa_ue3:0	Quicksand surface (frame 3)	None
97	l_ryusa_ue4.nsbtx	l_ryusa_ue4	l_ryusa_ue4:0	Quicksand surface (frame 4)	None
98	l_hashira_lu.nsbtx	l_hashira_lu	l_hashira_lu:0	Pillar top left	None

3d Tile ID	File	Bitmap	Palette	Description	MvsL Archive
99	l_hashira_cu.nsbtx	l_hashira_cu	l_hashira_cu:0	Pillar top centre	None
100	l_hashira_ru.nsbtx	l_hashira_ru	l_hashira_ru.tga:0	Pillar top right	None
101	l_hashira_l.nsbtx	l_hashira_l	l_hashira_l:0	Pillar left edge	None
102	l_hashira_c.nsbtx	l_hashira_c	l_hashira_c:0	Pillar centre	None
103	l_hashira_r.nsbtx	l_hashira_r	l_hashira_r:0	Pillar right edge	None
104	l_hashira_ld.nsbtx	l_hashira_ld	l_hashira_ld:0	Pillar bottom left	None
105	l_hashira_cd.nsbtx	l_hashira_cd	l_hashira_cd:0	Pillar bottom centre	None
106	l_hashira_rd.nsbtx	l_hashira_rd	l_hashira_rd:0	Pillar bottom right	None
107	l_mamedokan.nsbtx	l_mamedokan_a_d	l_mamedokan:0	Downwards-facing cracked mini-pipe	None
108	l_mamedokan.nsbtx	l_mamedokan_a_u	l_mamedokan:0	Upwards-facing cracked mini-pipe	None
109	l_mamedokan.nsbtx	l_mamedokan_d	l_mamedokan:0	Downwards-facing mini-pipe	None
110	l_mamedokan.nsbtx	l_mamedokan_h_d	l_mamedokan:0	Downwards-facing mini-pipe fragment	None
111	l_mamedokan.nsbtx	l_mamedokan_h_u	l_mamedokan:0	Upwards-facing mini-pipe fragment	None
112	l_mamedokan.nsbtx	l_mamedokan_l	l_mamedokan:0	Leftwards-facing mini-pipe	None
113	l_mamedokan.nsbtx	l_mamedokan_r	l_mamedokan:0	Rightwards-facing mini-pipe	None
114	l_mamedokan.nsbtx	l_mamedokan_tate	l_mamedokan:0	Mini-pipe vertical-over-horizontal junction	None
115	l_mamedokan.nsbtx	l_mamedokan_tt	l_mamedokan:0	Vertical mini-pipe	None
116	l_mamedokan.nsbtx	l_mamedokan_u	l_mamedokan:0	Upwards-facing mini-pipe	None

3d Tile ID	File	Bitmap	Palette	Description	MvsL Archive
117	l_mamedokan.nsbtx	l_mamedokan_yoko	l_mamedokan:0	Mini-pipe horizontal-over-vertical junction	None
118	l_mamedokan.nsbtx	l_mamedokan_yt	l_mamedokan:0	Horizontal mini-pipe	None
119	l_mamedokan_tome.nsbtx	l_mamedokan_tome	l_mamedokan_tome:0	Mini-pipe joint	None
120	l_mizu.nsbtx	l_mizu_suichu	l_mizu_ue:0	Water surface tile	None
121	l_mizu.nsbtx	l_mizu_suimen	l_mizu_ue:0	Water tile	None
122	l_toride1.nsbtx	l_toride1	l_toride:0	End-of-level castle wall top left corner	None
123	l_toride2.nsbtx	l_toride2	l_toride:0	End-of-level castle wall top centre	None
124	l_toride3.nsbtx	l_toride3	l_toride:0	End-of-level castle wall top right corner	None
125	l_toride4.nsbtx	l_toride4	l_toride:0	End-of-level castle wall left centre	None
126	l_toride5.nsbtx	l_toride5	l_toride:0	End-of-level castle wall centre	None
127	l_toride6.nsbtx	l_toride6	l_toride:0	End-of-level castle wall right centre	None
128	l_toride7.nsbtx	l_toride7	l_toride:0	End-of-level castle wall bottom left corner	None
129	l_toride8.nsbtx	l_toride8	l_toride:0	End-of-level castle wall bottom centre	None
130	l_toride9.nsbtx	l_toride9	l_toride:0	End-of-level castle wall bottom right corner	None
131	l_toride2_1.nsbtx	l_toride2_1	l_toride2:0	End-of-level castle turret top left corner	None
132	l_toride2_2.nsbtx	l_toride2_2	l_toride2:0	End-of-level castle turret top left centre	None

3d Tile ID	File	Bitmap	Palette	Description	MvsL Archive
133	l_toride2_3.nsbtx	l_toride2_3	l_toride2:0	End-of-level castle turret top right centre	None
134	l_toride2_4.nsbtx	l_toride2_4	l_toride2:0	End-of-level castle turret top right corner	None
135	l_toride2_5.nsbtx	l_toride2_5	l_toride2:0	End-of-level castle turret middle left edge	None
136	l_toride2_6.nsbtx	l_toride2_6	l_toride2:0	End-of-level castle turret middle left centre	None
137	l_toride2_7.nsbtx	l_toride2_7	l_toride2:0	End-of-level castle turret middle right centre	None
138	l_toride2_8.nsbtx	l_toride2_8	l_toride2:0	End-of-level castle turret middle right edge	None
139	l_toride2_9.nsbtx	l_toride2_9	l_toride2:0	End-of-level castle turret bottom left corner	None
140	l_toride2_10.nsbtx	l_toride2_10	l_toride2:0	End-of-level castle turret bottom left centre	None
141	l_toride2_11.nsbtx	l_toride2_11	l_toride2:0	End-of-level castle turret bottom right centre	None
142	l_toride2_12.nsbtx	l_toride2_12	l_toride2:0	End-of-level castle turret bottom right corner	None

Doors

The tileset used determines which doors are loaded in an area. There are two types of doors — 2-tile wide ones and 3-tile wide ones. The tile behaviors of the tiles the door entrance is placed in front of dictates whether a 2- or 3-tile wide door is used.

For 2-tile wide doors, every tileset loads the default door (`W_tobira.nsbmd`) with the default animations (`W_tobira.nsbca`) except slot 40: Ghost house exit, which loads the ghost house exit

door (`W_tobira_o.nsbmd`) and uses its respective animations (`W_tobira_o.nsbca`).

For 3-tile wide doors, slots 1: Castle, 39: Tower, 58: Light grey castle, and 65: Desert load the wooden boss door (`W_tobira_b.nsbmd`) and its respective animations (`W_tobira_b.nsbca`) whereas slot 45: Final Castle loads the red final boss door (`W_tobira_k.nsbmd`) and its animations (`W_tobira_k.nsbca`).

Revision #21
Created 2024-05-26 20:11:12 UTC by Ndymario
Updated 2025-07-12 09:49:13 UTC by keeper