

Super Paper Mario every maps ID

This document tells every ID of every maps in the game as well as their corresponding zones ID (written in bigger font before the corresponding maps ID).

To access a map through a loading zone, the address containing the map to load (offset 4D0C60, string of length 32 on NTSC-U) must be changed between the time the game changes it and the loading of the maps it will intend to load. Because of the short timeframe, it is preferable to simply freeze the address. If the desired map to load is not located in the same zone of the map the player is currently in, the zone to load address (offset 4D0C40, string of length 32 on NTSC-U) must be changed or frozen the same way to the corresponding zone of the desired map which is the first 3 characters of the map ID.

Additionally, it is possible to change the map to save address (offset 4E3F94, string of length 32 on NTSC-U) before saving with a save block. This will change the map in which the player will spawn upon the loading of the file from the file selection screen.

aa1

aa1_01: Mario's house
aa1_02: Mario's bedroom

aa2

aa2_01: Bowser's Castle exterior
aa2_02: Bowser's Castle interior

aa3

aa3_01: The end screen (a black map with grasses and a picture of Tippi and Bleck near a tree, also used in the credits)

aa4

aa4_01: The intro map (loads the intro cutscene upon loading)

an1

an1_01: The Underwhere, map with the healing fountain
an1_02: The Underwhere, map with the two floors

an1_03: The Underwhere, map with the River Twigg surface
an1_04: The Underwhere, map with the iron floor (rightmost map of the chapter)
an1_05: The Underwhere, map with the Star Block
an1_06: The Underwhere, sewers at the bottom of River Twigg
an1_07: The Underwhere, map with the three orange spout
an1_08: The Underwhere, map with only pipes (the map you go to meet Luvbi after getting Luigi)
an1_09: The Underwhere, underground map with blocks
an1_10: The Underwhere, underground map with a blue switch
an1_11: The Underwhere, underground map with a Gigabite

an2

an2_01: Underwhere Road, corridor with a door on the right
an2_02: Underwhere Road, dark map with Dorguy The First
an2_03: Underwhere Road, corridor with three door and a save block
an2_04: Underwhere Road, dark map with a door on the left
an2_05: Underwhere Road, dark map with Dorguy The Second
an2_06: Underwhere Road, corridor with the red door
an2_07: Underwhere Road, map with the three sisters
an2_08: Underwhere Road, dark map with Dorguy The Third
an2_09: Underwhere Road, map with the Star Block
an2_10: Underwhere Road, underground map with coins

an3

an3_01: Overthere Stair, Stair 1
an3_02: Overthere Stair, Stair 4 (map with a save block near a door)
an3_03: Overthere Stair, Stair 5
an3_04: Overthere Stair, map with Star Block
an3_05: Overthere Stair, map with Blue Apples tree
an3_06: Overthere Stair, map with the Gold Apple tree
an3_07: Overthere Stair, map with Yellow Apples tree
an3_08: Overthere Stair, map with Red Apples tree
an3_09: Overthere Stair, map with Pink Apples tree
an3_10: Overthere Stair, map with Black Apples tree
an3_11: Overthere Stair, map with Skellobits
an3_12: Overthere Stair, Stair 2
an3_13: Overthere Stair, Stair 3
an3_14: Overthere Stair, Stair 6
an3_15: Overthere Stair, Stair 7 (map with Cyrrus)

an3_16: Overthere Stair, map with the planet Earth (loads the cutscene of being launched into space upon loading)

an4

an4_01: The Overthere, sector 1
an4_02: The Overthere, sector 3 (map with Overvator and a save block)
an4_03: The Overthere, sector 4 (map with rainbow bridge)
an4_04: The Overthere, sector 2 (map with Blubi)
an4_05: The Overthere, sector 5 (map with a platform controlled by a red block switch)
an4_06: The Overthere, sector 6 (map with Yebbi)
an4_07: The Overthere, sector 7 (map with Rebbi)
an4_08: The Overthere, sector 8
an4_09: The Overthere, map with stairs and a save block near a door
an4_10: The Overthere, map with Star Block
an4_11: The Overthere, map with a Gigabite
an4_12: The Overthere, map with coins and two treasure chests

bos

bos_01: The green boss fight map

dan

dan_01: Flipside Pit of 100 Trials, Room 1-9, 11-19 and 21-25
dan_02: Flipside Pit of 100 Trials, Room 26-29, 31-39 and 41-49
dan_03: Flipside Pit of 100 Trials, Room 51-59, 61-69 and 71-75
dan_04: Flipside Pit of 100 Trials, Room 76-79, 81-89 and 91-99
dan_11: UNUSED Flipside Pit of 100 Trials, Room with all doors, pipes and walls (placeholder for the treasure chest rooms)
dan_12: UNUSED Flipside Pit of 100 Trials, Underground map with brown walls, green background wall and green doors
dan_13: UNUSED Flipside Pit of 100 Trials, Underground map with brown blocks walls, yellow background wall and yellow doors
dan_14: UNUSED Flipside Pit of 100 Trials, Wracktail fight room (with a black background)
dan_21: Flipside Pit of 100 Trials, Room 10 and 20
dan_22: Flipside Pit of 100 Trials, Room 30 and 40
dan_23: Flipside Pit of 100 Trials, Room 50, and 60
dan_24: Flipside Pit of 100 Trials, Room 70, 80 and 90
dan_30: Flipside Pit of 100 Trials, Wracktail fight room (Room 100)
dan_41: Flopside Pit of 100 Trials, Room 1-9, 11-19 and 21-25

dan_42: Flopside Pit of 100 Trials, Room 26-29, 31-39 and 41-49
dan_43: Flopside Pit of 100 Trials, Room 51-59, 61-69 and 71-75
dan_44: Flopside Pit of 100 Trials, Room 76-79, 81-89 and 91-99
dan_61: Flopside Pit of 100 Trials, Room 10 and 20
dan_62: Flopside Pit of 100 Trials, Room 30 and 40
dan_63: Flopside Pit of 100 Trials, Room 50, and 60
dan_64: Flopside Pit of 100 Trials, Room 70, 80 and 90
dan_70: Flopside Pit of 100 Trials, Shadoo fight room (Room 100)

dos

dos_01: UNUSED, map with yellow ground and ceiling with black background

gn1

gn1_01: Downtown of Crag, map with the village
gn1_02: Downtown of Crag, map with the short blocks code
gn1_03: Downtown of Crag, map with the long blocks code and the Star Block
gn1_04: Downtown of Crag, map with the cave background and the Shlorps
gn1_05: Downtown of Crag, underground map with coins underwater

gn2

gn2_01: Gap of Crag, map with the Water Tablet chest
gn2_02: Gap of Crag, map with the three stones
gn2_03: Gap of Crag, map with the Stone Tablet
gn2_04: Gap of Crag, map with the Fire Tablet
gn2_05: Gap of Crag, map with the Star Block
gn2_06: Gap of Crag, map with the Tablet order written in the background

gn3

gn3_01: Floro Caverns, map with Flint Cragley
gn3_02: UNUSED Floro Caverns,, map with two pipes, two doors, a save block and some enemies
gn3_03: Floro Caverns, map with a save block
gn3_04: Floro Caverns, small room
gn3_05: Floro Caverns, secret map with treasure chest
gn3_06: Floro Caverns, map with the first crew member
gn3_07: Floro Caverns, very small room
gn3_08: Floro Caverns, map with the second crew member

gn3_09: Floro Caverns, map with the Star Block
gn3_10: Floro Caverns, secret map with a block
gn3_11: Floro Caverns, first minecart track
gn3_12: Floro Caverns, second minecart track
gn3_13: Floro Caverns, third minecart track
gn3_14: Floro Caverns, map with Mega Star
gn3_15: Floro Caverns, map with long corridor
gn3_16: Floro Caverns, map with coins

gn4

gn4_01: Floro Caverns, first map (with iron door on the right)
gn4_02: Floro Caverns, map with a save block near an iron door
gn4_03: Floro Caverns, Dottie room
gn4_04: Floro Caverns, map with two pipes and a door
gn4_05: Floro Caverns, map with Reversya Cursya, a pipe and two doors
gn4_06: Floro Caverns, map with Spike Top, a pipe and a door
gn4_07: Floro Caverns, map with a skull on the wall
gn4_08: Floro Caverns, map with Heavy Cursya, a pipe and two doors
gn4_09: Floro Caverns, map with a Blomeba a pipe and a door
gn4_10: Floro Caverns, map with two iron doors and a card key slot
gn4_11: Floro Caverns, map with an iron door, two pipe and a ? block
gn4_12: Floro Caverns, map with the Cragnons cages and the Cursya
gn4_13: Floro Caverns, map with two pipes (the room where you meet Dimentio)
gn4_14: Floro Caverns, map with the scanner
gn4_15: Floro Caverns, map with the Floro Queens portraits
gn4_16: Floro Caverns, map with the Star Block
gn4_17: Floro Caverns, secret map with a mini pipe and ? blocks

go1

go1_01: UNUSED Game Over map with Japanese letters
go1_02: Game Over map (everything is in black)

he1

he1_01: Lineland Road, map with Bestovious's house
he1_02: Lineland Road, map with the hills in the background
he1_03: Lineland Road, underground map with a treasure chest
he1_04: Lineland Road, map with brown blocks stairs
he1_05: Lineland Road, map with Mega Star and Star Block

he1_06: Lineland Road, inside Bestovius's house

he2

he2_01: Mount Lineland, map with blue switch

he2_02: Mount Lineland, map with Spiny Tromps

he2_03: Mount Lineland, map with village

he2_04: Mount Lineland, inside Red's house

he2_05: Mount Lineland, inside Green's house

he2_06: Mount Lineland, underground map with Thwomps

he2_07: Mount Lineland, Thoreau room

he2_08: Mount Lineland, underground room with coins

he2_09: Mount Lineland, map with 2 star door near each other

he3

he3_01: Yold Desert, map with the red palm tree

he3_02: Yold Desert, map with the rock that has an arrow above it

he3_03: Yold Desert, map with the save block

he3_04: Yold Desert, O'Chunks fight map

he3_05: Yold Desert, underground map with ? blocks

he3_06: Yold Desert, map with yellow moving platforms

he3_07: Yold Desert, map with blue stone

he3_08: Yold Desert, map with blue pedestal Star Block

he4

he4_01: Yold Ruins, first map

he4_02: Yold Ruins, map with a fire bar and three moving sand pits

he4_03: Yold Ruins, map with five fire bars and three doors

he4_04: Yold Ruins, map with two Spiky Tromp and a treasure chest

he4_05: Yold Ruins, map with a save block and a large moving sand pit

he4_06: Yold Ruins, map with a blue switch and an enemy pipe

he4_07: Yold Ruins, map with three firebars, two doors and a frame of brown blocks

he4_08: Yold Ruins, map with the Spiky Tromps cages

he4_09: Yold Ruins, map with a save block near a pipe

he4_10: Yold Ruins, Fracktail fight map

he4_11: Yold Ruins, map with Star Block

he4_12: Yold Ruins, map with hidden a hidden platform underneath a door

Is1

- Is1_01: Castle Bleck Entry, castle entrance
- Is1_02: Castle Bleck Entry, map with a big door on the left
- Is1_03: Castle Bleck Entry, map with three doors and two staircases
- Is1_04: Castle Bleck Entry, map outside the castle with a dead end on the left
- Is1_05: Castle Bleck Entry, map with three doors and a platform in the air
- Is1_06: Castle Bleck Entry, map outside the castle with a pipe
- Is1_07: Castle Bleck Entry, map with a small corridor and a treasure chest
- Is1_08: Castle Bleck Entry, map with corridor and a lot of enemies
- Is1_09: Castle Bleck Entry, map with fire torches
- Is1_10: Castle Bleck Entry, map with huge staircase
- Is1_11: Castle Bleck Entry, O'Chunks fight map
- Is1_12: Castle Bleck Entry, map with Star Block

Is2

- Is2_01: Castle Bleck Foyer, first map
- Is2_02: Castle Bleck Foyer, map with 3 treasure chests above the ceiling
- Is2_03: Castle Bleck Foyer, map with the prison cell
- Is2_04: Castle Bleck Foyer, map with firebars and a red switch block
- Is2_05: Castle Bleck Foyer, map with spikes and a red switch block
- Is2_06: Castle Bleck Foyer, map with five pipes
- Is2_07: Castle Bleck Foyer, map with three doors and 2 staircases
- Is2_08: Castle Bleck Foyer, map with three Cursya outside of the castle
- Is2_09: Castle Bleck Foyer, map with suspended Mushrooms
- Is2_10: Castle Bleck Foyer, map with three Shlorp
- Is2_11: Castle Bleck Foyer, map with three Cherbil
- Is2_12: Castle Bleck Foyer, map with Chromeba
- Is2_13: Castle Bleck Foyer, map with small room and two doors
- Is2_14: Castle Bleck Foyer, first hated thing room
- Is2_15: Castle Bleck Foyer, second hated thing room
- Is2_16: Castle Bleck Foyer, third hated thing room
- Is2_17: Castle Bleck Foyer, Mimi fight map
- Is2_18: Castle Bleck Foyer, map with Star Block

Is3

- Is3_01: Castle Bleck Interior, first map
- Is3_02: Castle Bleck Interior, map with Hogarithm and two doors
- Is3_03: Castle Bleck Interior, first map with glass frames

Is3_04: Castle Bleck Interior, map with three doors and two staircases
Is3_05: Castle Bleck Interior, first map with three blocks
Is3_06: Castle Bleck Interior, second map with three blocks
Is3_07: Castle Bleck Interior, third map with three blocks
Is3_08: Castle Bleck Interior, map with three Red Chomp and a blue switch block
Is3_09: Castle Bleck Interior, fourth map with three blocks
Is3_10: Castle Bleck Interior, map with multiple platforms and two doors
Is3_11: Castle Bleck Interior, second map with glass frames
Is3_12: Castle Bleck Interior, Dimentio fight map
Is3_13: Castle Bleck Interior, map with Star Block

Is4

Is4_01: Castle Bleck Inner Sanctum, first map
Is4_02: UNUSED Castle Bleck Inner Sanctum,, large empty map with a door
Is4_03: Castle Bleck Inner Sanctum, map with the pillar that goes up and down
Is4_04: Castle Bleck Inner Sanctum, map with rectangular platforms elevators
Is4_05: Castle Bleck Inner Sanctum, map with mini corridor and a treasure chest
Is4_06: Castle Bleck Inner Sanctum, map with large corridor and a lot of enemies
Is4_07: Castle Bleck Inner Sanctum, first map with labyrinth
Is4_08: Castle Bleck Inner Sanctum, second map with labyrinth
Is4_09: Castle Bleck Inner Sanctum, third map with labyrinth
Is4_10: Castle Bleck Inner Sanctum, map with long staircase and a save block
Is4_11: Castle Bleck Inner Sanctum, map with Star block
Is4_12: Castle Bleck Inner Sanctum, wedding map
Is4_13: Castle Bleck Inner Sanctum, map with small corridor and two doors

mac

mac_01: Flipside 3rd Floor and 3rd Floor Outskirt
mac_02: Flipside 2nd Floor, Tower and 2nd Floor Outskirt
mac_03: Mirror Hall
mac_04: Flipside B1
mac_05: Flipside B2
mac_06: Flipside 1st Floor Outskirt
mac_07: Flipside B1 Outskirt
mac_08: Flipside, map with a red spring and two treasure chests
mac_09: Flipside 1st Floor
mac_11: Flopside 3rd Floor and 3rd Floor Outskirt
mac_12: Flopside 2nd Floor, Tower and 2nd Floor Outskirt
mac_14: Flopside B1
mac_15: Flopside B2

mac_16: Flopside 1st Floor Outskirt
mac_17: Flopside B1 Outskirt
mac_18: Flopside map with red spring and a treasure chest
mac_19: Flopside 1st Floor
mac_22: Flipside Tower (incomplete, used in some cutscenes)
mac_30: Flipside, the arcade

mg1

mg1_01: Tilt Island map

mg2

mg2_01: Forget Me Not first map
mg2_02: Forget Me Not second map
mg2_03: Forget Me Not third map
mg2_04: Forget Me Not fourth map
mg2_05: Forget Me Not fifth map

mg3

mg3_01: Hammer Whacker first map
mg3_02: Hammer Whacker second map
mg3_03: Hammer Whacker third map
mg3_04: Hammer Whacker fourth map
mg3_05: Hammer Whacker fifth map

mg4

mg4_01: Mansion Patrol map

mi1

mi1_01: Gloam Valley, first map
mi1_02: Gloam Valley, map with three floors and two Spiky Goombas
mi1_03: Gloam Valley, map with three floors and two Shlurps
mi1_04: Gloam Valley, map with Star Block
mi1_05: Gloam Valley, underground map with a treasure chest and some Squigs
mi1_06: Gloam Valley, map with an invisible blue switch block
mi1_07: Gloam Valley, map of Boomer chest

mi1_08: Gloam Valley, map with wind turbines in the background
mi1_09: Gloam Valley, map with Lock (an npc)
mi1_10: Gloam Valley, map with six doors
mi1_11: Gloam Valley, map with Mega Star

mi2

mi2_01: Merlee's Mansion, entrance of the mansion
mi2_02: Merlee's Mansion, map with small crystal ball
mi2_03: Merlee's Mansion, map with six doors
mi2_04: Merlee's Mansion, map with a suspended Mushroom
mi2_05: Merlee's Mansion, map with a trail of coins
mi2_06: Merlee's Mansion, map with spikes ceiling
mi2_07: Merlee's Mansion, map with a Mushrooms on the floor attached to a chain
mi2_08: Merlee's Mansion, map with Star Block
mi2_09: Merlee's Mansion, underground map with a Shlurp
mi2_10: Merlee's Mansion, underground map with two Swoopers
mi2_11: Merlee's Mansion, underground map with three Boos

mi3

mi3_01: Merlee's Mansion, main map
mi3_02: Merlee's Mansion, map with the npc who gives you the safe code
mi3_03: Merlee's Mansion, map with the spinning wheel
mi3_04: Merlee's Mansion, map with the electrical blocks
mi3_05: Merlee's Mansion, map with an infinite Mushroom blocks
mi3_06: Merlee's Mansion, map with the Star Block

mi4

mi4_01: Merlee's Basement, first map
mi4_02: Merlee's Basement, Room 01
mi4_03: Merlee's Basement, Room 02
mi4_04: Merlee's Basement, Room 03
mi4_05: Merlee's Basement, Room 04
mi4_06: Merlee's Basement, map with a red background wall and two floors
mi4_07: Merlee's Basement, Room 06
mi4_08: Merlee's Basement, Room 07
mi4_09: Merlee's Basement, map with a narrow hole on the floor
mi4_10: Merlee's Basement, Room 08
mi4_11: Merlee's Basement, Room 09

mi4_12: Merlee's Basement, map with two bathroom doors and a save block
mi4_13: Merlee's Basement, mens bathroom
mi4_14: Merlee's Basement, women bathroom (with the Star Block)
mi4_15: Merlee's Basement, map with an Atomic Boo

sp1

sp1_01: Outer Space, first map
sp1_02: Outer Space, map with enemies, a black hole and a save block
sp1_03: Outer Space, map with enemies and two black holes on the right
sp1_04: Outer Space, map with enemies and two black holes on the left
sp1_05: Outer Space, map with two black holes and Warpids
sp1_06: Outer Space, map with Star Block
sp1_07: Outer Space, secret map with coins and a ? block

sp2

sp2_01: Planet Blobule, map with bathroom
sp2_02: Planet Blobule, map with Star Block
sp2_03: Planet Blobule, map with a save block nearby a star door
sp2_04: Planet Blobule, map with Hooligons and 2 ? blocks
sp2_05: Planet Blobule, map with green and purple door on the right
sp2_06: Planet Blobule, map with Blollop (yellow Blobule)
sp2_07: Planet Blobule, map with Blarfle (blue Blobule)
sp2_08: Planet Blobule, map with Blappy (purple Blobule)
sp2_09: Planet Blobule, secret map with blue flowers in the background and coins
sp2_10: Planet Blobule, map with Mega Star

sp3

sp3_01: Outer Limits, first map
sp3_02: Outer Limits, map with two green giant doors
sp3_03: Outer Limits, map with Star Block
sp3_04: Outer Limits, map with multiple black holes
sp3_05: Outer Limits, map with the Twinkle Mart
sp3_06: Outer Limits, map with two black holes and a save block
sp3_07: Outer Limits, map with a black holes and coins

sp4

sp4_01: The Whoa Zone, first map

sp4_02: The Whoa Zone, map with three doors and one of them is hidden
sp4_03: The Whoa Zone, map with three hidden stairs
sp4_04: The Whoa Zone, map with four doors and two of them are hidden
sp4_05: The Whoa Zone, map with a treasure chest and a Barriabad
sp4_06: The Whoa Zone, map that is walked sideways with doors
sp4_07: The Whoa Zone, map with two doors, a pipe and an upside down treasure chest
sp4_08: The Whoa Zone, map with and a staircase, one of the doors is upside down
sp4_09: UNUSED, The Whoa Zone, map with grey blocks and an upside down treasure chest containing Piccolo's card
sp4_10: The Whoa Zone, map that is walked on all four sides
sp4_11: The Whoa Zone, map with a save block that has a door upside down
sp4_12: The Whoa Zone, map with five doors that is walked on three sides and has a treasure chest
sp4_13: The Whoa Zone, Mr. L fight map
sp4_14: The Whoa Zone, map with the Star Block
sp4_15: The Whoa Zone, map with a pipe upside down and a coin block
sp4_16: The Whoa Zone, map with two doors that has two flipping blocks
sp4_17: The Whoa Zone, Brobot fight map (loads the Brobot encounter cutscene upon loading, and revert the sequence to 171)

ta1

ta1_01: The Bitlands, map with two red pipes
ta1_02: The Bitlands, map with Mega Star
ta1_03: The Bitlands, retro underground map
ta1_04: The Bitlands, map with Star Block
ta1_05: The Bitlands, underground map with two pipes, a treasure chest and a Blomeba
ta1_06: The Bitlands, retro underground map with brick blocks and a pipe
ta1_07: The Bitlands, retro underground map with a brick block and a pyramid with a treasure chest behind it
ta1_08: The Bitlands, retro underground map with five ? blocks
ta1_09: The Bitlands, map with Mega Koopa

ta2

ta2_01: The Tile Pool, first map
ta2_02: The Tile Pool, map with Big Bloopers's tentacles
ta2_03: The Tile Pool, map with two Spiky Goombas above the surface
ta2_04: The Tile Pool, map with Thudley chest
ta2_05: The Tile Pool, Big Blooper fight map
ta2_06: The Tile Pool, map with a Star Block

ta3

- ta3_01: The Dotwood Tree, first map
- ta3_02: The Dotwood Tree, main map inside the tree with a save block
- ta3_03: The Dotwood Tree, map with red winds
- ta3_04: The Dotwood Tree, map with the Star Block
- ta3_05: The Dotwood Tree, map inside the tree with a yellow pipe and a platform
- ta3_06: The Dotwood Tree, map inside the tree with spikes on the floor
- ta3_07: The Dotwood Tree, map with two Chain Chomp and a treasure chest
- ta3_08: The Dotwood Tree, map inside the tree with a moving platform and spikes on a wall

ta4

- ta4_01: Fort Francis, fort entrance
- ta4_02: Fort Francis, underground map with a treasure chest
- ta4_03: Fort Francis, map with a saveblock
- ta4_04: Fort Francis, map with the cat door
- ta4_05: Fort Francis, map that is an access to the second floor
- ta4_06: Fort Francis, map with the two doors that hangs on the wall
- ta4_07: Fort Francis, map that is an access to the third floor
- ta4_08: Fort Francis, map that is outside the castle with a bridge
- ta4_09: Fort Francis, map with the right room door
- ta4_10: Fort Francis, map with the right room treasure chest
- ta4_11: Fort Francis, map with the left room elevator
- ta4_12: Fort Francis, map with Carrie
- ta4_13: Fort Francis, map with the Star Block
- ta4_14: Fort Francis, map with spikes on the floor
- ta4_15: Fort Francis, map with a red button and a Chain Chomp

tit

title: map of the title screen

wa1

- wa1_01: Sammer's Kingdom, first map
- wa1_02: Sammer's Kingdom, map of the 1st gate
- wa1_03: Sammer's Kingdom, map of the 2nd gate
- wa1_04: Sammer's Kingdom, map of the 3th gate
- wa1_05: Sammer's Kingdom, map of the 4th gate
- wa1_06: Sammer's Kingdom, map of the 5th gate

wa1_07: Sammer's Kingdom, map of the 6th gate
wa1_08: Sammer's Kingdom, map of the 7th gate
wa1_09: Sammer's Kingdom, map of the 8th gate
wa1_10: Sammer's Kingdom, map of the 9th gate
wa1_11: Sammer's Kingdom, map of the 10th gate
wa1_12: Sammer's Kingdom, map of the 11th gate
wa1_13: Sammer's Kingdom, map of the 12th gate
wa1_14: Sammer's Kingdom, map of the 13th gate
wa1_15: Sammer's Kingdom, map of the 14th gate
wa1_16: Sammer's Kingdom, map of the 15th gate
wa1_17: Sammer's Kingdom, map of the 16th gate
wa1_18: Sammer's Kingdom, map of the 17th gate
wa1_19: Sammer's Kingdom, map of the 18th gate
wa1_20: Sammer's Kingdom, map of the 19th gate
wa1_21: Sammer's Kingdom, map of the 20th gate
wa1_22: Sammer's Kingdom, map of the 21th gate
wa1_23: Sammer's Kingdom, map of the 22th gate
wa1_24: Sammer's Kingdom, map of the 23th gate
wa1_25: Sammer's Kingdom, map of the 24th gate
wa1_26: Sammer's Kingdom, map of the 25th gate (with the Star Block)
wa1_27: Sammer's Kingdom, map of the World of Nothing

wa2

wa2_01: Sammer's Early Duels, map of the 26th gate
wa2_02: Sammer's Early Duels, map of the 27th gate
wa2_03: Sammer's Early Duels, map of the 28th gate
wa2_04: Sammer's Early Duels, map of the 29th gate
wa2_05: Sammer's Early Duels, map of the 30th gate
wa2_06: Sammer's Early Duels, map of the 31th gate
wa2_07: Sammer's Early Duels, map of the 32th gate
wa2_08: Sammer's Early Duels, map of the 33th gate
wa2_09: Sammer's Early Duels, map of the 34th gate
wa2_10: Sammer's Early Duels, map of the 35th gate
wa2_11: Sammer's Early Duels, map of the 36th gate
wa2_12: Sammer's Early Duels, map of the 37th gate
wa2_13: Sammer's Early Duels, map of the 38th gate
wa2_14: Sammer's Early Duels, map of the 39th gate
wa2_15: Sammer's Early Duels, map of the 40th gate
wa2_16: Sammer's Early Duels, map of the 41th gate
wa2_17: Sammer's Early Duels, map of the 42th gate
wa2_18: Sammer's Early Duels, map of the 43th gate

wa2_19: Sammer's Early Duels, map of the 44th gate
wa2_20: Sammer's Early Duels, map of the 45th gate
wa2_21: Sammer's Early Duels, map of the 46th gate
wa2_22: Sammer's Early Duels, map of the 47th gate
wa2_23: Sammer's Early Duels, map of the 48th gate
wa2_24: Sammer's Early Duels, map of the 49th gate
wa2_25: Sammer's Early Duels, map of the 50th gate (with the Star Block)

wa3

wa3_01: Sammer's Proving Grounds, map of the 51th gate
wa3_02: Sammer's Proving Grounds, map of the 52th gate
wa3_03: Sammer's Proving Grounds, map of the 53th gate
wa3_04: Sammer's Proving Grounds, map of the 54th gate
wa3_05: Sammer's Proving Grounds, map of the 55th gate
wa3_06: Sammer's Proving Grounds, map of the 56th gate
wa3_07: Sammer's Proving Grounds, map of the 57th gate
wa3_08: Sammer's Proving Grounds, map of the 58th gate
wa3_09: Sammer's Proving Grounds, map of the 59th gate
wa3_10: Sammer's Proving Grounds, map of the 60th gate
wa3_11: Sammer's Proving Grounds, map of the 61th gate
wa3_12: Sammer's Proving Grounds, map of the 62th gate
wa3_13: Sammer's Proving Grounds, map of the 63th gate
wa3_14: Sammer's Proving Grounds, map of the 64th gate
wa3_15: Sammer's Proving Grounds, map of the 65th gate
wa3_16: Sammer's Proving Grounds, map of the 66th gate
wa3_17: Sammer's Proving Grounds, map of the 67th gate
wa3_18: Sammer's Proving Grounds, map of the 68th gate
wa3_19: Sammer's Proving Grounds, map of the 69th gate
wa3_20: Sammer's Proving Grounds, map of the 70th gate
wa3_21: Sammer's Proving Grounds, map of the 71th gate
wa3_22: Sammer's Proving Grounds, map of the 72th gate
wa3_23: Sammer's Proving Grounds, map of the 73th gate
wa3_24: Sammer's Proving Grounds, map of the 74th gate
wa3_25: Sammer's Proving Grounds, map of the 75th gate (with the Star Block)

wa4

wa4_01: Sammer's Endgame, map of the 76th gate
wa4_02: Sammer's Endgame, map of the 77th gate
wa4_03: Sammer's Endgame, map of the 78th gate
wa4_04: Sammer's Endgame, map of the 79th gate

wa4_05: Sammer's Endgame, map of the 80th gate
wa4_06: Sammer's Endgame, map of the 81th gate
wa4_07: Sammer's Endgame, map of the 82th gate
wa4_08: Sammer's Endgame, map of the 83th gate
wa4_09: Sammer's Endgame, map of the 84th gate
wa4_10: Sammer's Endgame, map of the 85th gate
wa4_11: Sammer's Endgame, map of the 86th gate
wa4_12: Sammer's Endgame, map of the 87th gate
wa4_13: Sammer's Endgame, map of the 88th gate
wa4_14: Sammer's Endgame, map of the 89th gate
wa4_15: Sammer's Endgame, map of the 90th gate
wa4_16: Sammer's Endgame, map of the 91th gate
wa4_17: Sammer's Endgame, map of the 92th gate
wa4_18: Sammer's Endgame, map of the 93th gate
wa4_19: Sammer's Endgame, map of the 94th gate
wa4_20: Sammer's Endgame, map of the 95th gate
wa4_21: Sammer's Endgame, map of the 96th gate
wa4_22: Sammer's Endgame, map of the 97th gate
wa4_23: Sammer's Endgame, map of the 98th gate
wa4_24: Sammer's Endgame, map of the 99th gate
wa4_25: Sammer's Endgame, map of the 100th gate
wa4_26: Sammer's Endgame, map with the Star Block