

# Super Paper Mario Cards flags array

The array takes 32 bytes and its dimensions are [8][4]. The first level of the array is in big endian, but not the second level which is in little endian which explains the quirks in the slot numbers and what ID they refer to.

0x011A - 0x039

- 1: 0x0132 - 0x0139
- 2: 0x012A - 0x131
- 3: 0x0122 - 0x0129
- 4: 0x011A - 0x0121

0x013A - 0x0159

- 5: 0x0152 - 0x0159
- 6: 0x014A - 0x0151
- 7: 0x0142 - 0x0149
- 8: 0x013A - 0x0141

0x015A - 0x0179

- 9: 0x0172 - 0x0179
- 10: 0x016A - 0x0171
- 11: 0x0162 - 0x0169
- 12: 0x015A - 0x0161

0x017A - 0x0199

- 13: 0x0192 - 0x0199
- 14: 0x018A - 0x0191
- 15: 0x0182 - 0x0189
- 16: 0x017A - 0x0181

## 0x019A - 0x01B9

17: 0x01B2 - 0x01B9

18: 0x01AA - 0x01B1

19: 0x01A2 - 0x01A9

20: 0x019A - 0x01A1

## 0x01BA - 0x01D9

21: 0x01D2 - 0x01D9

22: 0x01CA - 0x01D1

23: 0x01C2 - 0x01C9

24: 0x01BA - 0x01C1

## 0x01DA - 0x01F9

25: 0x01F2 - 0x01F9

26: 0x01EA - 0x01F1

27: 0x01E2 - 0x01E9

28: 0x01DA - 0x01E1

## 0x01FA - 0x0219

29: 0x0212 - 0x0219

30: 0x020A - 0x0211

31: 0x0202 - 0x0209

32: 0x01FA - 0x0201