

The Super Mario Land 1 + 2 Documentation

This is a word document designed to let people know of the various settings and configs they can set their npcs to. Config means it can be applied with a txt file and settings means it can be applied to the NPC in the editor.

Also, PLEASE check the credits, there were many different NPCs made by many different people, so it's important to check to see who made what. [Click on this link to go there.](#)

Super Mario Land 1

NPC	Config	Settings
Batadon	<u>muted</u> - If set to false, it will play the classic SML death sound, assuming it's in your level folder. <u>jumpheight</u> - Alters the height the NPC jumps. <u>health</u> - alters the number of fireballs/superballs/missiles the NPC takes to be defeated.	Nil
Biokinton	<u>muted</u> - If set to false, it will play the classic SML boss hurt sound, assuming it's in your level folder. <u>health</u> - alters the number of fireballs/superballs/missiles the NPC takes to be defeated.	<u>Spawn Chickens Left</u> - Untick this to have biokinton spawn chickens to the right. <u>Horizontal Direction</u> - Determines the initial horizontal speed of the NPC <u>Vertical Direction</u> - Determines the initial vertical speed of the NPC
Pipe Cannon	<u>movementSpeed</u> - How fast the NPC moves when coming out or retracting back. <u>hideTime</u> - How long the NPC rests	<u>Change Size</u> - Whether or not the size of the NPC is changed while it comes out and retracts. <u>Use Per-NPC Settings</u> - When checked,

	before coming out. <u>restTime</u> - How long the NPC rests before retracting back. <u>ignorePlayers</u> - Whether or not the NPC can come out, even if there's a player in the way.	per-NPC settings will be used for these settings in place of NPC config values. <u>Movement Speed</u> - How fast the NPC moves when coming out or retracting back. <u>Hide Time</u> - How long the NPC rests before coming out. <u>Rest Time</u> - How long the NPC rests before retracting back. <u>Ignore Players</u> - Whether or not the NPC can come out, even if there's a player in the way.
Chikako	<u>health</u> - alters the number of fireballs/superballs/missiles the NPC takes to be defeated.	Nil
Dragonzamasu	<u>muted</u> - If set to false, it will play the classic SML boss hurt sound, assuming it's in your level folder. <u>shootDelay</u> - Alters the delay between fireball shots. <u>health</u> - alters the number of fireballs/superballs/missiles the NPC takes to be defeated.	Nil
Falling Slab	Nil	<u>Range</u> - The distance the player needs to be from the block in order for it to fall. <u>Speed</u> - The speed of the falling block.
Fly/ Fighter Fly	<u>muted</u> - If set to false, it will play the classic SML death sound, assuming it's in your level folder. <u>jumpheight</u> - Alters the height the NPC jumps. <u>waitTime</u> - The time it takes for the NPC to perform a jump <u>health</u> - alters the number of fireballs/superballs/missiles the NPC takes to be defeated.	Nil

Gao	<u>muted</u> - If set to false, it will play the classic SML death sound, assuming it's in your level folder. <u>projectilespeed</u> - Alters the speed of the fireball it spits out.	<u>Shoot Delay</u> - The delay in which the Gao shoots.
Gunion	<u>health</u> - alters the number of fireballs/superballs/missiles the NPC takes to be defeated.	Nil
Hiyoihoi	<u>muted</u> - If set to false, it will play the classic SML boss hurt sound, assuming it's in your level folder. <u>health</u> - alters the number of fireballs/superballs/missiles the NPC takes to be defeated. <u>AcurrateTurn</u> - A variable which acts as a timer. If set to run around this will alter the time it takes for it to turn towards the player.	<u>Walks around?</u> - If checked, the NPC will run after the player. <u>Second Phase?</u> - If checked, the NPC will remain stationary until at half HP, at which point it will begin pursuing the player. 'Walks Around?' must be unchecked in order for this extra setting to work.
Honen	<u>resttime</u> - The time the NPC will remain idle before jumping again <u>friendlyrest</u> - If true, the NPC is friendly while resting between jump cycles. <u>type</u> - Determines the terminator (resting place check). Can be water, lava, section or fixed. Fixed emulates NPC 12's jumping behaviour.	Nil
King Totomesu	<u>muted</u> - If set to false, it will play the classic SML boss hurt sound, assuming it's in your level folder. <u>health</u> - alters the number of fireballs/superballs/missiles the NPC takes to be defeated.	Nil
Kumo	<u>muted</u> - If set to false, it will play the classic SML death sound, assuming it's in your level folder. <u>jumpheight</u> - Alters the height the	Nil

	NPC jumps. <u>waitTime</u> - The time it takes for the NPC to perform a jump <u>health</u> - alters the number of fireballs/superballs/missiles the NPC takes to be defeated.	
Mekabon	<u>muted</u> - If set to false, it will play the classic SML death sound, assuming it's in your level folder. <u>attackDelay</u> - Delay between when it shoots its head out or not (Mekabon's head has the same configs as basegame boomerang. Please refer to that here: https://docs.codehaus.moe/#/features/npc-config)	Nil
Nyololin	<u>muted</u> - If set to false, it will play the classic SML death sound, assuming it's in your level folder. <u>projectileSpeed</u> - Alters the speed of the fireball it spits out.	<u>Shoot Delay</u> - The delay in which the Gao shoots. <u>Walks?</u> - If checked, the NPC will walk and shoot rather than stay in place.
Pionpi	<u>health</u> - alters the number of fireballs/superballs/missiles the NPC takes to be defeated. <u>jumpdelay</u> - The configurable delay between jumps <u>preparedelay</u> - The time it takes for the NPC to be in its "prepares" state to end. <u>deaddelay</u> - How long the NPC stays in its downed state after being stomped. <u>shakedelay</u> - How long the NPC shakes before getting up after being stomped.	Nil
Pipe Fist	<u>movementSpeed</u> - How fast the NPC moves when coming out or	<u>Change Size</u> - Whether or not the size of the NPC is changed while it comes

	retracting back. <u>hideTime</u> - How long the NPC rests before coming out. <u>restTime</u> - How long the NPC rests before retracting back. <u>ignorePlayers</u> - Whether or not the NPC can come out, even if there's a player in the way.	out and retracts. <u>Use Per-NPC Settings</u> - When checked, per-NPC settings will be used for these settings in place of NPC config values. <u>Movement Speed</u> - How fast the NPC moves when coming out or retracting back. <u>Hide Time</u> - How long the NPC rests before coming out. <u>Rest Time</u> - How long the NPC rests before retracting back. <u>Ignore Players</u> - Whether or not the NPC can come out, even if there's a player in the way.
Pompon Flower	<u>projectileHeight</u> - How high the NPC shoots its fireball into the air. <u>walkTime</u> - How long the NPC walks for before it begins attacking. <u>projectile</u> - The projectile that the NPC shoots into the air. <u>muted</u> - If set to false, it will play the classic SML death sound, assuming it's in your level folder. <u>health</u> - alters the number of fireballs/superballs/missiles the NPC takes to be defeated.	Nil
Roketon	<u>radius</u> - The distance the player needs to be from the NPC in order for it to attack. <u>npc</u> - The NPC that the NPC shoots, only applies to the Roketon Gunner.	Nil
Sky/Marine Pop Missiles	<u>SMLDamageSystem</u> - If true, the NPC will damage SML NPCs in the same way a fireball/superball does.	Nil
Sky/Marine	<u>staticdirection</u> - If true, the NPC is fixed to face in one direction at all	Nil

Pop	times. <u>movementSpeed</u> - The speed in which the NPC moves when piloting. <u>exitable</u> - If set to false, the player cannot jump out of the NPC. Be careful when using this as the player will be unable to enter pipes and doors if false. <u>projectile</u> - The NPC that the pop shoots out. <u>shootDelay</u> - The delay in which shots can be fired. <u>shotSound</u> - Sound effect that plays when shooting the pop's projectile. <u>spawnOffsetX</u> - X offset that the projectile spawns from. Please only edit this from the NPC's lua file. <u>spawnOffsetY</u> - Y offset that the projectile spawns from. <u>popOffsetX</u> - X offset that the player is positioned in. <u>popOffsetY</u> - Y offset that the player is positioned in.	
Superball Flower	<u>SMLDamageSystem</u> - If true, the NPC will damage SML NPCs in the same way a fireball/missile does.	Nil
Suu	<u>stringpriority</u> - Priority that the string is drawn on. <u>stringretractspeed</u> - How fast an abandoned string retracts. <u>stringcolor</u> - Colour of the string. <u>health</u> - alters the number of fireballs/superballs/missiles the NPC takes to be defeated.	Nil

	<u>muted</u> - If set to false, it will play the classic SML death sound, assuming it's in your level folder.	
Tatanga (SML1)	<u>moveTime</u> - For the smaller bullet, this changes the time it takes for the bullets to separate from one another. Make it large to have them be far from one another, and low to have them barely split at all. <u>shootTime</u> - Delay between each shot. <u>muted</u> - If set to false, it will play the classic SML boss hurt sound, assuming it's in your level folder. <u>health</u> - alters the number of fireballs/superballs/missiles the NPC takes to be defeated.	Nil
Tatanga's Guard	<u>turninterval</u> - The time it takes before it turns to face the player.	Nil
Tokotoko	<u>muted</u> - If set to false, it will play the classic SML death sound, assuming it's in your level folder. <u>AcurrateTurn</u> - A variable which acts as a timer. If set to run around this will alter the time it takes for it to turn towards the player. Only applies to the chasing variant.	Nil
Torion	<u>radius</u> - The distance that the player needs to be from the NPC in order for it to attack.	Nil
Yurarin	Most of these relate to similar sine wave movements, such as blurps, and can be found here: https://docs.codehaus.moe/#/features/npc-config <u>health</u> - alters the number of fireballs/superballs/missiles the NPC takes to be defeated.	Nil
Yurarin Boo	<u>resttime</u> - The time the NPC will	Nil

(Classic)	remain idle before jumping again <u>friendlyrest</u> - If true, the NPC is friendly while resting between jump cycles. <u>type</u> - Determines the terminator (resting place check). Can be water, lava, section or fixed. Fixed emulates NPC 12's jumping behaviour. <u>projectile</u> - The projectile that the NPC shoots out. <u>projectilespeed</u> - Speed at which the projectile is shot at.	
Yurarin Boo (Modern)	<u>FireSpeeds</u> - Changes the speed of each projectile. Only applies to the Mad Yurarin Boo and should only be applied via the lua file.	<u>Jump Speed</u> - Modifies the default speed of the NPC when it jumps. <u>Jump Time</u> - Modifies the time before the next jump.

Super Mario Land 2

NPC	Config	Settings
Bē	<u>activeradius</u> - How close the player needs to be from the NPC in order for it to fly away.	Nil
Bee	Nil	<u>Move Instantly</u> - If checked, the bee will start moving instantly. <u>Is this a spawner?</u> - If checked, a pair of eyes will appear at the centre of the tile and will periodically spawn bees. <u>Spawn Time</u> - How long should the NPC wait until spawning a bee, in frames?

		<u>Recover Time</u> - How long should the NPC wait until recovering, in frames? (This only applies to skeleton bees.)
Big Bird	Nil	<u>Swoop Range</u> - How far should Big Bird swoop when attacking, in pixels? <u>Idle Timer</u> - How much should Big Bird idle before attacking again? <u>Vertical Speed</u> - How fast should Big Bird move vertically, before attacking? <u>Swoop Speed</u> - How fast should Big Bird swoop when attacking? Acts as a multiplier. <u>HP</u> - How much HP should Big Bird have? <u>Projectile Damage Multiplier</u> - How much damage should a projectile deal? A jump deals 1. <u>Swoop Behaviour</u> - Should Big Bird swoop to a fixed height or at the player's position? <u>Swoop Height</u> - This is the difference between the swoop height and the player's position. This is how far down Big Bird moves between swooping. In pixels, negative is up and positive is down. <u>Swoop Drop</u> - How low should Big Bird be, at the lowest point of its arc, in pixels? <u>Follow Camera</u> - Follows the camera in order to be on-screen at all times. Will not work correctly with two players. <u>Distance From Horizontal Edge</u> - How many pixels should there be between Big Bird and the camera's horizontal edge? If set to -1, the game will calculate manually but it might give an

		incorrect result when Big Bird is activated by scrolling the camera to it. Overrides Swoop Range if not set to -1. Does not do anything if Follow Camera is not enabled. <u>Distance From Top Edge</u> - How many pixels should there be between Big Bird and the camera's top edge? If set to -1, the game will calculate manually but it might give an incorrect result when Big Bird is activated by scrolling the camera to it. Does not do anything if Follow Camera is not enabled.
Blink Block	Nil	<u>Blink Block Style</u> - A table which lets you select how the Blink Block will look ingame.
Bomubomu	<u>foreground</u> - Just for the ball to be behind it	[For Balls] <u>Color</u> - The color of the Bomubomu Ball. <u>Speed X</u> - How fast the ball will move, on the X axis. <u>Speed Y</u> - How fast the ball will move, on the Y axis. [For Bomubomus] <u>Color</u> - The color of the Bomubomu. Doesn't have any impact on behaviour, only color. <u>Ball</u> - The npc which gets shot out. <u>Wander to Stop delay</u> - How many ticks does the Bomubomu wander before it stops and gets ready to shoot? <u>Stop to Shoot delay</u> - How many ticks does the Bomubomu wait before it shoots? <u>Shoot to Wander delay</u> - How many ticks does the Bomubomu wait after shooting to start moving again?

Bopping Toady	Nil	<u>Horizontal Speed</u> - How fast should Toady move horizontally while jumping? <u>Vertical Speed</u> - How high should Toady jump? <u>Max Hops</u> - How many hops will Toady do before turning around? 0 for infinite. <u>Hop Cooldown</u> - How many ticks will Toady wait before jumping again? <u>Lick Range</u> - How close should the player be for Toady to lick? 32 is one tile, 64 is two tiles etc. <u>Tongue Range</u> - How far should Toady's tongue reach? 32 is one tile, 64 is two tiles etc. <u>Lick Cooldown</u> - How many ticks will Toady wait before licking? <u>Lick Speed</u> - How fast should Toady lick? Acts as a multiplier. <u>Always Lick</u> - Should Toady always lick after a jump, even if there is no player near it? <u>Segmented Tongue</u> - Should Toady's tongue extend segmented or smoothly? Checked is segmented, unchecked is smoothly. May look weird on slower speeds.
Checkerboard Platform	<u>waittime</u> - The time it takes for the NPC to begin moving again after touching a redirector.	<u>Horizontal Direction</u> - Determines the initial horizontal speed of the NPC. <u>Vertical Direction</u> - Determines the initial vertical speed of the NPC.
Cog	Nil	<u>Movement Speed</u> - Controls how fast the NPC moves.
Crane	<u>foreground</u> - Whether or not the NPC is in the foreground. <u>Controllable</u> - Whether or not	<u>Arm Length</u> - The Length of the claw arm in 16x16 tiles.

	the player can control the claw. <u>reusable</u> - If true, the claw will not terminate at a Line Guide Reverser, and will keep moving. <u>cangrabnpcs</u> - Whether or not the claw can grab onto NPCs. <u>cangrabplayers</u> - Whether or not the claw can grab onto players. <u>armheight</u> - The height of each arm segment. <u>clawwidth</u> - The width of the box that detects if there's something in the claw's reach. <u>clawheight</u> - The height of the box that detects if there's something in the claw's reach. <u>clawframes</u> - Number of frames that the claw has. <u>heldobjectoffsetx</u> - X offset of the object being held. <u>heldobjectoffsety</u> - Y offset of the object being held. [For Claws that hold NPCs] <u>npcdropproximitytype</u> - There are two types. Type 1 will drop the NPC depending on the x-position of the player in relation to the claw, and how close they are. Type 2 will make a radius and drop the NPC if the player enters this radius.	
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	<u>npcdropproximity</u> - The proximity the player needs to be to the claw in order for it to drop its object.	
Dokanto	Nil	<u>Attack Delay</u> - The delay in which the attack begins.
Falling Spike	<u>extends</u> - The distance the player needs to be from the NPC in order for it to fall. <u>timerlimit</u> - The length of time it takes for the NPC to fall.	Nil
F Boy	Nil	<u>Movement</u> - LunaLua function to define and customize the NPC's behaviour. Comes with examples
Fields	Nil	<u>Field type</u> - Chooses between the three default field types. Sap <u>Vertical speed multiplier</u> - By what factor should the vertical speed be multiplied when falling through the sap? <u>Horizontal speed multiplier</u> - By what factor should the horizontal speed be multiplied when walking through the sap? <u>Swim vertical speed</u> - What speed should the player have when swimming in sap? <u>Linger time</u> - How much should the player linger inside of the sap before they start falling? <u>Swim sound</u> - The name of the sound played when the player swims in sap. Also works with custom sound files. Space

		<u>Maximum upwards velocity</u> - The maximum upwards velocity for the field <u>Maximum downwards velocity</u> - The maximum downwards velocity for the field. <u>Jump time</u> - The amount of ticks the player can hold the jump button and keep jumping. <u>Infinite jump time</u> - If set to true, 'Jump time' is ignored. <u>Allow jumping in midair</u> - Allow midair jumping inside of the field if set to true. <u>Allow spin jump</u> - Allows spin jumping inside of the field if set to true <u>Jump sound</u> - The sound to play when the player jumps inside of the field. <u>Spin jump sound</u> - The sound to play when the player spinjumps inside of the field. Zero-G <u>Upwards acceleration</u> - How much acceleration does the player get while holding jump in the zero-g zone? <u>Maximum upwards velocity</u> - The maximum upwards velocity for the field <u>Maximum downwards velocity</u> - The maximum downwards velocity for the field.
Fire Pakkun Zō	Nil	<u>Direction</u> - The direction of the statue. <u>Active?</u> - If unchecked, it will not shoot Piranha Plant fire.
Floating Face	Nil	<u>Spin Jump Instant Death</u> - If checked, the face will die instantly when the player spin-jumps on it. <u>HP</u> - How much HP should the face

		have? <u>Speed</u> - Speed in which the face moves.
Furiko/Furizō	Nil	<u>Mover Algorithm</u> - A variety of different Als to choose from. <u>Speed</u> - Alters the NPC's speed. <u>Amplitude</u> - Adjusts how far the NPC moves, does not work for Horizontal and Vertical Continuous settings.
Genkottsu	<u>movementSpeed</u> - How fast the NPC moves when coming out or retracting back. <u>hideTime</u> - How long the NPC rests before coming out. <u>restTime</u> - How long the NPC rests before retracting back. <u>ignorePlayers</u> - Whether or not the NPC can come out, even if there's a player in the way.	<u>Change Size</u> - Whether or not the size of the NPC is changed while it comes out and retracts. <u>Use Per-NPC Settings</u> - When checked, per-NPC settings will be used for these settings in place of NPC config values. <u>Movement Speed</u> - How fast the NPC moves when coming out or retracting back. <u>Hide Time</u> - How long the NPC rests before coming out. <u>Rest Time</u> - How long the NPC rests before retracting back. <u>Ignore Players</u> - Whether or not the NPC can come out, even if there's a player in the way.
Goronto	Nil	<u>Attack Delay</u> - The delay in which the attack begins.
Guruguri	Nil	<u>Start Angle</u> - Angle that the NPC begins at. 0 is top, 180 is bottom. 90 is right, -90 is left. <u>Radius</u> - Radius that the NPC spins from its spawn point. The higher the number the larger its spinning circle. <u>Speed</u> - Speed in which the NPC spins.

Heavy Zed	Nil	<u>Speed</u> - The speed in which the NPC moves. <u>Heavy Zed's Behaviour</u> - A list of behaviours that the NPC can take.
Hippo	<u>activeradius</u> - The distance that the player needs to be from the NPC in order for it to spawn bubbles.	Nil
Honebōn (Bonefish)	Nil	<u>Horizontal (X) speed</u> - Modifies the initial x speed. <u>Vertical (Y) speed</u> - Modifies the initial y speed.
Jack-in-the-Box	<u>defaultStyle</u> - The game style that the Jack-in-the-box defaults to.	<u>Style</u> - The style that the Jack-in-the-box can be set to on a per NPC basis.
Karakara	Nil	<u>Jump Height</u> - Set this to control how high the NPC will jump before gliding back down.
Keipu	<u>npc</u> - The NPC that spawns when the player touches the Keipu.	Nil
Kurokyura (Black Dracula)	Nil	<u>Throw Delay</u> - The delay in which the throw of the bat begins.
Kyotonbo	<u>waitTime</u> - The time the NPC waits before moving again. <u>moveTime</u> - The time the NPC moves for before stopping again. <u>ySpeed</u> - The speed in which the NPC moves on the y axis. <u>xSpeed</u> - The speed in which the NPC moves on the x axis. <u>arcMovement</u> - If this is set, the NPC will move in an arc movement rather than a	<u>Nil</u>

	straight line.	
Mad Wasp	<u>activeradius</u> - The distance that the player needs to be from the NPC in order for it to attack	<u>Time before Turning</u> - Delay between before the NPC turns, in ticks.
Money Sack	<u>value</u> - How many coins the NPC awards upon being collected. <u>collectEffectID</u> - The effect that spawns upon collecting the money sack. <u>collectSoundEffect</u> - The sound that plays upon collecting the money sack.	Nil
No.48	<u>npc</u> - The NPC that No.48 spawns.	<u>Horizontal Length</u> - How far horizontally should the enemy move before turning? <u>Vertical Length</u> - How far vertically should the enemy move before turning? <u>Shoot Delay</u> - The delay in which No.48 shoots its projectile out.
Noko Bombette	<u>Explosiondelay</u> - For the shell NPC, the delay before it explodes. <u>spawnid</u> - The NPC that spawns when defeating the noko bombette.	Nil
Pako	<u>moveTime</u> - The time that Pako moves before attacking.	<u>Speed</u> - Pako's movement speed. <u>Poko Spawn Direction</u> - The direction that Pako spawns Poko. Can be left or right, random or it can spawn them towards the player. <u>Pako's HP</u> - Modifies the HP speed of Pako.
Pighead/Porker	<u>activeradius</u> - The distance that the player needs to be	<u>X Speed</u> - Modifies the x speed of the npc.

	from the NPC in order for it to attack Only applies to boss pigs.	<u>Y Speed</u> - Modifies the y speed of the npc. Only applies to bouncing pigs. <u>Waiting Delay</u> - Modifies the delay in which the pig will bounce again once on the ground. Only applies to bouncing pigs. <u>Start already moving?</u> - If checked, the pig will start off moving. Only applies to boss pigs. <u>Pig's HP</u> - Modifies the HP speed of the pig. Only applies to boss pigs. <u>Speed Incrementation</u> - Change this value to control how much the pig speeds up by when hit. Only applies to boss pigs.
Pikku	<u>basespeed</u> - Modifies the X speed of the NPC	<u>Direction</u> - The direction the NPC faces. This is purely for looks.
Platform	Nil	<u>Speed</u> - Modifies the platform's speed. <u>Wait Time</u> - Time before the platform begins moving. <u>Platform Style</u> - The style of the platform. Does not affect the NPC's behaviour. <u>Platform Behaviour</u> - Modifies the platform's AI behaviour.
Ragumo	Nil	<u>Spawn Above Ground</u> - If checked, the mole will start above ground.
Sewer Rat	Nil	<u>Sewer Rat's HP</u> - Modifies the HP of the Sewer Rat.
Skewer	<u>activeradius</u> - The distance that the player needs to be from the NPC in order for it to attack	<u>Speed</u> - Controls the Skewer's speed, the lower the number the higher the speed.
Spikey	Nil	<u>Wait Delay</u> - How long should the Spikey wait before attacking?

		<u>Roll Speed</u> - Speed of the Spikey when rolling.
Star	Nil	<u>Mover Algorithm</u> - A variety of different AIs to choose from. <u>Speed</u> - Alters the NPC's speed. <u>Amplitude</u> - Adjusts how far the NPC moves, does not work for Horizontal and Vertical Continuous settings. <u>Movement</u> - LunaLua function to define and customize the NPC's behaviour.
Tamara	Nil	<u>Movement Length</u> - The length the NPC moves when coming out or retracting back before stopping. <u>Hide Time</u> - How long the NPC rests before coming out. <u>Rest Time</u> - How long the NPC rests before retracting back.
Tatanga (SML2)	Nil	<u>Tatanga</u> <u>Swoop Range</u> - How far should Tatanga swoop when attacking, in pixels? <u>Idle Timer</u> - How much should Tatanga idle before attacking again? <u>Vertical Speed</u> - How fast should Tatanga move vertically, before attacking? <u>Swoop Speed</u> - How fast should Tatanga swoop when attacking? Acts as a multiplier. <u>HP</u> - How much HP should Tatanga have? <u>Projectile Damage Multiplier</u> - How much damage should a projectile deal? A jump deals 1. <u>Swoop Behaviour</u> - Should Tatanga

		swoop to a fixed height or at the player's position? <u>Swoop Height</u> - This is the difference between the swoop height and the player's position. This is how far down Big Bird moves between swooping. In pixels, negative is up and positive is down. <u>Swoop Drop</u> - How low should Tatanga be, at the lowest point of its arc, in pixels? <u>Follow Camera</u> - Follows the camera in order to be on-screen at all times. Will not work correctly with two players. <u>Top NPC to spawn</u> - ID of the NPC to spawn from the top. <u>Bottom NPC to spawn</u> - ID of the NPC to spawn from the bottom. Energy Capsule <u>Horizontal Speed</u> - Speed in which the NPC moves horizontally. <u>Time before bursting?</u> - How long should the NPC move before bursting? Set to 0 to make it move indefinitely.
Tatenoko (Saw)	Nil	<u>Invulnerable?</u> - Check this box if you want this NPC to be invulnerable to shells and other NPCs. <u>Movement Speed</u> - Controls how fast the NPC moves.
Terekuribō (Boo Goomba)	Nil	<u>Movement</u> - Lua function to define and customize the NPC's behaviour.
Toriuo (Bird Fish)	Nil	<u>Horizontal (X) speed</u> - Modifies the initial x speed. <u>Vertical (Y) speed</u> - Modifies the initial y speed.

Tōsanbōru	Nil	<u>Movement Speed</u> - Controls how fast the NPC moves. <u>Stun Time</u> - "Controls how long the NPC is stunned for when touching a directional redirector."
Tōsenbo	Nil	<u>Puff Delay</u> - How long should the Tōsenbo stay inflated? <u>Deflate Delay</u> - How long should the Tōsenbo stay deflated?
Unibō	<u>activeradius</u> - The distance that the player needs to be from the NPC in order for it to begin moving	Nil
Wakiri	Nil	<u>Speed</u> - Speed in which the NPC moves.
Wario	Nil	<u>Speed</u> - Speed in which Wario runs. <u>Running Time (in ticks)</u> - Time that Wario runs before stomping. <u>Number of stomps per volley</u> - Modifies how many times Wario stomps before running around again. <u>Wario's HP</u> - Modifies the HP of Wario.
Bunny Wario	Nil	<u>Speed</u> - Speed in which Wario runs. <u>Wario's HP</u> - Modifies the HP of Wario. <u>Jump Height</u> - Jump height of Wario when he takes off.
Fire Wario	Nil	<u>Speed</u> - Speed in which Wario runs. <u>Wario's HP</u> - Modifies the HP of Wario. <u>Jump Height</u> - Jump height of Wario when he attacks. <u>Wario's Fireball</u> <u>Does it move?</u> - If checked, the NPC bounce around, otherwise it will not

		move.
Witch	Nil	Witch <u>HP</u> - The witch's HP. <u>Starting State</u> - The witch's starting behaviour state. <u>Follow Camera</u> - Follows the camera in order to be on-screen at all times. Will not work correctly with two players. <u>Distance From Horizontal Edge</u> - How many pixels should there be between Big Bird and the camera's horizontal edge? If set to -1, the game will calculate manually but it might give an incorrect result when Big Bird is activated by scrolling the camera to it. Overrides Swoop Range if not set to -1. Does not do anything if Follow Camera is not enabled. <u>Distance From Top Edge</u> - How many pixels should there be between Big Bird and the camera's top edge? If set to -1, the game will calculate manually but it might give an incorrect result when Big Bird is activated by scrolling the camera to it. Does not do anything if Follow Camera is not enabled. States <u>State 0 Duration</u> - How long state 0 should take, in seconds. By default, it's the state when the Witch is invisible. At the end of this state, she starts appearing, going to state 1. <u>State 1 Duration</u> - How long state 1 should take, in seconds. By default, it's the state when the Witch is still appearing and not yet interactable. At the end of this state, she shoots out a flame, going to state 2. <u>State 2 Duration</u> - How long state 2

		should take, in seconds. By default, it's the state after the Witch shot and is now sitting idle. At the end of this state, she teleports away, going back to state 0. <u>State 3 Duration</u> - How long state 3 should take, in seconds. By default, it's the state after the Witch has taken damage by a player jumping on her. At the end of this state, she teleports away, going back to state 0. <u>State 4 Duration</u> - How long state 4 should take, in seconds. By default, it's the state after the Witch has taken damage by anything but a player jumping on her. At the end of this state, she teleports away, going back to state 0. <u>State 5 Duration</u> - How long state 5 should take, in seconds. By default, it's the state after the Witch has died because of a player jumping on her. At the end of this state, she goes to state 7. <u>State 6 Duration</u> - How long state 6 should take, in seconds. By default, it's the state after the Witch has died because of anything but to a player jumping on her. At the end of this state, she goes to state 7. <u>State 7 Duration</u> - How long state 7 should take, in seconds. By default, after this state, the Witch actually dies. Witch Pot <u>Always Active</u> - Whether or not the pot is always active, constantly propelling the lid upwards. <u>Max Lid Height</u> - How high up should the lid go when the pot is active, in pixels.
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		<u>Lid Propel Speed</u> - How fast should the lid be propelled upwards? <u>Heating Time</u> - How much should the pot heat up before propelling the lid up, in seconds? <u>Holding Time</u> - How much should the pot keep the flame before it disappears, in seconds? Witch Flame <u>Use Active Frames</u> - Whether or not to use the frames used for when the flame is active.
Yashichi	Nil	<u>Invulnerable?</u> - Check this box if you want this NPC to be invulnerable to shells and other NPCs. <u>Movement Speed</u> - Controls how fast the NPC moves.

Credits

The pack's NPCs were made by a variety of team members, or were collaborative efforts between one or more. Please refer to the credits when using them in your levels.

Super Mario Land 1

Minor things like the edited bun bun and the replacement gfx for basegame NPCs by MegaDood

Batadon: MegaDood

Biokinton: MegaDood

Bullet Biff and Pipe Cannon: Code by MrDoubleA, modified by MegaDood

Chicken: MegaDood

Chikako: MegaDood

Dragonzamasu: MegaDood

Falling Slab: 9thCore

Fighter Fly: MegaDood

Ganchan: MegaDood

Gao: Dynamo + MegaDood

Gunion: lucstar06 + MegaDood
Hiyoihoi: MegaDood
Honen: MegaDood
King Totomesu: MegaDood
Kumo: MegaDood + lucstar06
Lift Block: MegaDood
Mekabon: MegaDood
Nyololin: lucstar06 + MegaDood
Pionpi: lucstar06
Pipe Fist: MrDoubleA
Pompon Flower: MegaDood
Princess Daisy: MegaDood
Roketon: MegaDood
Sky/Marine Pop: lucstar06 + MegaDood
Superball Flower: lucstar06 + MegaDood
Suu: MegaDood (String code taken from basegame scuttlebug)
Tamao: MegaDood
Tatanga + Robots: MegaDood
Tokotoko + Chasing Tokotoko: lucstar06
Torion: MegaDood
Yurarin: MegaDood
Yurarin Boo (Classic): MegaDood
Yurarin Boo (Modern): lucstar06

Super Mario Land 2

Minor NPC edits and reskins by MegaDood

Antotto: MegaDood
Aqua Kuribō: MegaDood
Battle Beetle: MegaDood
Bear + Beach Ball: MegaDood
Bē: MegaDood
Bee: 9thCore
Bee (Skeleton): 9thCore
Bēro: 9thCore
Big Bird: 9thCore
Blink Block: MegaDood
Bomubomu + Cannonball: 9thCore
Bopping Toady: 9thCore
Brick Block (SML2): MegaDood + KBM-Quine
Būichi: 9thCore
Carrot: MegaDood

Checkerboard Platform: Code by Enjl, modified by MegaDood. Original NPC used from here: <https://www.supermariobrosx.org/forums/viewtopic.php?t=24260>

Checkpoint Bell: MegaDood

Chikunto: MegaDood

Cog: MegaDood

Crane: KBM-Quine

Crumble Skull Platform: MegaDood

Crystal Ball: MegaDood

Dokanto: MegaDood

Dondon: MegaDood

Falling Spike: Code by Enjl, original NPC used from here:

<https://www.supermariobrosx.org/forums/viewtopic.php?f=101&t=24261>

F Boy: MegaDood

Fields: 9thCore

Fiery Block: MegaDood + KBM-Quine

Fire: MegaDood

Fire Pakkun Zō: 9thCore

Floating Face: 9thCore

Furiko (Obstacle): MegaDood

Furizō (Obstacle): MegaDood

Genkotsu: Code by MrDoubleA

Goronto: MegaDood

Grubby: MegaDood

Guruguri: Code by Enjl, original NPC used from here:

<https://www.youtube.com/watch?v=P8rFcGuldsY&list=PLfa8iY8pCrEyKQh948eL53>

Wj_lwCbbn4B&index=4

Heavy Zed: MegaDood

Hippo + Soap Bubbles: MegaDood

Honebōn (Skeleton Fish): MegaDood + KBM-Quine

Jack-in-the-Box: MegaDood

J-son: MegaDood

Kamek's Broom: MegaDood

Karakara: MegaDood

Karamenbō: 9thCore (Code)

Keipu: MegaDood

Kid Cut Soldier: MegaDood

Kurokyura + Minikyura: MegaDood

Kyororo: 9thCore

Kyotonbo: MegaDood

Mad Wasp: MegaDood

Mario Zone Spike: MegaDood

Mōgyo (Cow Fish): MegaDood

Money Sack: MegaDood

Neiji (Screw): 9thCore

No.48: MegaDood
Noko Bombette: MegaDood
Pako and Poko: MegaDood
Pighead: MegaDood
Pikku: MegaDood
Porker: MegaDood
Porro: MegaDood
Platform: MegaDood + A bit of code by Enjl
Ragumo: 9thCore
Rerere: MegaDood
Sewer Rat: MegaDood
Shark: MegaDood
Skewer: MegaDood
Spikey: MegaDood
Spiny Cheep-Cheep: MegaDood + KBM-Quine
Star: MegaDood
Tamara: MegaDood
Tatanga (SML2): MegaDood
Tatenoko (Saw): 9thCore
Terekuribō (Boo Goomba): MegaDood
Toriuo (Bird Fish): MegaDood
Tōsanbōru: MegaDood
Tōsenbo: MegaDood
Unera: MegaDood
Unibō: MegaDood
Wakiri: 9thCore + MegaDood
Wario: MegaDood
Witch: 9thCore
Yashichi: MegaDood