

Sound Map: Pool Champion

Sound Number	Decimal Value	Binary Value	Produced By	Description
N/A	0	0000000	N/A	Stops playing background sound.
N/A	1	0000001	N/A	Music loop: "The Entertainer"
N/A	2	0000010	N/A	Sound effect loop: rising and pulsing tone.
0	3	0000011	N/A	Sound 0
1	4	0000100	N/A	Sound 1
2	5	0000101	N/A	Sound 2
3	6	0000110	1232 DAC	Sound 3 ("Charge")
4	7	0000111	1232 DAC	Sound 4
5	8	0001000	1232 DAC	Sound 5
6	9	0001001	1232 DAC	Sound 6
7	10	0001010	1232 DAC	Sound 7
8	11	0001011	1232 DAC	Sound 8
9	12	0001100	1232 DAC	Sound 9
10	13	0001101	1232 DAC	Sound 10
11	14	0001110	1232 DAC	Sound 11
12	15	0001111	1232 DAC	Sound 12
13	16	0010000	1232 DAC	Sound 13
14	17	0010001	1232 DAC	Sound 14
15	18	0010010	1232 DAC	Sound 15
16	19	0010011	1232 DAC	Sound 16
17	20	0010100	1232 DAC	Sound 17
18	21	0010101	1232 DAC	Sound 18
19	22	0010110	1232 DAC	Music: "The Entertainer" (not looped)
20	23	0010111	1232 DAC	Sound 20
21	24	0011000	1232 DAC	Music: "Oh Susannah" (not looped)
22	25	0011001	1232 DAC	Sound 22
23	26	0011010	1232 DAC	Sound 23
24	27	0011011	1232 DAC	Sound 24
N/A	28	0011100	1232 DAC	N/A
N/A	29	0011101	1232 DAC	N/A
N/A	30	0011110	1232 DAC	N/A
N/A	31	0011111	1232 DAC	N/A
N/A	32	0100000	1232 DAC	N/A
N/A	33	0100001	1232 DAC	N/A
N/A	34	0100010	1232 DAC	N/A
N/A	35	0100011	1232 DAC	N/A
N/A	36	0100100	1232 DAC	N/A
N/A	37	0100101	1232 DAC	N/A
N/A	38	0100110	1232 DAC	N/A
N/A	39	0100111	1232 DAC	N/A
N/A	40	0101000	1232 DAC	N/A
N/A	41	0101001	1232 DAC	N/A
25	42	0101010	5220 Speech Chip	Speech 1: " "
26	43	0101011	5220 Speech Chip	Speech 2: " "
27	44	0101100	5220 Speech Chip	Speech 3: " "

28	45	0101101	5220 Speech Chip	Speech 4: " "
29	46	0101110	5220 Speech Chip	Speech 5: " "
30	47	0101111	5220 Speech Chip	Speech 6: " "
<i>Not Used</i>	48	0110000	5220 Speech Chip	Speech 7: " "
<i>Not Used</i>	49	0110001	5220 Speech Chip	Speech 8: " "
<i>Not Used</i>	50	0110010	5220 Speech Chip	Speech 9: " "
<i>Not Used</i>	51	0110011	N/A	<i>Not Used</i>
<i>Not Used</i>	52	0110100	N/A	<i>Not Used</i>
<i>Not Used</i>	53	0110101	N/A	<i>Not Used</i>
<i>Not Used</i>	54	0110110	N/A	<i>Not Used</i>

Sound Map: Robot

This document has not been completed at this time.

Sound Number	Decimal Value	Binary Value	Produced By	Description
N/A	0	0000000	N/A	Stops playing background sound.
N/A	1	0000001	N/A	<i>Not Used</i>
N/A	2	0000010	N/A	<i>Not Used</i>
N/A	3	0000011	N/A	<i>Not Used</i>
N/A	4	0000100	N/A	<i>Not Used</i>
N/A	5	0000101	N/A	<i>Not Used</i>
0	6	0000110	DAC	Sound 0:
1	7	0000111	AY-3-8910 Sound Generator	Sound 1:
2	8	0001000	AY-3-8910 Sound Generator	Sound 2:
3	9	0001001	DAC	Sound 3:
4	10	0001010	AY-3-8910 Sound Generator	Sound 4:
5	11	0001011	DAC	Sound 5:
6	12	0001100	AY-3-8910 Sound Generator	Sound 6:
7	13	0001101	AY-3-8910 Sound Generator	Sound 7:
8	14	0001110	AY-3-8910 Sound Generator	Sound 8:
9	15	0001111	AY-3-8910 Sound Generator	Sound 9:
10	16	0010000	AY-3-8910 Sound Generator	Sound 10:
11	17	0010001	DAC	Sound 11:
12	18	0010010	AY-3-8910 Sound Generator	Sound 12:
13	19	0010011	AY-3-8910 Sound Generator	Sound 13:
14	20	0010100	DAC	Sound 14:
15	21	0010101	AY-3-8910 Sound Generator	Sound 15:
16	22	0010110	AY-3-8910 Sound Generator	Sound 16:
17	23	0010111	AY-3-8910 Sound Generator	Sound 17:
18	24	0011000	AY-3-8910 Sound Generator	Sound 18:
19	25	0011001	DAC	Sound 19:
20	26	0011010	AY-3-8910 Sound Generator	Sound 20:
21	27	0011011	DAC	Sound 21:
22	28	0011100	DAC	Sound 22:
23	29	0011101	DAC	Sound 23:

24	30	0011110	AY-3-8910 Sound Generator	Sound 24:
25	31	0011111	AY-3-8910 Sound Generator	Sound 25:
N/A	32	0100000	AY-3-8910 Sound Generator	Background Sound 1:
N/A	33	0100001	AY-3-8910 Sound Generator	Background Sound 2:
N/A	34	0100010	AY-3-8910 Sound Generator	Background Sound 3:
N/A	35	0100011	AY-3-8910 Sound Generator	Background Sound 4:
N/A	36	0100100	AY-3-8910 Sound Generator	Background Sound 5:
N/A	37	0100101	AY-3-8910 Sound Generator	Background Sound 6:
N/A	38	0100110	AY-3-8910 Sound Generator	Background Sound 7:
N/A	39	0100111	AY-3-8910 Sound Generator	Background Sound 8:
N/A	40	0101000	AY-3-8910 Sound Generator	Background Sound 9:
N/A	41	0101001	AY-3-8910 Sound Generator	Background Sound 10:
28	42	0101010	5220 Speech Chip	Speech 1: "One more coin, please."
29	43	0101011	5220 Speech Chip	Speech 2: "Challenge the Robot from Zaccaria."
30	44	0101100	5220 Speech Chip	Speech 3: "Good shot. Oranage special."
31	45	0101101	5220 Speech Chip	Speech 4: "Mission completed. Return to base."
32	46	0101110	5220 Speech Chip	Speech 5: "Same ball. Challenge continues."
33	47	0101111	5220 Speech Chip	Speech 6: "You beat the Robot."
34	48	0110000	5220 Speech Chip	Speech 7: "You beat the Robot."
35	49	0110001	5220 Speech Chip	Speech 8: "You beat the Robot."
36	50	0110010	5220 Speech Chip	Speech 9: "You beat the Robot."
37	51	0110011	5220 Speech Chip	Speech 10: "You beat the Robot."
38	52	0110100	5220 Speech Chip	Speech 11: "You beat the Robot."
39	53	0110101	5220 Speech Chip	Speech 12: "You beat the Robot."
40	54	0110110	5220 Speech Chip	Speech 13: "Well played. You have met the challenge."
41	55	0110111	5220 Speech Chip	Speech 14: "Come play the Robot."
42	56	0111000	5220 Speech Chip	Speech 15: "Robot, from Zaccaria, is waiting."
43	57	0111001	5220 Speech Chip	Speech 16: "Robot, from Zaccaria, is waiting."
44	58	0111010	5220 Speech Chip	Speech 17: "Robot, from Zaccaria, is waiting."
45	59	0111011	5220 Speech Chip	Speech 18: "Low blow."
46	60	0111100	5220 Speech Chip	Speech 19: "Foul. You hit too hard."
47	61	0111101	5220 Speech Chip	Speech 20: "Aye yai yai!"
Not Used	62	0111110	N/A	Not Used
Not Used	63	0111111	N/A	Not Used
Not Used	64	1000000	N/A	Not Used

Sound Map: Robot

This document has not been completed at this time.

Sound Number	Decimal Value	Binary Value	Produced By	Description
N/A	0	0000000	N/A	Stops playing background sound.
N/A	1	0000001	N/A	Not Used
N/A	2	0000010	N/A	Not Used
N/A	3	0000011	N/A	Not Used
N/A	4	0000100	N/A	Not Used
N/A	5	0000101	N/A	Not Used

0	6	0000110	DAC	Sound 0:
1	7	0000111	AY-3-8910 Sound Generator	Sound 1:
2	8	0001000	AY-3-8910 Sound Generator	Sound 2:
3	9	0001001	DAC	Sound 3:
4	10	0001010	AY-3-8910 Sound Generator	Sound 4:
5	11	0001011	DAC	Sound 5:
6	12	0001100	AY-3-8910 Sound Generator	Sound 6:
7	13	0001101	AY-3-8910 Sound Generator	Sound 7:
8	14	0001110	AY-3-8910 Sound Generator	Sound 8:
9	15	0001111	AY-3-8910 Sound Generator	Sound 9:
10	16	0010000	AY-3-8910 Sound Generator	Sound 10:
11	17	0010001	DAC	Sound 11:
12	18	0010010	AY-3-8910 Sound Generator	Sound 12:
13	19	0010011	AY-3-8910 Sound Generator	Sound 13:
14	20	0010100	DAC	Sound 14:
15	21	0010101	AY-3-8910 Sound Generator	Sound 15:
16	22	0010110	AY-3-8910 Sound Generator	Sound 16:
17	23	0010111	AY-3-8910 Sound Generator	Sound 17:
18	24	0011000	AY-3-8910 Sound Generator	Sound 18:
19	25	0011001	DAC	Sound 19:
20	26	0011010	AY-3-8910 Sound Generator	Sound 20:
21	27	0011011	DAC	Sound 21:
22	28	0011100	DAC	Sound 22:
23	29	0011101	DAC	Sound 23:
24	30	0011110	AY-3-8910 Sound Generator	Sound 24:
25	31	0011111	AY-3-8910 Sound Generator	Sound 25:
N/A	32	0100000	AY-3-8910 Sound Generator	Background Sound 1:
N/A	33	0100001	AY-3-8910 Sound Generator	Background Sound 2:
N/A	34	0100010	AY-3-8910 Sound Generator	Background Sound 3:
N/A	35	0100011	AY-3-8910 Sound Generator	Background Sound 4:
N/A	36	0100100	AY-3-8910 Sound Generator	Background Sound 5:
N/A	37	0100101	AY-3-8910 Sound Generator	Background Sound 6:
N/A	38	0100110	AY-3-8910 Sound Generator	Background Sound 7:
N/A	39	0100111	AY-3-8910 Sound Generator	Background Sound 8:
N/A	40	0101000	AY-3-8910 Sound Generator	Background Sound 9:
N/A	41	0101001	AY-3-8910 Sound Generator	Background Sound 10:
28	42	0101010	5220 Speech Chip	Speech 1: "One more coin, please."
29	43	0101011	5220 Speech Chip	Speech 2: "Challenge the Robot from Zaccaria."
30	44	0101100	5220 Speech Chip	Speech 3: "Good shot. Oranage special."
31	45	0101101	5220 Speech Chip	Speech 4: "Mission completed. Return to base."
32	46	0101110	5220 Speech Chip	Speech 5: "Same ball. Challenge continues."
33	47	0101111	5220 Speech Chip	Speech 6: "You beat the Robot."
34	48	0110000	5220 Speech Chip	Speech 7: "You beat the Robot."
35	49	0110001	5220 Speech Chip	Speech 8: "You beat the Robot."
36	50	0110010	5220 Speech Chip	Speech 9: "You beat the Robot."
37	51	0110011	5220 Speech Chip	Speech 10: "You beat the Robot."
38	52	0110100	5220 Speech Chip	Speech 11: "You beat the Robot."
39	53	0110101	5220 Speech Chip	Speech 12: "You beat the Robot."
40	54	0110110	5220 Speech Chip	Speech 13: "Well played. You have met the challenge."

41	55	0110111	5220 Speech Chip	Speech 14: "Come play the Robot."
42	56	0111000	5220 Speech Chip	Speech 15: "Robot, from Zaccaria, is waiting."
43	57	0111001	5220 Speech Chip	Speech 16: "Robot, from Zaccaria, is waiting."
44	58	0111010	5220 Speech Chip	Speech 17: "Robot, from Zaccaria, is waiting."
45	59	0111011	5220 Speech Chip	Speech 18: "Low blow."
46	60	0111100	5220 Speech Chip	Speech 19: "Foul. You hit too hard."
47	61	0111101	5220 Speech Chip	Speech 20: "Aye yai yai!"
<i>Not Used</i>	62	0111110	<i>N/A</i>	<i>Not Used</i>
<i>Not Used</i>	63	0111111	<i>N/A</i>	<i>Not Used</i>
<i>Not Used</i>	64	1000000	<i>N/A</i>	<i>Not Used</i>

Sound Map: Soccer Kings

Sound Number	Decimal Value	Binary Value	Produced By	Description
<i>N/A</i>	0	0000000	<i>N/A</i>	<i>Not Used</i>
<i>N/A</i>	1	0000001	<i>N/A</i>	<i>Not Used</i>
<i>N/A</i>	2	0000010	<i>N/A</i>	<i>Not Used</i>
<i>N/A</i>	3	0000011	<i>N/A</i>	<i>Not Used</i>
<i>N/A</i>	4	0000100	AY-3-8910 Sound Generator	Background Sound 1: Super Score mode
<i>N/A</i>	5	0000101	1408 DAC	Background Sound 2: Regular game play mode
<i>N/A</i>	6	0000110	1408 DAC	Background Sound 3: Not used?
<i>N/A</i>	7	0000111	<i>N/A</i>	<i>Not Used</i>
<i>N/A</i>	8	0001000	<i>N/A</i>	<i>Not Used</i>
<i>N/A</i>	9	0001001	<i>N/A</i>	<i>Not Used</i>
0	10	0001010	AY-3-8910 Sound Generator	Sound 1
1	11	0001011	AY-3-8910 Sound Generator	Sound 2
2	12	0001100	AY-3-8910 Sound Generator	Sound 3
3	13	0001101	AY-3-8910 Sound Generator	Sound 4
4	14	0001110	AY-3-8910 Sound Generator	Sound 5
5	15	0001111	AY-3-8910 Sound Generator	Sound 6
6	16	0010000	AY-3-8910 Sound Generator	Sound 7
7	17	0010001	AY-3-8910 Sound Generator and 1408 DAC	Sound 8
8	18	0010010	AY-3-8910 Sound Generator	Sound 9
9	19	0010011	AY-3-8910 Sound Generator	Sound 10
10	20	0010100	AY-3-8910 Sound Generator	Sound 11
11	21	0010101	AY-3-8910 Sound Generator	Sound 12
12	22	0010110	AY-3-8910 Sound Generator	Sound 13
13	23	0010111	AY-3-8910 Sound Generator	Sound 14
14	24	0011000	AY-3-8910 Sound Generator	Sound 15
15	25	0011001	AY-3-8910 Sound Generator	Sound 16
	26	0011010	<i>N/A</i>	<i>Not Used</i>
	27	0011011	<i>N/A</i>	<i>Not Used</i>
	28	0011100	<i>N/A</i>	<i>Not Used</i>
	29	0011101	<i>N/A</i>	<i>Not Used</i>
	30	0011110	<i>N/A</i>	<i>Not Used</i>

	31	0011111	N/A	Not Used
	32	0100000	N/A	Not Used
	33	0100001	N/A	Not Used
	34	0100010	N/A	Not Used
	35	0100011	N/A	Not Used
22	36	0100100	5200 Speech Chip	Speech 1: "C'mon boys! Let's see some real football!"
23	37	0100101	5200 Speech Chip	Speech 2: "Watch out for the referee."
24	38	0100110	5200 Speech Chip	Speech 3: "That's a foul!"
25	39	0100111	5200 Speech Chip	Speech 4: "Another coin for the match."
26	40	0101000	5200 Speech Chip	Speech 5: "Ok. Let's go and play football."
27	41	0101001	5200 Speech Chip	Speech 6: "Ok. Let's go and play football."
28	42	0101010	5200 Speech Chip	Speech 7: "The last ball."
29	43	0101011	5200 Speech Chip	Speech 8: "Game Time Bonus."
30	44	0101100	5200 Speech Chip	Speech 9: "Play harder."
31	45	0101101	5200 Speech Chip	Speech 10: "Oh! The match is over."
32	46	0101110	5200 Speech Chip	Speech 11: "Oh! The match is over."
33	47	0101111	5200 Speech Chip	Speech 12: "What a match!"
34	48	0110000	5200 Speech Chip	Speech 13: "You're great."
35	49	0110001	5200 Speech Chip	Speech 14: "Over the top."
36	50	0110010	5200 Speech Chip	Speech 15: "Back to the centre!"
37	51	0110011	5200 Speech Chip	Speech 16: "A header."
38	52	0110100	5200 Speech Chip	Speech 17: "The centre goalie has the ball."
39	53	0110101	5200 Speech Chip	Speech 18: "You're in the Attack Zone."
40	54	0110110	5200 Speech Chip	Speech 19: "Shoot!"
41	55	0110111	5200 Speech Chip	Speech 20: "Pass"
42	56	0111000	5200 Speech Chip	Speech 15: "To the centre."
43	57	0111001	5200 Speech Chip	Speech 16: "Careful!"
44	58	0111010	5200 Speech Chip	Speech 17: "Watch the goalie!"
45	59	0111011	5200 Speech Chip	Speech 18: "Pass the ball!"
46	60	0111100	5200 Speech Chip	Speech 19: "Pass to the wing."
47	61	0111101	5200 Speech Chip	Speech 20: "Right boys! Attack!"
48	62	0111110	5200 Speech Chip	Speech 20: "Five goals."
49	63	0111111	5200 Speech Chip	Speech 20: "Four goals."
50	64	1000000	5200 Speech Chip	Speech 20: "Three goals."
51	65	1000001	5200 Speech Chip	Speech 21: "Two goals."
52	66	1000010	5200 Speech Chip	Speech 22: "One goal."
53	67	1000011	N/A	Not Used
54	68	1000100	5200 Speech Chip	Speech 23: "Again for the Special."
55	69	1000101	5200 Speech Chip	Speech 24: "Why not try again?"
56	70	1000110	5200 Speech Chip	Speech 25: "In to the goal line!"
57	71	1000111	5200 Speech Chip	Speech 26: "Watch the attack!"
58	72	1001000	5200 Speech Chip	Speech 27: "Punch the ball, goalie!"
59	73	1001001	5200 Speech Chip	Speech 28: "Pass to the goal now."
60	74	1001010	5200 Speech Chip	Speech 29: "Pass to the goal now."
61	75	1001011	5200 Speech Chip	Speech 30: "Goal!"
62	76	1001100	5200 Speech Chip	Speech 31: "Goal!"
63	77	1001101	5200 Speech Chip	Speech 32: "Oh... A miss!"
64	78	1001110	5200 Speech Chip	Speech 33: "Shoot!"

65	79	1001111	5200 Speech Chip	Speech 34: "Well done! Your'e over the top!"
66	80	1010000	5200 Speech Chip	Speech 35: "Concentrate on your training."
67	81	1010001	5200 Speech Chip	Speech 36: "You're the Soccer King!"
68	82	1010010	5200 Speech Chip	Speech 37: "You're the Soccer King!"
69	83	1010011	5200 Speech Chip	Speech 38: "Great"
70	84	1010100	5200 Speech Chip	Speech 39: "Hit the..."
71	85	1010101	5200 Speech Chip	Speech 40: "Orange Special."
72	86	1010110	5200 Speech Chip	Speech 41: "Red Special."
73	87	1010111	5200 Speech Chip	Speech 42: "Quick!"
74	88	1011000	5200 Speech Chip	Speech 43: "Time is short."
75	89	1011001	5200 Speech Chip	Speech 44: "One"
76	90	1011010	5200 Speech Chip	Speech 45: "Two"
77	91	1011011	5200 Speech Chip	Speech 46: "Three"
78	92	1011100	5200 Speech Chip	Speech 47: "Four"
79	93	1011101	5200 Speech Chip	Speech 48: "Five"
80	94	1011110	N/A	Not Used
	95	1011111	N/A	Not Used
	96	1100000	1408 DAC	Sound 17
	97	1100001	1408 DAC	Sound 18 (Whistle)
	98	1100010	1408 DAC	Sound 19
	99	1100011	1408 DAC	Sound 20
	100	1100100	1408 DAC	Sound 21
	101	1100101	1408 DAC	Sound 22
	102	1100110	1408 DAC	Sound 23
	103	1100111	1408 DAC	Sound 24
	104	1101000	1408 DAC	Sound 25
	105	1101001	1408 DAC	Sound 26
	106	1101010	1408 DAC	Sound 27
	107	1101011	1408 DAC	Sound 28
	108	1101100	1408 DAC	Sound 29
	109	1101101	N/A	Not Used

Note: The sound number displayed in the game's sound test function does not seem to line up with the actual sounds produced in any particular order. This needs further investigation.

Sound Map: Spooky

Sound Number	Decimal Value	Binary Value	Produced By	Description
N/A	0	0000000	N/A	Stops playing background sound.
N/A	1	0000001	N/A	Not Used
N/A	2	0000010	N/A	Not Used
N/A	3	0000011	N/A	Not Used
N/A	4	0000100	N/A	Not Used
N/A	5	0000101	N/A	Not Used
0	6	0000110	AY-3-8910 Sound Generator	Sound 0:
1	7	0000111	AY-3-8910 Sound Generator	Sound 1:
2	8	0001000	AY-3-8910 Sound Generator	Sound 2:
3	9	0001001	1408 DAC	Sound 3:

4	10	0001010	AY-3-8910 Sound Generator	Sound 4:
5	11	0001011	AY-3-8910 Sound Generator	Sound 5:
6	12	0001100	AY-3-8910 Sound Generator	Sound 6:
7	13	0001101	AY-3-8910 Sound Generator	Sound 7:
8	14	0001110	AY-3-8910 Sound Generator	Sound 8:
9	15	0001111	1408 DAC	Sound 9:
10	16	0010000	1408 DAC	Sound 10:
11	17	0010001	AY-3-8910 Sound Generator	Sound 11:
12	18	0010010	AY-3-8910 Sound Generator	Sound 12:
13	19	0010011	AY-3-8910 Sound Generator	Sound 13:
14	20	0010100	AY-3-8910 Sound Generator	Sound 14:
15	21	0010101	AY-3-8910 Sound Generator	Sound 15:
16	22	0010110	AY-3-8910 Sound Generator	Sound 16:
17	23	0010111	AY-3-8910 Sound Generator	Sound 17:
18	24	0011000	1408 DAC	Sound 18:
19	25	0011001	1408 DAC	Sound 19:
20	26	0011010	AY-3-8910 Sound Generator	Sound 20:
21	27	0011011	AY-3-8910 Sound Generator	Sound 21:
22	28	0011100	1408 DAC	Sound 22:
23	29	0011101	AY-3-8910 Sound Generator	Sound 23:
24	30	0011110	AY-3-8910 Sound Generator	Sound 24:
25	31	0011111	AY-3-8910 Sound Generator	Sound 25:
26	32	0100000	AY-3-8910 Sound Generator	Sound 26:
27	33	0100001	AY-3-8910 Sound Generator	Sound 27:
28	34	0100010	AY-3-8910 Sound Generator	Sound 28:
29	35	0100011	AY-3-8910 Sound Generator	Sound 29:
30	36	0100100	AY-3-8910 Sound Generator	Sound 30:
31	37	0100101	AY-3-8910 Sound Generator	Sound 31:
32	38	0100110	AY-3-8910 Sound Generator	Sound 32:
33	39	0100111	AY-3-8910 Sound Generator	Sound 33:
34	40	0101000	AY-3-8910 Sound Generator	Sound 34:
N/A	41	0101001	N/A	Not Used
N/A	42	0101010	N/A	Not Used
N/A	43	0101011	N/A	Not Used
N/A	44	0101100	N/A	Not Used
N/A	45	0101101	N/A	Not Used
N/A	46	0101110	N/A	Not Used
N/A	47	0101111	N/A	Not Used
34	48	0110000	5220 Speech Chip	Speech 1: <i>unknown</i>
35	49	0110001	5220 Speech Chip	Speech 2: <i>unknown</i>
36	50	0110010	5220 Speech Chip	Speech 3: <i>unknown</i>
37	51	0110011	5220 Speech Chip	Speech 4: <i>unknown</i>
38	52	0110100	5220 Speech Chip	Speech 5: <i>unknown</i>
39	53	0110101	5220 Speech Chip	Speech 6: <i>unknown</i>
40	54	0110110	5220 Speech Chip	Speech 7: <i>unknown</i>
N/A	55	0110111	N/A	Not Used
N/A	56	0111000	N/A	Not Used
N/A	57	0111001	N/A	Not Used

N/A	58	0111010	N/A	Not Used
N/A	59	0111011	N/A	Not Used
N/A	60	0111100	N/A	Not Used
N/A	61	0111101	N/A	Not Used
N/A	62	0111110	N/A	Not Used
N/A	63	0111111	N/A	Not Used
N/A	64	1000000	N/A	Not Used

Sound Map: Time Machine

Sound Number	Decimal Value	Binary Value	Produced By	Description
N/A	0	0000000	N/A	Stops playing background sound.
N/A	1	0000001	N/A	Not Used
N/A	2	0000010	N/A	Not Used
N/A	3	0000011	N/A	Not Used
N/A	4	0000100	N/A	Not Used
N/A	5	0000101	N/A	Not Used
0	6	0000110	1408 DAC	Sound 0:
1	7	0000111	1408 DAC	Sound 1:
2	8	0001000	1408 DAC	Sound 2:
3	9	0001001	1408 DAC	Sound 3:
4	10	0001010	1408 DAC	Sound 4:
5	11	0001011	1408 DAC	Sound 5:
6	12	0001100	1408 DAC	Sound 6:
7	13	0001101	1408 DAC	Sound 7:
8	14	0001110	1408 DAC	Sound 8:
9	15	0001111	1408 DAC	Sound 9:
10	16	0010000	1408 DAC	Sound 10:
11	17	0010001	1408 DAC	Sound 11:
12	18	0010010	1408 DAC	Sound 12:
13	19	0010011	1408 DAC	Sound 13:
14	20	0010100	1408 DAC	Sound 14:
15	21	0010101	1408 DAC	Sound 15:
16	22	0010110	AY-3-8910 Sound Generator	Sound 16:
17	23	0010111	AY-3-8910 Sound Generator	Sound 17:
18	24	0011000	AY-3-8910 Sound Generator	Sound 18:
19	25	0011001	AY-3-8910 Sound Generator	Sound 19:
20	26	0011010	AY-3-8910 Sound Generator	Sound 20:
21	27	0011011	AY-3-8910 Sound Generator	Sound 21:
22	28	0011100	AY-3-8910 Sound Generator	Sound 22:
23	29	0011101	AY-3-8910 Sound Generator	Sound 23:
24	30	0011110	AY-3-8910 Sound Generator	Sound 24:
25	31	0011111	AY-3-8910 Sound Generator	Sound 25:
N/A	32	0100000	AY-3-8910 Sound Generator	Background Sound 1:
N/A	33	0100001	AY-3-8910 Sound Generator	Background Sound 2:
N/A	34	0100010	AY-3-8910 Sound Generator	Background Sound 3:

N/A	35	0100011	AY-3-8910 Sound Generator	Background Sound 3:
N/A	36	0100100	AY-3-8910 Sound Generator	Background Sound 3:
N/A	37	0100101	AY-3-8910 Sound Generator	Background Sound 3:
N/A	38	0100110	AY-3-8910 Sound Generator	Background Sound 3:
N/A	39	0100111	AY-3-8910 Sound Generator	Background Sound 3:
N/A	40	0101000	AY-3-8910 Sound Generator	Background Sound 3:
N/A	41	0101001	AY-3-8910 Sound Generator	(Undefined)
28	42	0101010	5220 Speech Chip	Speech 1: "Play the Time Machine."
29	43	0101011	5220 Speech Chip	Speech 2: "The Time Machine is waiting."
30	44	0101100	5220 Speech Chip	Speech 3: "Hello"
31	45	0101101	5220 Speech Chip	Speech 4: "Now you can play."
32	46	0101110	5220 Speech Chip	Speech 5: "Now we start."
33	47	0101111	5220 Speech Chip	(Not Used)
34	48	0110000	5220 Speech Chip	Speech 7: "You have ruined the experiment."
35	49	0110001	5220 Speech Chip	Speech 8: "You have ruined the trip."
36	50	0110010	5220 Speech Chip	Speech 9: "Another coin please."
37	51	0110011	5220 Speech Chip	Speech 10: "Be careful, the last ball."
38	52	0110100	5220 Speech Chip	Speech 11: "You are going well."
39	53	0110101	5220 Speech Chip	Speech 12: "Game Time Bonus."
40	54	0110110	5220 Speech Chip	Speech 13: (Not Used)
41	55	0110111	5220 Speech Chip	Speech 14: "Good. You are ahead."
42	56	0111000	5220 Speech Chip	Speech 15: "You have the Special."
43	57	0111001	5220 Speech Chip	Speech 16: "Well, you are average."
44	58	0111010	5220 Speech Chip	Speech 17: "Shoot for"
45	59	0111011	5220 Speech Chip	Speech 18: "one."
46	60	0111100	5220 Speech Chip	Speech 19: "The end."
47	61	0111101	5220 Speech Chip	Speech 20: "two."
48	62	0111110	5220 Speech Chip	Speech 21: "three."
49	63	0111111	5220 Speech Chip	Speech 22: "four."
50	64	1000000	5220 Speech Chip	Speech 23: "five."
51	65	1000001	5220 Speech Chip	Speech 19: "six."
52	66	1000010	5220 Speech Chip	Speech 20: "More to the right."
53	67	1000011	5220 Speech Chip	Speech 21: "More to the left."
54	68	1000100	5220 Speech Chip	Speech 22: "Now you will go in to the"
55	69	1000101	5220 Speech Chip	Speech 23: "future."
56	70	1000110	5220 Speech Chip	Speech 19: "past."
57	71	1000111	5220 Speech Chip	Speech 20: "The bonus is multiplied by"
58	72	1001000	5220 Speech Chip	Speech 21: "five."
59	73	1001001	5220 Speech Chip	Speech 22: "ten."
60	74	1001010	5220 Speech Chip	Speech 23: "twenty."
61	75	1001011	5220 Speech Chip	Speech 19: "Fine. You are great."
62	76	1001100	5220 Speech Chip	Speech 20: "Fine. You are great."
63	77	1001101	5220 Speech Chip	Speech 21: "seven."

Sound Map: Zankor

Sound Number	Decimal Value	Binary Value	Produced By	Description
N/A	0	0000000	N/A	Stops playing background sound.
N/A	1	0000001	N/A	<i>Not Used</i>
N/A	2	0000010	N/A	<i>Not Used</i>
N/A	3	0000011	N/A	<i>Not Used</i>
N/A	4	0000100	N/A	<i>Not Used</i>
N/A	5	0000101	N/A	<i>Not Used</i>
0	6	0000110	1232 DAC	Sound 0:
1	7	0000111	1232 DAC	Sound 1:
2	8	0001000	1232 DAC	Sound 2:
3	9	0001001	1232 DAC	Sound 3:
4	10	0001010	1232 DAC	Sound 4:
5	11	0001011	1232 DAC	Sound 5:
6	12	0001100	1232 DAC	Sound 6:
7	13	0001101	1232 DAC	Sound 7:
8	14	0001110	1232 DAC	Sound 8:
9	15	0001111	1232 DAC	Sound 9:
10	16	0010000	1232 DAC	Sound 10:
11	17	0010001	1232 DAC	Sound 11:
12	18	0010010	1232 DAC	Sound 12:
13	19	0010011	1232 DAC	Sound 13:
14	20	0010100	1232 DAC	Sound 14:
15	21	0010101	1232 DAC	Sound 15:
16	22	0010110	1232 DAC	Sound 16:
17	23	0010111	1232 DAC	Sound 17:
18	24	0011000	1232 DAC	Sound 18:
19	25	0011001	1232 DAC	Sound 19:
20	26	0011010	1232 DAC	Sound 20:
21	27	0011011	1232 DAC	Sound 21:
22	28	0011100	1232 DAC	Sound 22:
23	29	0011101	1232 DAC	Sound 23:
24	30	0011110	1232 DAC	Sound 24:
25	31	0011111	1232 DAC	Sound 25:
26	32	0100000	1232 DAC	Sound 26:
27	33	0100001	1232 DAC	Sound 27:
N/A	34	0100010	N/A	<i>Not Used</i>
N/A	35	0100011	N/A	<i>Not Used</i>
N/A	36	0100100	N/A	<i>Not Used</i>
N/A	37	0100101	N/A	<i>Not Used</i>
N/A	38	0100110	N/A	<i>Not Used</i>
N/A	39	0100111	N/A	<i>Not Used</i>
N/A	40	0101000	N/A	<i>Not Used</i>
N/A	41	0101001	N/A	<i>Not Used</i>
N/A	42	0101010	N/A	<i>Not Used</i>
N/A	43	0101011	N/A	<i>Not Used</i>
28	44	0101100	1232 DAC	Tune 1

29	45	0101101	1232 DAC	Tune 2
30	46	0101110	1232 DAC	Tune 3
31	47	0101111	1232 DAC	Tune 4
32	48	0110000	5220 Speech Chip	Speech 1: " "
33	49	0110001	5220 Speech Chip	Speech 2: " "
34	50	0110010	5220 Speech Chip	Speech 3: " "
N/A	51	0110011	5220 Speech Chip	<i>Not Used</i>
35	52	0110100	5220 Speech Chip	Speech 4: " "
N/A	53	0110101	5220 Speech Chip	<i>Not Used</i>
36	54	0110110	5220 Speech Chip	Speech 5: " "
37	55	0110111	5220 Speech Chip	Speech 6: " "
N/A	56	0111000	5220 Speech Chip	<i>Not Used</i>
N/A	57	0111001	5220 Speech Chip	<i>Not Used</i>
N/A	58	0111010	5220 Speech Chip	<i>Not Used</i>
N/A	59	0111011	5220 Speech Chip	<i>Not Used</i>
N/A	60	0111100	5220 Speech Chip	<i>Not Used</i>
N/A	61	0111101	5220 Speech Chip	<i>Not Used</i>
N/A	62	0111110	N/A	<i>Not Used</i>
N/A	63	0111111	N/A	<i>Not Used</i>
N/A	64	1000000	N/A	<i>Not Used</i>
N/A	65	1000001	1B11181 Daughterboard	Music loop (1:10)
N/A	66	1000010	1B11181 Daughterboard	Music (0:10)
N/A	67	1000011	1B11181 Daughterboard	Music (probably not valid)
N/A	68	1000100	1B11181 Daughterboard	<i>Not Used</i>
N/A	69	1000101	1B11181 Daughterboard	<i>Not Used</i>
N/A	70	1000110	1B11181 Daughterboard	Music (0:03)
N/A	71	1000111	1B11181 Daughterboard	Single sound
N/A	72	1001000	1B11181 Daughterboard	Single sound
N/A	73	1001001	1B11181 Daughterboard	Single sound
N/A	74	1001010	1B11181 Daughterboard	Single sound
N/A	75	1000001	1B11181 Daughterboard	Music loop (1:10)
N/A	76	1000010	1B11181 Daughterboard	Music (0:10)
N/A	77	1000011	1B11181 Daughterboard	Music (probably not valid)
N/A	78	1000100	1B11181 Daughterboard	<i>Not Used</i>
N/A	79	1000101	1B11181 Daughterboard	<i>Not Used</i>
N/A	80	1000110	1B11181 Daughterboard	Music (0:03)
N/A	81	1000111	1B11181 Daughterboard	Single sound
N/A	82	1001000	1B11181 Daughterboard	Single sound
N/A	83	1001001	1B11181 Daughterboard	Single sound
N/A	84	1001010	1B11181 Daughterboard	Single sound
N/A	85	1000001	1B11181 Daughterboard	Music loop (1:10)
N/A	86	1000010	1B11181 Daughterboard	Music (0:10)
N/A	87	1000011	1B11181 Daughterboard	Music (probably not valid)
N/A	88	1000100	1B11181 Daughterboard	<i>Not Used</i>
N/A	89	1000101	1B11181 Daughterboard	<i>Not Used</i>
N/A	90	1000110	1B11181 Daughterboard	Music (0:03)
N/A	91	1000111	1B11181 Daughterboard	Single sound
N/A	92	1001000	1B11181 Daughterboard	Single sound
N/A	93	1001001	1B11181 Daughterboard	Single sound

N/A	94	1001010	1B11181 Daughterboard Single sound
N/A	95	1000001	1B11181 Daughterboard Music loop (1:10)
N/A	96	1000010	1B11181 Daughterboard Music (0:10)
N/A	97	1000011	1B11181 Daughterboard Music (probably not valid)
N/A	98	1000100	1B11181 Daughterboard <i>Not Used</i>
N/A	99	1000101	1B11181 Daughterboard <i>Not Used</i>
N/A	100	1000110	1B11181 Daughterboard Music (0:03)
N/A	101	1000111	1B11181 Daughterboard Single sound
N/A	102	1001000	1B11181 Daughterboard Single sound
N/A	103	1001001	1B11181 Daughterboard Single sound
N/A	104	1001010	1B11181 Daughterboard Single sound
N/A	105	1000001	1B11181 Daughterboard Music loop (1:10)
N/A	106	1000010	1B11181 Daughterboard Music (0:10)
N/A	107	1000011	1B11181 Daughterboard Music (probably not valid)
N/A	108	1000100	1B11181 Daughterboard <i>Not Used</i>
N/A	109	1000101	1B11181 Daughterboard <i>Not Used</i>
N/A	110	1000110	1B11181 Daughterboard Music (0:03)
N/A	111	1000111	1B11181 Daughterboard Single sound
N/A	112	1001000	1B11181 Daughterboard Single sound
N/A	113	1001001	1B11181 Daughterboard Single sound
N/A	114	1001010	1B11181 Daughterboard Single sound
N/A	115	1000001	1B11181 Daughterboard Music loop (1:10)
N/A	116	1000010	1B11181 Daughterboard Music (0:10)
N/A	117	1000011	1B11181 Daughterboard Music (probably not valid)
N/A	118	1000100	1B11181 Daughterboard <i>Not Used</i>
N/A	119	1000101	1B11181 Daughterboard <i>Not Used</i>
N/A	120	1000110	1B11181 Daughterboard Music (0:03)
N/A	121	1000111	1B11181 Daughterboard Single sound
N/A	122	1001000	1B11181 Daughterboard Single sound
N/A	123	1001001	1B11181 Daughterboard Single sound
N/A	124	1001010	1B11181 Daughterboard Single sound
N/A	125	1000001	1B11181 Daughterboard Music loop (1:10)
N/A	126	1000010	1B11181 Daughterboard Music (0:10)
N/A	127	1000011	1B11181 Daughterboard Music (probably not valid)

Sound Map: Magic Castle

Sound Number	Decimal Value	Binary Value	Produced By	Description
N/A	0	0000000	N/A	Stops playing background sound.
N/A	1	0000001	N/A	<i>Not Used</i>
N/A	2	0000010	N/A	<i>Not Used</i>
N/A	3	0000011	N/A	<i>Not Used</i>
N/A	4	0000100	N/A	<i>Not Used</i>
N/A	5	0000101	N/A	<i>Not Used</i>
0	6	0000110	1408 DAC	Sound 0:
1	7	0000111	AY-3-8910 Sound Generator	Sound 1:
2	8	0001000	AY-3-8910 Sound Generator	Sound 2:

3	9	0001001	1408 DAC	Sound 3:
4	10	0001010	AY-3-8910 Sound Generator	Sound 4:
5	11	0001011	1408 DAC	Sound 5:
6	12	0001100	AY-3-8910 Sound Generator	Sound 6:
7	13	0001101	AY-3-8910 Sound Generator	Sound 7:
8	14	0001110	1408 DAC	Sound 8:
9	15	0001111	AY-3-8910 Sound Generator	Sound 9:
10	16	0010000	AY-3-8910 Sound Generator	Sound 10:
11	17	0010001	AY-3-8910 Sound Generator	Sound 11:
12	18	0010010	AY-3-8910 Sound Generator	Sound 12:
13	19	0010011	AY-3-8910 Sound Generator	Sound 13:
14	20	0010100	1408 DAC	Sound 14:
15	21	0010101	AY-3-8910 Sound Generator	Sound 15:
16	22	0010110	AY-3-8910 Sound Generator	Sound 16:
17	23	0010111	AY-3-8910 Sound Generator	Sound 17:
18	24	0011000	AY-3-8910 Sound Generator	Sound 18:
19	25	0011001	1408 DAC	Sound 19:
20	26	0011010	AY-3-8910 Sound Generator	Sound 20:
21	27	0011011	1408 DAC	Sound 21:
22	28	0011100	1408 DAC	Sound 22:
23	29	0011101	1408 DAC	Sound 23:
24	30	0011110	AY-3-8910 Sound Generator	Sound 24:
25	31	0011111	1408 DAC	Sound 25:
N/A	32	0100000	AY-3-8910 Sound Generator	Background Sound 1: Main background sound.
N/A	33	0100001	AY-3-8910 Sound Generator	Background Sound 2: Other background sound.
N/A	34	0100010	AY-3-8910 Sound Generator	Background Sound 3: Another background sound.
N/A	35	0100011	AY-3-8910 Sound Generator	Background Sound 4: Another background sound.
N/A	36	0100100	N/A	Not Used
N/A	37	0100101	N/A	Not Used
N/A	38	0100110	N/A	Not Used
N/A	39	0100111	N/A	Not Used
N/A	40	0101000	N/A	Not Used
N/A	41	0101001	N/A	Not Used
28	42	0101010	5220 Speech Chip	Speech 1: "One more coin, please."
29	43	0101011	5220 Speech Chip	Speech 2: "Welcome to Zaccula's Magic Castle."
30	44	0101100	5220 Speech Chip	Speech 3: "Well done! Orange Special."
31	45	0101101	5220 Speech Chip	Speech 4: "The hour of magic is over."
32	46	0101110	5220 Speech Chip	Speech 5: "Ha ha ha ha ha ha ha."
33	47	0101111	5220 Speech Chip	Speech 6: "Good shot! Red Special."
34	48	0110000	5220 Speech Chip	Speech 7: "Danger!"
35	49	0110001	5220 Speech Chip	Speech 8: "Danger!"
36	50	0110010	5220 Speech Chip	Speech 9: "Zaccula."
37	51	0110011	5220 Speech Chip	Speech 10: "Play for the Game Time Bonus."
38	52	0110100	5220 Speech Chip	Speech 11: "Dr. Zekyl is alive."
39	53	0110101	5220 Speech Chip	Speech 12: "Look at your score. What do you think?"
40	54	0110110	5220 Speech Chip	Speech 13: "Very good! You are ok."
41	55	0110111	5220 Speech Chip	Speech 14: "Zaccula is waiting for you."
42	56	0111000	5220 Speech Chip	Speech 15: "Enter the Magic Castle."

43	57	0111001	5220 Speech Chip	Speech 16: "Zankenstein is alive."
44	58	0111010	5220 Speech Chip	Speech 17: "Zaccula is alive. The Special is ready!"
45	59	0111011	5220 Speech Chip	Speech 18: "Be careful of the trap."
46	60	0111100	5220 Speech Chip	Speech 19: "Aye yay yay!"
47	61	0111101	5220 Speech Chip	Speech 20: "Aye yay yay!"
<i>Not Used</i>	62	0111110	<i>N/A</i>	<i>Not Used</i>
<i>Not Used</i>	63	0111111	<i>N/A</i>	<i>Not Used</i>
<i>Not Used</i>	64	1000000	<i>N/A</i>	<i>Not Used</i>

Sound Map: Farfalla

Sound Number	Decimal Value	Binary Value	Produced By	Description
<i>N/A</i>	0	0000000	<i>N/A</i>	Stops playing background sound.
<i>N/A</i>	1	0000001	<i>N/A</i>	<i>Not Used</i>
<i>N/A</i>	2	0000010	<i>N/A</i>	<i>Not Used</i>
<i>N/A</i>	3	0000011	<i>N/A</i>	<i>Not Used</i>
<i>N/A</i>	4	0000100	<i>N/A</i>	<i>Not Used</i>
<i>N/A</i>	5	0000101	<i>N/A</i>	<i>Not Used</i>
0	6	0000110	1408 DAC	Sound 0: Coin Drop
1	7	0000111	AY-3-8910 Sound Generator	Sound 1: Pop Bumper
2	8	0001000	AY-3-8910 Sound Generator	Sound 2: Slingshot
3	9	0001001	AY-3-8910 Sound Generator	Sound 3: <i>Unknown - may not be used</i>
4	10	0001010	AY-3-8910 Sound Generator	Sound 4: Extra Ball ("Ding-Ding-Ding-Ding")
5	11	0001011	AY-3-8910 Sound Generator	Sound 5: Yellow Drop Target
6	12	0001100	AY-3-8910 Sound Generator	Sound 6: Orange Drop Target
7	13	0001101	AY-3-8910 Sound Generator	Sound 7: Orange Drop Target - Orange Special Lit
8	14	0001110	AY-3-8910 Sound Generator	Sound 8: Red or Blue Drop Target - First Bank
9	15	0001111	1408 DAC	Sound 9: Red or Blue Drop Target - Second Bank
10	16	0010000	AY-3-8910 Sound Generator	Sound 10: Red or Blue Drop Target - Third Bank
11	17	0010001	AY-3-8910 Sound Generator	Sound 11: Red or Blue Drop Target - Fourth Bank
12	18	0010010	AY-3-8910 Sound Generator	Sound 12: L-O-V-E lane or in-lane - unlit
13	19	0010011	1408 DAC	Sound 13: L-O-V-E lane or in-lane - lit
14	20	0010100	1408 DAC	Sound 14: Lane under ramp - unlit
15	21	0010101	AY-3-8910 Sound Generator	Sound 15: Multi-Special or Yellow Special - unlit
16	22	0010110	1408 DAC	Sound 16: Yellow Special - when lit but maximum extra balls already collected.
17	23	0010111	AY-3-8910 Sound Generator	Sound 17: Move Ramp Target - unlit
18	24	0011000	AY-3-8910 Sound Generator	Sound 18: Move Ramp Target - lit
19	25	0011001	AY-3-8910 Sound	Sound 19: Change Lit Pop Bumper

			Generator	
20	26	0011010	AY-3-8910 Sound Generator	Sound 20: L-O-V-E completed, advance Bonus Multiplier
21	27	0011011	AY-3-8910 Sound Generator	Sound 21: Under Ramp Lane - lit
22	28	0011100	AY-3-8910 Sound Generator	Sound 22: Drop Target Bank (Red, Blue, or Orange) - Completed
23	29	0011101	AY-3-8910 Sound Generator	Sound 23: Move Ramp Target - lit (<i>same as sound 18?</i>)
24	30	0011110	AY-3-8910 Sound Generator	Sound 24: Orange Drop Target - Orange Special Lit (<i>same as sound 7?</i>)
25	31	0011111	AY-3-8910 Sound Generator	Sound 25: Multi-Special or Yellow Special - unlit (<i>same as sound 15?</i>)
N/A	32	0100000	AY-3-8910 Sound Generator	Background Sound 1: Main background sound.
N/A	33	0100001	AY-3-8910 Sound Generator	Background Sound 2: Multi-Special is lit.
N/A	34	0100010	AY-3-8910 Sound Generator	Background Sound 3: Upper Playfield.
N/A	35	0100011	AY-3-8910 Sound Generator	Background Sound 4: ?
N/A	36	0100100	AY-3-8910 Sound Generator	Background Sound 5: ?
N/A	37	0100101	AY-3-8910 Sound Generator	Background Sound 6: ?
N/A	38	0100110	AY-3-8910 Sound Generator	Background Sound 7: ?
N/A	39	0100111	AY-3-8910 Sound Generator	Background Sound 8: ?
Not Used	40	0101000	N/A	Not Used
Not Used	41	0101001	N/A	Not Used
28	42	0101010	5220 Speech Chip	Speech 1: "One more coin, please."
29	43	0101011	5220 Speech Chip	Speech 2: "Let's see what you can do."
30	44	0101100	5220 Speech Chip	Speech 3: "Hey! Hey! Hey!"
31	45	0101101	5220 Speech Chip	Speech 4: "Gently! Gently!"
32	46	0101110	5220 Speech Chip	Speech 5: "Special! Special! Quickly!"
33	47	0101111	5220 Speech Chip	Speech 6: "What a kick! I like playing with you."
34	48	0110000	5220 Speech Chip	Speech 7: "Out!"
35	49	0110001	5220 Speech Chip	Speech 8: "That's not only bad luck."
Not Used	50	0110010	N/A	Not Used
Not Used	51	0110011	N/A	Not Used
38	52	0110100	5220 Speech Chip	Speech 11: "Bye bye, the fun's all over."
39	53	0110101	5220 Speech Chip	Speech 12: "For this score, no comment."
40	54	0110110	5220 Speech Chip	Speech 13: "Whoa! You are a wizard. Play with me again."
Not Used	55	0110111	N/A	Not Used
42	56	0111000	5220 Speech Chip	Speech 15: "Hello champion! You are the best!"
43	57	0111001	5220 Speech Chip	Speech 16: "Hey...! I'm here...!"
44	58	0111010	5220 Speech Chip	Speech 17: "If you are sad, play with me."
45	59	0111011	5220 Speech Chip	Speech 18: "Play your all, with Zaccaria pinball."
46	60	0111100	5220 Speech Chip	Speech 19: "If you are sad, play with me."
47	61	0111101	5220 Speech Chip	Speech 20: "Hello champion! You are the best!"
Not Used	62	0111110	N/A	Not Used
Not Used	63	0111111	N/A	Not Used
Not Used	64	1000000	N/A	Not Used

Sound Map: Devil Riders

Sound Number	Decimal Value	Binary Value	Produced By	Description
N/A	0	0000000	N/A	Stops playing background sound.
N/A	1	0000001	N/A	Not Used
N/A	2	0000010	N/A	Not Used
N/A	3	0000011	N/A	Not Used
N/A	4	0000100	N/A	Not Used
N/A	5	0000101	N/A	Not Used
0	6	0000110	AY-3-8910 Sound Generator	Sound 0:
1	7	0000111	AY-3-8910 Sound Generator	Sound 1:
2	8	0001000	AY-3-8910 Sound Generator	Sound 2:
3	9	0001001	1408 DAC	Sound 3:
4	10	0001010	AY-3-8910 Sound Generator	Sound 4:
5	11	0001011	AY-3-8910 Sound Generator	Sound 5:
6	12	0001100	AY-3-8910 Sound Generator	Sound 6:
7	13	0001101	AY-3-8910 Sound Generator	Sound 7:
8	14	0001110	AY-3-8910 Sound Generator	Sound 8:
9	15	0001111	1408 DAC	Sound 9:
10	16	0010000	1408 DAC	Sound 10:
11	17	0010001	AY-3-8910 Sound Generator	Sound 11:
12	18	0010010	AY-3-8910 Sound Generator	Sound 12:
13	19	0010011	AY-3-8910 Sound Generator	Sound 13:
14	20	0010100	AY-3-8910 Sound Generator	Sound 14:
15	21	0010101	AY-3-8910 Sound Generator	Sound 15:
16	22	0010110	1408 DAC	Sound 16:
17	23	0010111	AY-3-8910 Sound Generator	Sound 17:
18	24	0011000	1408 DAC	Sound 18:
19	25	0011001	1408 DAC	Sound 19:
20	26	0011010	AY-3-8910 Sound Generator	Sound 20:
21	27	0011011	AY-3-8910 Sound Generator	Sound 21:
22	28	0011100	1408 DAC	Sound 22:
23	29	0011101	AY-3-8910 Sound Generator	Sound 23:
24	30	0011110	AY-3-8910 Sound Generator	Sound 24:
25	31	0011111	AY-3-8910 Sound Generator	Sound 25:
N/A	32	0100000	AY-3-8910 Sound Generator	Background Sound 1: Main background sound.
N/A	33	0100001	AY-3-8910 Sound Generator	Background Sound 2: Other background sound.
N/A	34	0100010	AY-3-8910 Sound Generator	Background Sound 3: Motor revving.
N/A	35	0100011	AY-3-8910 Sound Generator	Background Sound 4: Motor revving faster.
N/A	36	0100100	AY-3-8910 Sound Generator	Background Sound 5: Motor revving.
N/A	37	0100101	AY-3-8910 Sound Generator	Background Sound 6: Motor revving faster.
N/A	38	0100110	AY-3-8910 Sound Generator	Background Sound 7: Motor revving.
N/A	39	0100111	AY-3-8910 Sound Generator	Background Sound 8: Motor revving.
N/A	40	0101000	AY-3-8910 Sound Generator	Background Sound 9: Motor revving.
N/A	41	0101001	AY-3-8910 Sound Generator	Background Sound 10: Motor revving.
28	42	0101010	5220 Speech Chip	Speech 1: "One more coin, please."
29	43	0101011	5220 Speech Chip	Speech 2: "Get ready for the ride."
30	44	0101100	5220 Speech Chip	Speech 3: "Great! Now ride the big wheel."

31	45	0101101	5220 Speech Chip	Speech 4: "The thrill is over."
32	46	0101110	5220 Speech Chip	Speech 5: "The thrill is over."
33	47	0101111	5220 Speech Chip	Speech 6: "Bullseye! You're a super Devil Rider."
34	48	0110000	5220 Speech Chip	Speech 7: "Look out!"
35	49	0110001	5220 Speech Chip	Speech 8: "Let's say it's bad luck, shall we?"
36	50	0110010	5220 Speech Chip	Speech 9: "Great! It's your magic moment."
37	51	0110011	5220 Speech Chip	Speech 10: "You're out of gas!"
38	52	0110100	5220 Speech Chip	Speech 11: "Wow! You're an ace driver."
39	53	0110101	5220 Speech Chip	Speech 12: "I'm sorry. You're an amature driver."
40	54	0110110	5220 Speech Chip	Speech 13: "You're terrific. You're a real Devil Rider."
41	55	0110111	5220 Speech Chip	Speech 14: "Challenge the Death Wall."
42	56	0111000	5220 Speech Chip	Speech 15: "So you think you're a champ, eh? Show it!"
43	57	0111001	5220 Speech Chip	Speech 16: "Hi. How's it going?"
44	58	0111010	5220 Speech Chip	Speech 17: "Play your all, with Zaccaria pinball."
45	59	0111011	5220 Speech Chip	Speech 18: "Hey! Hey! Hey!"
46	60	0111100	5220 Speech Chip	Speech 19: "That's dangerous."
47	61	0111101	5220 Speech Chip	Speech 20: "Faster! Faster!"
<i>Not Used</i>	62	0111110	<i>N/A</i>	<i>Not Used</i>
<i>Not Used</i>	63	0111111	<i>N/A</i>	<i>Not Used</i>
<i>Not Used</i>	64	1000000	<i>N/A</i>	<i>Not Used</i>