Crazy Climber Memory Map

| Chip | Size | Address Range | Type | Chip |
|---|---|---|---|---|
| cc11 | 0x1000 (4K) | 0x0000 – 0x0FFF | ROM - Program | 2732 (4Kx8) |
| cc10 | 0x1000 (4K) | 0x1000 – 0x1FFF | ROM - Program | 2732 (4Kx8) |
| cc09 | 0x1000 (4K) | 0x2000 – 0x2FFF | ROM - Program | 2732 (4Kx8) |
| cc08 | 0x1000 (4K) | 0x3000 – 0x3FFF | ROM - Program | 2732 (4Kx8) |
| cc07 | 0x1000 (4K) | 0x4000 – 0x4FFF | ROM - Program | 2732 (4Kx8) |
| 5A & 5B | 0x0400 (1K) | 0x8000 – 0x83FF | RAM - Program | 2 2114 (1K x 4) |
|  | 0x0100 (256 bytes) | 0x8800 – 0x88FF | Big Sprite RAM |  |
|  | 0x0400 (1K) | 0x9000 – 0x93FF | Screen RAM |  |
|  | 0x0020 (32 bytes) | 0x9800 – 0x981F | Column Scroll |  |
|  | 0x0020 (32 bytes) | 0x9880 – 0x989F | Sprite Control |  |
|  | 0x0004 (4 bytes) | 0x98DC – 0x98DF | Big Sprite Control |  |
|  | 0x0400 (1K) | 0x9C00 – 0x9FFF | Color RAM |  |
| N/A | N/A | 0xA000 (Read) | Read P1 Ctrl<br>0 – Left Up<br>1 – Left Down<br>2 – Left Left<br>3 – Left Right<br>4 – Right Up<br>5 – Right Down<br>6 – Right Left<br>7 – Right Right | N/A |
| N/A | N/A | 0xA000 (Write) | NMI<br>0 – Mask<br>1 – Unmask | N/A |
| N/A | N/A | 0xA001 (Write) | Horizontal Invert<br>0 – Normal<br>1 – Invert | N/A |
| N/A | N/A | 0xA002 (Write) | Vertical Invert<br>0 – Normal<br>1 – Invert | N/A |
| N/A | N/A | 0xA004 (Write) | Sample Trigger | N/A |
| N/A | N/A | 0xA007 (Write) | Sound Chip<br>0 – Enable<br>1 - Disable | N/A |
| N/A | N/A | 0xA800 (Read) | Read P2 Ctrl<br>0 – Left Up<br>1 – Left Down<br>2 – Left Left<br>3 – Left Right<br>4 – Right Up<br>5 – Right Down<br>6 – Right Left<br>7 – Right Right | N/A |

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| Chip | Size | Address Range | Type | Chip |
|---|---|---|---|---|
| N/A | N/A | 0xA800 (Write) | Write Sound Sample Rate | N/A |
| N/A | N/A | 0xB000 (Read) | Read DIP<br>Bit 1, 0: # Climbers<br>00 – 3<br>01 – 4<br>10 – 5<br>11 – 6<br>Bit 2: Extra Climber<br>0 – 30000<br>1 – 50000<br>Bit 3: Test Pattern<br>0 – Normal<br>1 – Test Pattern<br>Bit 5, 4: Coins per Credit<br>00 – 1<br>01 – 2<br>10 – 3<br>11 – 4<br>Bit 7, 6: Plays per Credit<br>00 – 1<br>01 – 2<br>10 – 3<br>11 – Free Play | N/A |
| N/A | N/A | 0xB000 (Write) | Write Sample Volume | N/A |
| N/A | N/A | 0xB800 (Read) | Read Machine Switches (and pets watchdog)<br>Bit 0: Coin 1<br>Bit 1: Coin 2<br>Bit 2: 1P Start<br>Bit 3: 2P Start<br>Bit 4: Table<br>0 – Cocktail<br>1 – Upright | N/A |
| N/A | N/A | I/O 0x08 | AY-3-8910 Control | |
| N/A | N/A | I/O 0x09 | AY-3-8910 Data Write | |
| N/A | N/A | I/O 0x0C | AY-3-8910 Data Read | |

# Crazy Climber Memory Map

| Chip | Size | Address Range | Type | Chip |
|---|---|---|---|---|
| cc12 | 0x1000 (4K) | | Sound ROM | 2732 (4Kx8) |
| cc13 | 0x1000 (4K) | | Sound ROM | 2732 (4Kx8) |
| | | | | |
| cc01 | 0x0800 (2K) | | Big Sprite ROM | 2716 (2Kx8) |
| cc02 | 0x0800 (2K) | | Big Sprite ROM | 2716 (2Kx8) |
| | | | | |
| cc03 | 0x0800 (2K) | | Sprite ROM (3&5) | 2716 (2Kx8) |
| cc04 | 0x0800 (2K) | | Char ROM (4&6) | 2716 (2Kx8) |
| cc05 | 0x0800 (2K) | | Sprite ROM (3&5) | 2716 (2Kx8) |
| cc06 | 0x0800 (2K) | | Char ROM (4&6) | 2716 (2Kx8) |
| | | | | |
| cclimber.pr1 | 0x0020 (32 bytes) | N/A | Color PROM | 6331 (32x8) |
| cclimber.pr2 | 0x0020 (32 bytes) | N/A | Color PROM | 6331 (32x8) |
| cclimber.pr3 | 0x0020 (32 bytes) | N/A | Color PROM | 6331 (32x8) |