Petscop CPD - Long Lists Appendix

Sound Test list

Type	#	Name	Use
Music	00	Garalina	Garalina intro
Music	01	Petscop	Petscop start theme
Music	02	The Gift Plane	Gift Plane music
Music	03	Even Care (Level 1)	Regular Even Care music
Music	04	Work Zone (Level 2)	Plays in Odd Care and older versions of Even Care. *Intended as the music of an unused second level.*
Music	05	????	
Music	06	????	
Music	07	????	
Music	08	????	
Music	09	Birthday	The music playing in the Living Room during Strange situation
Music	0A	OOC	Presumably the music that plays around the house during Strange situation *(in OST as "lost")* "OOC" could refer to "out of character"
Music	0B	????	
Music	0C	Driving	The ambient music on the road with the clock before the school
Music	0D	School	The music in the first and third floors of the School
Music	0E	Girl World	The music played when close to GiRL in the School
Music	0F	????	
Music	10	Explore 1	The music playing during Marvin's demo in the master bedroom at the beginning of Petscop 14 *(in OST as "explore-min")*
Music	11	Explore 2	The music playing during Room Impulse *(in OST as "explore")*
Music	12	????	
SFX	13	Go Back	Closing a selection in menus

SFX	14	Pause 1	Opening the pause menu
SFX	15	Pause 2	Opening the pause menu
SFX	16	Pause 3	Opening the pause menu
SFX	17	Next Option 1	Navigating between option items in the pause menu
SFX	18	Next Option 2	Navigating between option items in the pause menu
SFX	19	Choose Option	Choosing an option item in the pause menu
SFX	1A	Next Pet	Switching between modules in the pets menu - reused when browsing entries in All Recordings or rooms in Room Impulse
SFX	1B	Choose Pet	Choosing a module in the pets menu - reused when choosing an entry in All Recordings or a room in Room Impulse
SFX	1C	Quit	Quit option is selected in the pause menu
SFX	1D	Press Start	Pressing start to advance the title screen - reused when selecting one of the board games
SFX	1E	Next File	Browsing between files on the file select screen
SFX	1F	Choose File	Selecting "Continue Game" on a selected file
SFX	20	Next Letter	Moving between letters when naming a new file
SFX	21	Gotcha	Jingle played when a pet is CAUGHT
SFX	22	Amber Cry	The sound Amber makes when CAUGHT
SFX	23	Randice Cry	The sound Randice makes when CAUGHT
SFX	24	Pen Cry	The sound Pen makes when CAUGHT
SFX	25	Toneth Cry	The sound Toneth makes when CAUGHT
SFX	26	Roneth Cry	The sound Roneth makes when CAUGHT
SFX	27	Wavey Cry	The sound Wavey makes when CAUGHT
SFX	28	Amber Jump	Amber jumping to the other side of her cage
SFX	29	Amber Thump	Amber landing on the other side of her cage
SFX	2A	Randice Bonk	Randice reappears at a location where the bucket is at - reused when catching Roneth in the bucket, getting hit by the car when the player is a Shadow Monster Man, and in Graverobber
SFX	2B	Randice Pop	Randice reappears at a different location
SFX	2C	Randice Drop	Randice drops down to move to a different location
SFX	2D	Randice Thirsty	Randice is no longer supplied with water

SFX	2E	Randice Very Thirsty	Randice wilts from lack of water
SFX	2F	????	
SFX	30	????	
SFX	31	Bucket Push	Sound loop when the bucket is pushed
SFX	32	Wavey Rain	Sound loop from Wavey's raining
SFX	33	Wavey Appear	Wavey reappears at a different location
SFX	34	Wavey Disappear	Wavey dissolves to move to a different location
SFX	35	Beep	Treadmill changes number
SFX	36	Treadmill	Sound loop while the treadmill is being used
SFX	37	Actions Appear	Interact prompt appears for an object
SFX	38	Piece 1	One of the sounds when collecting pieces
SFX	39	Piece 2	One of the sounds when collecting pieces
SFX	3A	Piece 3	One of the sounds when collecting pieces
SFX	3B	Text Appear 1	Regular textbox progression sound, when text appears
SFX	3C	Text Next	Snap sound played when a textbox set is progressed
SFX	3D	Text Done	Clap sound played when a textbox is closed
SFX	3E	Start	Sound played after entering the code in Roneth's room
SFX	3F	Car Pass	The sound of a car passing by from the tunnel
SFX	40	Care A Cry	The sound Care A makes when CAUGHT
SFX	41	Care B Cry	The sound Care B makes when CAUGHT
SFX	42	Care NLM Cry	The sound Care NLM makes when CAUGHT
SFX	43	????	
SFX	44	Windmill	Ominous noise that plays when watching the Windmill
SFX	45	Good Pluck	Even to odd ("they love me") pluck of the flower in the Flower Shack
SFX	46	Bad Pluck	Odd to even ("they love me not") pluck of the flower in the Flower Shack
SFX	47	Child Library Error	Sound played when attempting to place a non-person into the Child Library
SFX	48	Choose Child	The sound played when successfully dropping a child off at the Child Library, in the machine, or the egg in the locker - reused when initializing recording playback via All Recordings or playing Room Impulse

SFX	49	????	
SFX	4A	Leaving	*Unknown*
SFX	4B	Wheel Turn	The hatch opening/closing at the Child Library or in the machine
SFX	4C	Pick Up Key	Obtaining a key
SFX	4D	Open Gift	Opening a gift in the Party room
SFX	4E	1997 Calendar	Viewing the calendar from 1997 on December 25th
SFX	4F	2000 Calendar	Viewing the calendar from 2000 on December 25th
SFX	50	1997 Calendar Again	Viewing the calendar from 1997 on June 5th
SFX	51	Your Calendar	Viewing the red calendar in Strange situation
SFX	52	????	
SFX	53	????	
SFX	54	Dial	Interacting with dials such as the lock and in Room Impulse
SFX	55	Focus	Selecting a particular Guardian in Room Impulse
SFX	56	Unfocus	Reverting to general view in Room Impulse
SFX	57	????	
SFX	58	????	
SFX	59	????	
SFX	5A	????	
SFX	5B	????	
SFX	5C	????	
SFX	5D	Text Appear 2	Harsher textbox progression sound, when text appears
SFX	5E	Calendar Flip	Switching between months on the calendar
SFX	5F	Zoom	Inspecting a disc in the house
SFX	60	Zoom (Here)	Inspecting a specific disc in the house
SFX	61	Whoosh	Exiting a zoom from a disc to the disc selection in the house - reused during turns when the player is pulled in front of GiRL in the school
SFX	62	Paint	Painting the wall in the master bedroom
SFX	63	????	
SFX	64	Thump	Running into a door in Strange situation
SFX	65	????	
SFX	66	Draw Mode	Activating or closing Draw Mode

SFX	67	Draw	Drawing on textures in Draw Mode
SFX	68	Guided	Player is initially turned to being pulled in front of GiRL
SFX	69	Guided Movement	Being pulled in front of GiRL
SFX	6A	????	
SFX	6B	????	
SFX	6C	Head Button	P2 to TALK button presses
SFX	6D	????	
SFX	6E	Marvin Message	Marvin's P2 to TALK send message sound
SFX	6F	Belle Message	Belle's P2 to TALK send message sound
SFX	70	Care Message	"Pall's"/default/current/ player P2 to TALK send message sound
SFX	71	????	
SFX	72	????	
SFX	73	????	
SFX	74	????	
SFX	75	????	
SFX	76	????	
SFX	77	????	
SFX	78	????	
SFX	79	????	
SFX	7A	????	
SFX	7B	????	
SFX	7C	????	
SFX	7D	????	
SFX	7E	????	
SFX	7F	????	
SFX	80	????	
SFX	81	????	
SFX	82	????	
SFX	83	????	

SFX	84	Care Says "Uh-oh"	*Unknown*—used to enter a cheat code
SFX	85	Care Says "Bye-bye"	*Unknown*—used to enter a cheat code

Recordings list

Type	Name	Gen	Demo Rot.	Episode shown
MEMCARD	family3	15		
MEMCARD	auto-zzT7QDqQ	14		
MEMCARD	auto-H3Us6Z9h	14	ON	
MEMCARD	auto-UxT2GzYz	14		
MEMCARD	auto-DK0D3eVY	14		
MEMCARD	auto-cmv5jLLV	13		
MEMCARD	auto-Qc56sY1u	12		
MEMCARD	auto-ocjeM7Lv	12		
MEMCARD	auto-qgbIhwuC	12		
MEMCARD	auto-Xjzj0L8l	12		
MEMCARD	auto-623jAsfP	12		
MEMCARD	auto-ssGFW4r4	12		
MEMCARD	auto-DrbvPStV	12		
MEMCARD	auto-vT88m4Sj	12		
MEMCARD	auto-YVIAhuLI	12		
MEMCARD	auto-2qwn5iRu	11		
MEMCARD	auto-t8S9ODTq	11		
MEMCARD	auto-xj8pReth	11		
MEMCARD	auto-YdJoRee9	10		
MEMCARD	auto-q8F8mAKC	10		
MEMCARD	auto-PI5rnkRP	10		
MEMCARD	auto-wQ5dgbCs	10		
MEMCARD	auto-SifdmxBf	10		
MEMCARD	auto-o5VHdVqx	09		
MEMCARD	auto-Q2KONexY	09		
MEMCARD	auto-b4yw0bHt	08		22
MEMCARD	auto-b96FmG2b	08		
MEMCARD	auto-yABD1VvB	08		
MEMCARD	auto-zgBPAYlN	08		
MEMCARD	auto-UTeL2e3X	08		

MEMCARD	auto-6kT0bK8O	08		
MEMCARD	auto-dPvV7kym	08		
MEMCARD	auto-7BwLsTqQ	08		
MEMCARD	auto-Y8SsQjNS	08		
MEMCARD	auto-AzU6BvrG	08		
MEMCARD	auto-l4VuQtbb	08		
MEMCARD	auto-4iTtPmvR	08		
MEMCARD	auto-qEg59is8	08		
MEMCARD	auto-UGS4COgn	08		
MEMCARD	auto-RG0dw17g	08		
MEMCARD	auto-W6AjCNiS	08		
MEMCARD	auto-9Z8dftSt	08		
MEMCARD	auto-4CEnh4Hi	08		
MEMCARD	auto-6wC4CK5r	08		
DISC	auto-8YT5H3Ga	07		
DISC	auto-BeI8xHoI	07		
DISC	auto-AGfpoQH8	07		
DISC	auto-yELgzj1f	06		
DISC	auto-M6xZQxHc	06		
DISC	auto-vz8eQrSI	06		
DISC	auto-Fq75kNqp	06		
DISC	auto-XTk8rBtD	06		
DISC	auto-xUDgR2eH	06		
DISC	auto-0TnomCKG	06		
DISC	auto-m88qi7w3	06		
DISC	auto-mbU1H7j2	06		
DISC	auto-3jmVdQn3	06		
DISC	auto-LZKrC6eW	06		
DISC	auto-40yOJtkx	06		
DISC	auto-z2vTAOIS	06		
DISC	auto-swmhrhJe	06		
DISC	auto-FYCoXEeZ	06		
DISC	auto-0C5DTnbg	05		

DISC	auto-40pzOX12	04		
DISC	auto-XslWydxA	04		
DISC	auto-idltXbdh	04		
DISC	auto-UrLc4iwX	04		
DISC	auto-txHjNO9d	04		
DISC	auto-OayPv4u5	04		
DISC	auto-G3Qr9wxz	04		
DISC	auto-t0ZqvzMN	03		
DISC	auto-GRADf8ii	03		
DISC	auto-4FCM3LMM	03		
DISC	auto-soMc4OKZ	03		
DISC	auto-07AC0OtB	02		
DISC	auto-9xakJQch	02		
DISC	auto-wrgGGbVz	02		
DISC	auto-o5fDoWjw	02		
DISC	auto-SQrdR9vo	02		
DISC	auto-7MlLTypC	02		
DISC	auto-iCjo4wro	01		
DISC	auto-gajNB97y	01		
DISC	auto-V2I3VP0D	01		
DISC	family2	15		
DISC	FUCK-FUCK-FUCK	14		
DISC	tiara	13		
DISC	auto-hIvoO3oh	12		
DISC	auto-3ApLUEu9	12		
DISC	auto-CIPzIMK6	11		
DISC	auto-KW7Jz6FP	11		
DISC	auto-z55aczhp	10		
DISC	auto-ykrGKIRv	09		
DISC	auto-GeAqwlOF	09		
DISC	auto-Nzc5pwJ6	09		
DISC	auto-NGY50jjY	09		
DISC	auto-nAiPZF9F	08		

DISC	auto-6BIhquS3	08		
DISC	auto-9X6haO3c	07		
DISC	auto-WQLsMLVY	07		
DISC	auto-KTDUFL3c	07		
DISC	auto-YD3zSflY	07		
DISC	auto-0kwPjzb5	07		
DISC	auto-d7zMOK21	07		
DISC	auto-FwD4bA6g	06		
DISC	auto-GbXRSvWg	05		
DISC	auto-AzByJKk3	05		
DISC	auto-KEOXxI9d	05		
DISC	auto-8wBJkf6R	05		
DISC	auto-YH3SKjrU	05		
DISC	auto-0uLp0ade	04		
DISC	auto-ofMoB94b	04		
DISC	auto-Wd3V7i2j	04		
DISC	auto-3r2F3Oyb	04		
DISC	auto-GwCT6Fd1	04		
DISC	auto-wyMdyUzw	04		
DISC	auto-J6tliMtY	04		
DISC	auto-dcLA3hm5	03		
DISC	auto-jOCGAQrV	03		
DISC	auto-p53gwnwk	02		
DISC	auto-FAwYbHBu	02		
DISC	auto-yvm8tOGO	02		
DISC	belle4	01		
DISC	family	15		
DISC	auto-cJcqoCDh	14		
DISC	auto-jvZFCuUN	14		
DISC	auto-NqtkIbvY	14		
DISC	auto-rBF3mN1E	14		
DISC	auto-u8BeDgPB	13		
DISC	auto-tkFUFity	13		

DISC	auto-ULslD1UX	13		
DISC	auto-pdiEZh6X	13		
DISC	auto-UlQAE5h5	13		
DISC	auto-tfCwYCUy	13		
DISC	auto-fw30Y1dH	13		
DISC	auto-MGxFP4Ya	13		
DISC	auto-TfYVvHnE	13		
DISC	auto-J7KVTihI	13		
DISC	auto-7KqXBFMl	13		
DISC	auto-92xYHNhd	13		
DISC	auto-CvyFQj5D	13		
DISC	auto-nfHlbiOe	13		
DISC	auto-J1XRYteR	13		
DISC	auto-mpNea2CT	12		
DISC	auto-1wbaiBou	11		
DISC	auto-5cbvfSKN	11		
DISC	auto-lDnvPIVj	10		
DISC	auto-w3PE9mEb	10		
DISC	auto-uPMZrebl	09		
DISC	auto-83a8xHQh	09		
DISC	auto-1BaZaZW5	09		
DISC	care-dancing-sign	08		21
DISC	auto-1lTWsbyV	08		20
DISC	auto-BO9pIztU	07		
DISC	auto-Iy7fAyxj	07		
DISC	auto-ugu8PsPt	07		20
DISC	auto-nq6fwc7W	06		
DISC	auto-ANhoju3x	06		
DISC	auto-Ncy4yYa2	06		
DISC	auto-IP7CzIAb	06		
DISC	auto-wnOHes3U	06		20
DISC	auto-25JC8CNT	06		20
DISC	auto-u401R6WJ	06		20

DISC	auto-cmhyVTZn	06		20
DISC	auto-hZDK2lhq	06		20
DISC	marvin	06	ON	20
DISC	auto-Zp5h7Chu	05		
DISC	auto-ZMT4HADX	05		
DISC	will	05		
DISC	welles	05		
DISC	trevor	05		
DISC	tony	05		
DISC	theo	05		
DISC	shelby	05		
DISC	sarah	05		
DISC	sally	05		
DISC	ryan2	05		
DISC	rebecca	05		
DISC	ramona	05		
DISC	phil2	05		
DISC	peter	05		
DISC	nick	05		
DISC	nathan2	05		
DISC	mike10	05		
DISC	melinda	05		
DISC	meghan2	05		
DISC	mackenzie	05		
DISC	lucas3	05		
DISC	laura	05		
DISC	larry	05		
DISC	kyle	05		
DISC	kate	05		
DISC	joel	05		
DISC	jessica	05		
DISC	james3	05		
DISC	jack	05		

DISC	holland	05		
DISC	henry	05		
DISC	fatima	05		
DISC	emily	05		
DISC	elly	05		
DISC	doug	05		
DISC	david	05		
DISC	daisy2	05		
DISC	charlie	05		
DISC	ben	05		
DISC	belle3	05		19
DISC	april	05		
DISC	amber2	05		19
DISC	adam	05		
DISC	sean	05		
DISC	robbie3	05		
DISC	mike9	05		
DISC	auto-GZrNigAz	05		
DISC	auto-aNFmNtGJ	05		
DISC	phil	04		19
DISC	nathan	04		
DISC	ryan	04		
DISC	meghan	04		
DISC	lucas2	04		
DISC	james2	04		19
DISC	daisy	04		
DISC	belle2	04		
DISC	robbie2	04		
DISC	mike8	04		
DISC	auto-lWteNvlX	04		
DISC	auto-gVTPDu0f	04		
DISC	auto-UpbtblzX	03		
DISC	belle	03		19

DISC	james	03		
DISC	amber	03		
DISC	auto-iu5VGqDQ	03		
DISC	lucas	03		
DISC	mike7	03		
DISC	robbie	03		
DISC	care	03		19
DISC	mike6	03		
DISC	auto-9jwWUfM8	02		
DISC	auto-DNWQKkE7	02		
DISC	auto-2iOktaqn	02		
DISC	auto-NnYxFBpF	02		
DISC	auto-NGO19om4	02		
DISC	mike5	02		
DISC	mike4	02		
DISC	mike3	02		
DISC	mike2	02	OFF	19
DISC	mike	02		19
DISC	test5	01		
DISC	sort-test	01	OFF	19

Petscop Kids names list

Names	Title	Notes
Tiara		
Marvin		Shown playing in Petscop 20.
Will	pilot	
Welles	carnivore	
Trevor	hungry	
Tony	dummy	
Theo	organized	
Shelby	neighbor	
Sarah	listener	
Sally	lister	
Rebecca	puppeteer	
Ramona	nuisance	
Peter	generous	
Nick	golfer	
Melinda	baker	
Mackenzie	speedy	
Laura	climber	
Larry	tool maker	
Kyle	typist	
Kate	goose	
Joel	athlete	
Jessica	worker	
Jack	dog	
Holland	lawn mower	
Henry	bouncy	
Fatima	sitter	
Emily	technician	
Elly	pale	
Doug	cook	
David	rich	

Charlie	musician	
Ben	catcher	Listed in the Book of Baby Names under Benjamin.
April	harper	
Adam	story teller	
Sean	lucky	
Phil	nosy	Shown playing in Petscop 19. 2 total recordings.
Nathan	guest	2 total recordings.
Ryan	drummer	2 total recordings.
Meghan	shy	2 total recordings.
Daisy	many	2 total recordings.
Belle	smart	Shown playing in Petscop 19. Catches all pets. 4 total recordings.
James	delicate	Shown playing in Petscop 19. 3 total recordings.
Amber	angel	Shown playing in Petscop 19. 2 total recordings. May have a relation to Pet Amber
Lucas	counselor	3 total recordings.
Robbie	reward	3 total recordings.
Care	dizzy	Shown playing in Petscop 19 and Petscop 21. Listed in the Book of Baby Names under Carrie.
Mike	painter	10 total recordings.

Gamepad Language table

Lead	Combination	Result	IPA	Example	Used in
R2	R2 + Cross	long "U"	uː	t**u**ne	11: m**u**sic, t**oo**, d**o** 23: r**oo**m, y**o**u OST: n**ew**, ho**u**se, t**o**gether
	R2 + Square	"puh"	p	**p**ut	11: **p**all, **p**lay(s), tri**pp**ed, sto**p** 15: **p**resent, **p**ress, **p**layer 23: hel**p**
	R2 + Circle	"tuh"	t	**t**urn	11: tripp**ed**, los**t**, s**t**op, **t**iara, **t**oo, i**t**, righ**t**, nex**t**, **t**ime 15: si**t**, presen**t**, no**t**, nif**t**y, wha**t** 23: pu**t** OST: wai**t**ing, sea**t**, wai**t**, inves**t**igate, **t**ogether
	R2 + Triangle	"buh"	b	**b**ook	11: **b**aby, **b**ecome, **b**ad 15: **b**ell OST: remem**b**er, **b**eing, **b**orn, **b**ack, **b**e
	R2 + Left	"th"	θ	**th**eme	11: **th**anks OST: toge**th**er
	R2 + Right	"dh" alt "th"	ð	o**th**er	15: **th**e, **th**is OST: **th**ere
	R2 + Up	"fff"	f	**f**ast	11: **f**unny, **f**or, **f**ell 15: ni**f**ty 23: **f**uck OST: **f**riend, **f**amily
	R2 + Down	"vv"	v	**v**ery	11: lo**v**ely 15: mar**v**in* OST: dri**v**ing, dri**v**er, in**v**estigate
	R2 + Start	"duh"	d	**d**oor	11: melo**d**y, an**d**, ba**d**, **d**o, sa**d** OST: smuggle**d**, coul**d**, frien**d**
R1	R1 + Cross	long "a"	eɪ	b**ay**	11: pl**ay**(s), b**a**by, **a**nd, ok[**ay**] 15: pl**ay**er OST: w**ai**ting, aw**ay**, w**ai**t, investig**a**te
	R1 + Circle	long "e"	iː	b**ee**	11: funn**y**, m**u**sic, bab**y**, sh**e**, b**e**come, melod**y**, lovel**y** 15: h**e**re, t**i**ara, nift**y** OST: boss (l**i**na), r**e**member, b**e**ing, s**ea**t, m**e**, b**e**, famil**y**, w**e**
	R1 + Triangle	short "i"	I	k**i**ss	11: mus**i**c, w**i**ll, **i**s, **i**t, tr**i**pped 15: marv**i**n*, s**i**t, th**i**s, n**i**fty 23: **i**n OST: wait**i**ng, be**i**ng, driv**i**ng, fam**i**ly, **i**nvest**i**gate

	Button	Sound	IPA	Example	Occurrences
	R1 + Right	"uw"	ʊ		23: p**u**t[†] OST: c**ou**ld
	R1 + Up	long "o"	əʊ	c**o**al	11: hell**o**, **o**k 15: n**o** OST: b**o**rn, y**ou**r
L2	L2 + Cross	"mm"	m	**m**ake	11: **m**usic, beco**m**e, **m**elody, ti**m**e 15: **m**arvin*, a**m** 23: co**m**e, i'**m**, roo**m** OST: re**m**e**m**ber, s**m**uggled, **m**e, fa**m**ily
	L2 + Square	"nn"	n	**n**ew	11: fu**nn**y, tha**n**ks, a**n**d, **n**ext 15: marvi**n***, prese**n**t, **n**ot, **n**ifty, o**n**e 23: i**n** OST: boss (li**n**a), so**n**, bor**n**, **n**ew, frie**n**d, ca**n**, i**n**vestigate
	L2 + Circle	"rr"	r	**r**oad	11: fo**r**, t**r**ipped, sorry, tia**r**a, **r**ight 15: ma**r**vin*, he**r**e, p**r**esent, p**r**ess 23: a**r**e, **r**oom OST: the**r**e, **r**emember, bo**r**n, d**r**iving, you**r**, d**r**iver, f**r**iend
	L2 + Triangle	"luh"	l	**l**ook	11: he**ll**o, he**ll**, pa**ll**, p**l**ay(s), wi**ll**, me**l**ody, love**l**y, fe**ll**, **l**ost 15: be**ll**, p**l**ayer 23: he**l**p OST: boss (**l**ina), smugg**l**ed, fami**l**y
	L2 + Left	short "u"	ʌ	b**u**ck	11: f**u**nny 15: th**e**, wh**a**t, one 23: f**u**ck OST: s**o**n, sm**u**ggled, **a**way
	L2 + Up	"y"	j	**y**es	23: **y**ou OST: **y**our
	L2 + Down	"hh"	h	**h**at	11: **h**ello, **h**ell, **h**a 15: **h**ere 23: **h**elp OST: **h**er
	L2 + Start	"wuh"	w	**w**ind	11: **w**ill 15: **wh**at, one OST: **w**aiting, a**w**ay, **w**ait, **w**e
L1	L1 + Cross	"ss" occ. "zz"	s	**s**ip	11: thank**s**, i**s**, lo**s**t, **s**top, **s**orry, play**s**, ne**x**t, **s**ad 15: **s**it, thi**s**, pre**ss** OST: **s**on, **s**muggled, hou**s**e, **s**eat, inve**s**tigate
	L1 + Square	"zz"	z	fu**s**e	11: mu**s**ic 15: pre**s**ent
	L1 + Triangle	"sh"	ʃ	**sh**ut	11: **sh**e

Button	Sound	IPA	Example	Occurrences
L1 + Triangle				
L1 + Left	"ng"	ŋ	si**ng**	OST: waiti**ng**, bei**ng**, drivi**ng**
L1 + Right	"gh"	g	**g**ive	OST: smu**gg**led, investi**g**ate, to**g**ether
L1 + Up	"jh"	dʒ	**j**ust	OST: **d**riving, **d**river
L1 + Down	"kuh"	k	**c**ash	11: musi**c**, be**c**ome, than**k**s, ne**x**t, o**k** 23: **c**ome, fu**ck** OST: ba**ck**, **c**ould, **c**an
L1 + Start	"ch"	tʃ	**ch**ime	11: **t**ripped
Cross	"ah"	ɒ	b**a**r	11: h**a**, s**o**rry, ti**a**ra 15: m**a**rvin*, n**o**t 23: **a**re
Square	short "a"	æ	c**a**p	11: th**a**nks, b**a**d, s**a**d OST: h**o**use†, b**a**ck
Triangle	"aw"	ɔː	c**a**ll	11: p**a**ll, f**o**r, l**o**st
Left	short "e"	e	b**e**t	11: h**e**llo, h**e**ll, m**e**lody f**e**ll, n**e**xt 15: pr**e**sent, b**e**ll, pr**e**ss 23: h**e**lp OST: rem**e**mber, fri**e**nd, inv**e**stigate, tog**e**ther
Right	"er"	ɚ	play**er**	15: play**er** OST: h**er**, rememb**er**, driv**er**, togeth**er**
Up	long "i"	aɪ	t**i**me	11: r**i**ght, t**i**me 15: **i** 23: **i**'m OST: dr**i**ving, dr**i**ver
Down	"a"			15: **a**m OST: th**e**re, f**a**mily, c**a**n
Start	"uh"	ə	b**u**n	11: bec**o**me, mel**o**dy, l**o**vely, tiar**a** 23: c**o**me OST: boss (lin**a**)

* = "Not In Table"; the script cannot find this word in the dictionary table.

† = The phonetic prior to this labeled one, in the word's combination, appears to be missing.