

Function	Chip Type	2-Board location	4-Board location
Color Maps	256x4 prom	2E (CPU)	2K (CPU)
Color Maps	256x4 prom	2F (CPU)	2J (CPU)
Character Colors	256x4 prom	2N (VIDEO)	5F (VIDEO)
Fixed Characters	2716	3N (VIDEO)	5H (VIDEO)
Fixed Characters	2716	3P (VIDEO)	5K (VIDEO)
Z80 CPU	Z80	7C (CPU)	5C (CPU)
Z80 Code 0x3000-0x3fff	2532	5A (CPU)	5K (CPU)
Z80 Code 0x2000-0x2fff	2532	5B (CPU)	5H (CPU)
Z80 Code 0x1000-0x1fff	2532	5C (CPU)	5G (CPU)
Z80 Code 0x0000-0x0fff	2532	5E (CPU)	5F (CPU)
Not used - vacant			5L (CPU)
Moving Objects (sprites)	2716	7C (VIDEO)	4M (CLK)
Moving Objects (sprites)	2716	7D (VIDEO)	4N (CLK)
Moving Objects (sprites)	2716	7E (VIDEO)	4R (CLK)
Moving Objects (sprites)	2716	7F (VIDEO)	4S (CLK)
Digital Sound	2716	3F (CPU)	3J (SOU)
Digital Sound	2716	3H (CPU)	3I (SOU)
8035 MPU (music)	8035	7H (CPU)	3H (SOU)
CPU RAM	2114	3A (CPU)	6H (CPU)
CPU RAM	2114	4A (CPU)	6J (CPU)
CPU RAM	2114	3B (CPU)	6K (CPU)
CPU RAM	2114	4B (CPU)	6L (CPU)
CPU RAM	2114	3C (CPU)	6M (CPU)
CPU RAM	2114	4C (CPU)	6N (CPU)
Character RAM	2114	2P (VIDEO)	5L (VIDEO)
Character RAM	2114	2R (VIDEO)	5M (VIDEO)
Object (sprite) RAM	2148/8148	6P (VIDEO)	2L (VIDEO)
Object (sprite) RAM	2148/8148	6R (VIDEO)	2M (VIDEO)

