

Bally Astrocade Screen Layout Sheet

Each row represents 160 pixels (40 bytes) of a low-res scan line

Row Number: _____

Byte	Pixel On/Off	Binary	Hex	Byte	On/Off	Binary	Hex
-----	-----	-----	-----	-----	-----	-----	-----
\$00	_ _ _	_ _ _	\$__	\$14	_ _ _	_ _ _	\$__
\$01	_ _ _	_ _ _	\$__	\$15	_ _ _	_ _ _	\$__
\$02	_ _ _	_ _ _	\$__	\$16	_ _ _	_ _ _	\$__
\$03	_ _ _	_ _ _	\$__	\$17	_ _ _	_ _ _	\$__
\$04	_ _ _	_ _ _	\$__	\$18	_ _ _	_ _ _	\$__
\$05	_ _ _	_ _ _	\$__	\$19	_ _ _	_ _ _	\$__
\$06	_ _ _	_ _ _	\$__	\$1A	_ _ _	_ _ _	\$__
\$07	_ _ _	_ _ _	\$__	\$1B	_ _ _	_ _ _	\$__
\$08	_ _ _	_ _ _	\$__	\$1C	_ _ _	_ _ _	\$__
\$09	_ _ _	_ _ _	\$__	\$1D	_ _ _	_ _ _	\$__
\$0A	_ _ _	_ _ _	\$__	\$1E	_ _ _	_ _ _	\$__
\$0B	_ _ _	_ _ _	\$__	\$1F	_ _ _	_ _ _	\$__
\$0C	_ _ _	_ _ _	\$__	\$20	_ _ _	_ _ _	\$__
\$0D	_ _ _	_ _ _	\$__	\$21	_ _ _	_ _ _	\$__
\$0E	_ _ _	_ _ _	\$__	\$22	_ _ _	_ _ _	\$__
\$0F	_ _ _	_ _ _	\$__	\$23	_ _ _	_ _ _	\$__
\$10	_ _ _	_ _ _	\$__	\$24	_ _ _	_ _ _	\$__
\$11	_ _ _	_ _ _	\$__	\$25	_ _ _	_ _ _	\$__
\$12	_ _ _	_ _ _	\$__	\$26	_ _ _	_ _ _	\$__
\$13	_ _ _	_ _ _	\$__	\$27	_ _ _	_ _ _	\$__

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Byte	Pixel On/Off	Binary	Hex	Byte	On/Off	Binary	Hex
-----	-----	-----	-----	-----	-----	-----	-----
\$00	_ _ _	_ _ _	\$__	\$14	_ _ _	_ _ _	\$__
\$01	_ _ _	_ _ _	\$__	\$15	_ _ _	_ _ _	\$__
\$02	_ _ _	_ _ _	\$__	\$16	_ _ _	_ _ _	\$__
\$03	_ _ _	_ _ _	\$__	\$17	_ _ _	_ _ _	\$__
\$04	_ _ _	_ _ _	\$__	\$18	_ _ _	_ _ _	\$__
\$05	_ _ _	_ _ _	\$__	\$19	_ _ _	_ _ _	\$__
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\$09	_ _ _	_ _ _	\$__	\$1D	_ _ _	_ _ _	\$__
\$0A	_ _ _	_ _ _	\$__	\$1E	_ _ _	_ _ _	\$__
\$0B	_ _ _	_ _ _	\$__	\$1F	_ _ _	_ _ _	\$__
\$0C	_ _ _	_ _ _	\$__	\$20	_ _ _	_ _ _	\$__
\$0D	_ _ _	_ _ _	\$__	\$21	_ _ _	_ _ _	\$__
\$0E	_ _ _	_ _ _	\$__	\$22	_ _ _	_ _ _	\$__
\$0F	_ _ _	_ _ _	\$__	\$23	_ _ _	_ _ _	\$__
\$10	_ _ _	_ _ _	\$__	\$24	_ _ _	_ _ _	\$__
\$11	_ _ _	_ _ _	\$__	\$25	_ _ _	_ _ _	\$__
\$12	_ _ _	_ _ _	\$__	\$26	_ _ _	_ _ _	\$__
\$13	_ _ _	_ _ _	\$__	\$27	_ _ _	_ _ _	\$__

Color Registers: 00: _____ 02: _____
 01: _____ 03: _____

Rev. 1, March 23, 2002
 Adam Trionfo