

# Wonderland Adventures Editor – Manual

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## Reference – Command 10/11 Values

Commands 10 and 11 allow you to play a sound from the game's sound files. Command 11 plays the sound from a tile.

### **Here are valid values**

- 0: Star collected.
- 1: TollGate opening (slow "cha-ching").
- 10: Spring bounce.
- 11: Gem collected (pitch change included).
- 12: Coin or token collected (fast "cha-ching").
- 13: Rainbow Crystal tone.
- 14: Wakka.
- 15: Monster killed.
- 16: Electric zap.
- 20: Sliding across ice.
- 21: Normal button pressed.
- 22: Rotator button pressed.
- 23: Timer button pressed.
- 24: Color changer button pressed.
- 28: Ghost ambience.
- 29: Wraith becoming visible.
- 30: Fire trap begin.
- 31: Fire trap loop.
- 32: Cage fall.
- 33: Bridge raising out of water.
- 34: Bridge sinking back into water.
- 35: Mecha bridge sinking.
- 36: Mecha bridge raising.
- 37: Wooden door open (Dungeon Door).
- 38: Metal door open (AutoDoor).

39: Metal door close (AutoDoor).  
40: Transporter loop.  
41: Transporter stop.  
42: Teleporter used.  
43: Suction tube used 2.  
44: Suction tube used 1.  
45: Player character hitting obstacle after being airborne: "Oof!"  
50: Wee Stinker dialogue: "Hi there!"  
51: Wee Stinker dialogue: "Hi!"  
52: Wee Stinker dialogue: "Morning!"(?)  
53: Wee Stinker dialogue: "Hello!"  
54: Wee Stinker dialogue: "Yoo-hoo!"  
55: Wee Stinker dialogue: "Yeah?"  
56: Wee Stinker dialogue: "Hmm?"  
57: Wee Stinker dialogue: "What?"  
58: Wee Stinker dialogue: "Uh-huh?"  
59: Wee Stinker snoring.  
60: Wee Stinker dialogue: "Okay!"  
61: Wee Stinker dialogue: "Sounds good!"  
62: Wee Stinker dialogue: "Okee-dokee!"  
63: Wee Stinker dialogue: "Here I go!"  
64: Wee Stinker dialogue: "Yee!"(?)  
65: Wee Stinker death.  
66: Wee Stinker dialogue: "Oh no!"  
67: Stinker drowning.  
68: Wee Stinker dialogue: "I'm bored. When are we gonna do something around here?" [unused]  
69: Wee Stinker dialogue: "I'm tired."  
70: Wee Stinker dialogue: "Woo!"  
71: Wee Stinker dialogue: "Thank you!"  
72: Wee Stinker dialogue: "Bye-bye!"  
73: Wee Stinker dialogue: "Yay!"  
74: Baby Boomer dialogue: "Kaboom?"  
75: Baby Boomer dialogue: "Kaboom."  
76: Baby Boomer dialogue: "Kaboom."

77: Baby Boomer explosion preparation: "Ka..."  
78: Baby Boomer exploding: "Kaboom!"  
79: Baby Boomer dialogue: "Kaboom!" (frightened)  
80: Magic collected.  
81: Blinked.  
82: Spellball created.  
83: Brr slab created.  
84: Ice cube destroyed.  
85: Stinker frozen: "Whoa!"  
86: Chomper frozen: "Nyak?"  
87: Thwart frozen.  
88: Spellball bouncing off ice wall.  
90: Teleporter activated.  
91: Teleporter deactivated.  
92: Growflower created.  
93: Floing bubble deployed.  
95: Mothership loop.  
96: Mothership destroyed.  
97: Lurker chomp.  
98: Moobot moving/alarm.  
99: Moobot hitting obstacle.  
100: Scritter moving.  
101: Chomper moving: "Nyak."  
102: Fireflower activated.  
103: Fireflower shooting spellball.  
104: Fireflower damaged.  
105: Fireflower killed.  
106: Thwart footstep.  
107: Thwart collecting item.  
108: Turtle entering water.  
109: Spikeyball loop.  
110: Cuboid destroyed.  
111: Tentacle raise.  
112: Tentacle retract.  
113: Ice Troll grunt.

114: Ice Troll frozen.  
115: Crab moving.  
116: Crab awakening.  
117: Crab getting hit by Pow.  
118: Coily bounce.  
119: Mecha Chomper moving.  
120: Waterfall loop 1.  
121: Duck quack.  
122: Earthquake.  
123: Void loop.  
124: Water droplet.  
125: Waterfall loop 2.  
126: Ocean 1.  
127: Ocean 2.  
128: Seagulls 1.  
129: Seagulls 2.  
130: Menu item selected.  
131: Dialogue box opened.  
132: Dialogue box closed.  
133: "Load game."  
134: "Save game."  
135: "Are you sure?"  
136: Response selected in dialogue box.  
137: "Please wait. We're loading your game."  
138: Deep wind? [unused]  
139: Harp.  
140: Z-Bot dialogue: "Eliminate!"  
141: Z-Bot dialogue: "I am a Z-Bot."  
142: Z-Bot dialogue: "We are the Z-Bots."  
143: Z-Bot dialogue: "Intruder alert."  
144: Z-Bot dialogue: "I am error."  
145: Z-Bot dialogue: "Does not compute."  
146: Z-Bot dialogue: "End of line."  
147: Z-Bot dialogue: "Chicken! Fight like a Z-Bot."  
148: Z-Bot dialogue: "All your base are belong to us."

149: Z-Bot dialogue: "Resistance is futile."  
150: Stinker death: "Aaaah!"  
151: Stinker death: "Ow!"  
152: Stinker drowning (duplicate of 67).  
153: "Uh-oh, it's getting hot."  
154: "Ow, hot hot hot hot hot!"  
155: Thunder 1.  
156: Thunder 2.  
157: Thunder 3.  
158: Z-Bot dialogue: "Stinker eliminated."  
159: Z-Bot dialogue: "Eliminate the Stinkers."  
160: Player dead: "Aww!"  
161: Player dead: "Hm. I guess that was too hard."  
162: Player dead: "Uh-oh! That didn't go so well."  
163: Player dead: "Whoopsedee! Gonna have to try that again."  
164: Adventure start: "Woohoo! Here we go!"  
165: Adventure start: "Geeeeeeet ready!"  
166: Adventure start: "Alrighty! Here we go!"  
167: Adventure start: "Are you ready?"  
168: Adventure start: "3, 2, 1, go!"  
169: Stinker dialogue: "Yooloo!"(?)  
170: Stinker on ice: "Woohoo!"  
171: Stinker on ice: "Woo!"  
172: Stinker on ice: "Hehehehe!"  
173: CustomItem collected.  
174: CustomItem collected (duplicate of 173).  
175: Key doesn't fit in gate: "Aww."  
176: Use Spy-Eye: "Aha!"  
177: Stinker dialogue: "Hello. Nice to see you."  
180: Stinker on ice: "Yoof!"  
181: Stinker on ice: "Woo!"  
182: Stinker on ice: "Woo!"  
187: Stinker dialogue: "Hi, whatcha doin' there?"  
188: Stinker dialogue: "Hi, it's nice to see you."  
189: Stinker dialogue: "Hi, how are thee, are thee good?"

- 190: Stinker dialogue: "Hello!"
- 191: Stinker dialogue: "Hi, how are ya?"
- 192: Stinker dialogue: "Yooloo!"(?) (duplicate of 169)
- 193: Stinker dialogue: "Hello, nice to see you."
- 194: Stinker dialogue: "Hello!" (feminine)
- 195: Stinker dialogue: "What's cooking, good-looking?"
- 196: Stinker dialogue: "Hello."
- 197: Stinker dialogue: "Yup."
- 198: Stinker dialogue: "Whatcha doing?"
- 199: Stinker dialogue: "Nice to see you!"