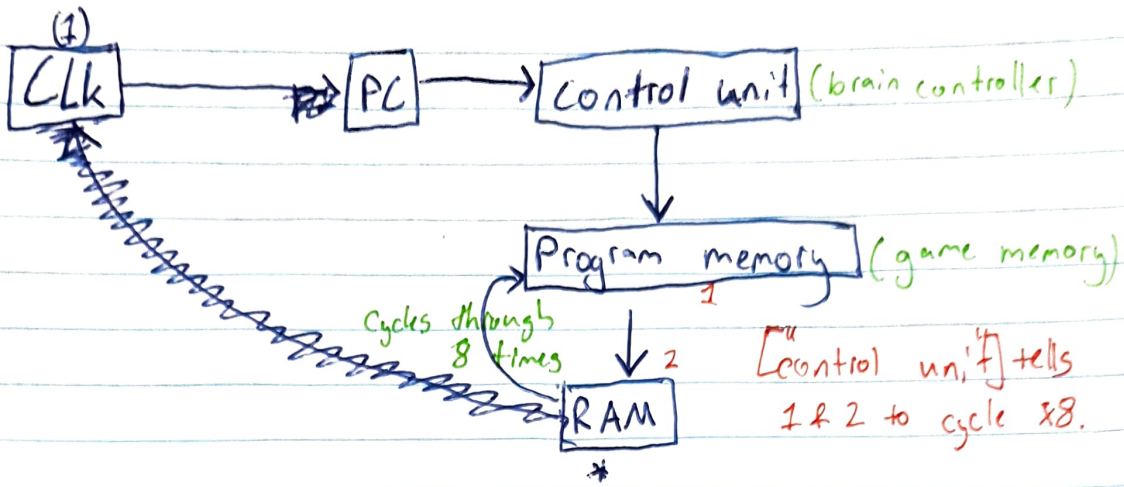
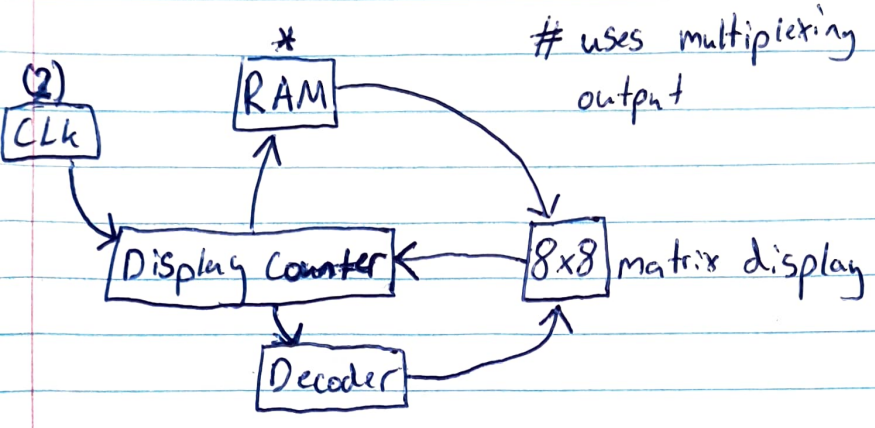
Rev 2 1.2

① Load / Fetch (data to be stored in RAM).



② Display / Execute



~~Decode~~ Recode/update ③

(1st cycle) • e.g if player moves right from f0 → f1

Th output of the ALU contains f1, which now becomes th new Reg A input