Rev 2 1.2

Load / Fetch (data to be stored in RAM). Control unit (brain controller) Cycles through

RAM Program memory (game memory) 12 Control unit tells 1 f 2 to cycle x8. Display / Execute # uses multiplexing to asplay th output 8x8 matrix display Display Counter Decade recode/update # Control units controls that this to 1+2 happin s. Interrupt / Button through 8 times Control unit A program Data memory #Th ALU output #ALD output connected Cycle moves sicht Reg Along to RAM IO lines Reg A Input moves night from fo->f1 # The output of the ALU contains fl, which now becames the new Reg a ninput stac THE MAN