



## APPENDIX II :

### PROGRAM INSTRUCTIONS

Operation Code	Mnemonic	Explanation
1	LDAxx	Load the accumulator with the value in location xx.
2	STAxx	Store the value of the accumulator into location xx.
3	ADDxx	Add the value in location xx to the accumulator.
4	SUBxx	Subtract the value in location xx from the accumulator.
5	MULxx	Multiply the accumulator by the value in location xx.
6	DIVxx	Divide the accumulator by the value in location xx. This rounds off the answer down to the nearest one.
7	INPxx	Input to location xx.
8	OUTxx	Output from location xx.
9	JMPxx	Jump to location xx.
000	STP	Stop.
001	SKP01	Skip the next instruction if the accumulator is less than 0.
002	SKP02	Skip the next instruction if the accumulator is greater than 0.
003	SKP03	Skip the next instruction if the accumulator is 0.
004	SKP04	Skip the next instruction if the accumulator is either less than or equal to 0.
005	SKP05	Skip the next instruction if the accumulator is either greater than or equal to 0.
006	SKP06	Skip the next instruction if the accumulator is not 0.

## APPENDIX III : COMMANDS

Command	Explanation
RUN	Run the program starting in location 00.
RUNxx	Run the program starting in location xx.
RUNSPEDx	Run the program using a speed of x. x can be a value from 0 to 9, with 0 being the slowest and 9 the fastest.
B	Break. The computer program will stop running.
CONT	Continue at preset speed.
CONSPEDx	Continue at speed x.
CONSTP	Continue, one step at a time.
NEW	Clears memory.
LOADxx	Get ready to load information beginning at location xx.

### JOYSTICK CONTROL

The joystick can be used to perform the following functions:

BREAK	Press the red button to stop a program.
SPEED	After a RUN command, move the joystick forward to increase run speed, and backward to decrease it.
STEP	Push the joystick forward after a RUNSTEP command. This does the same thing as pressing the spacebar.