key board =ff00

fff0 -ffff   Screen memory
ffE0 -ffEf   new screen
ffD0 = Pixel x
ffD1= Pixel y
ffD2=neabor cells
ffD3= am 1 alive
ffD4=7FFF
ffD5= Calc inverld x
ffD6=calc y
ffD7=fff0
ffD8=1/2 auto step
ffD9=0000
ffDA=1   inverted
ffDB=Pixel calc x
ffDC=Pixel calc y
ffDD=ffff
ffDE= Pixel x
ffDF= Pixel y
     around

ffC0=10

300=calc (s)
0x-1ff = intro
200x=check for key board input
500x=Check # of alive cells around itself
        & f.t is alive
500x=what to do with itself
800x=goto next pixel

S=step
A=auto step toggle
C=Clear screen

P=place Black x 0-F y 0-F
L=Level 0-9