V1.1 S-8 Assembly instruction set		
0000	NOP	DO NOTHING
000C	CLEAR SCREEN	
1NNN	JUMP TO NNN	
2XNN	SX = NN	
3XNN	SX += NN	
4XNN	SX -= NN	
50XY	SX = SY	
51XY	SX += SY	
52XY	SX -= SY	
53XY	SX *= SY	
54XY	SX /= SY	
60XY	Skip if SX == SY	
61XY	Skip if SX != SY	
7X00	SX = random 1 byte number	
AA0X	Skip if key index at SX is pressed	

AA1X	Skip if key index at SX is not pressed	
DAXY	Draw the a'th sprite at (x, y)	
AA0X	Skip if key index at SX is pressed	
AA0X	Skip if key index at SX is pressed	
AA0X	Skip if key index at SX is pressed	