

takes one, two or three decimal digits, one by one in VY, and combines them into their binary equivalent in VX as long as VX was first set equal to zero.

5) Your new interpreter also provides a special routine used to display text in your programs. No longer must you figure out bit patterns to write words on the screen -- your interpreter does it all for you!

The tape supplied with these games contains a full ASCII character set which takes up two pages of memory at 0C00-0DFF, just in front of the two-page display refresh area. Except for a few minor punctuation symbols, you may use all of the ASCII characters including lower case to write prompts, error messages, and player's names in your programs. But, you must store the character set at 0C00-0DFF in order to make use of the feature.

The instruction that allows this is used in the following manner:

```
      AXXX ;MSG-1 -- Set "I" pointer to message #1
PRINT :0244 ;MLS  -- Do MLS--Call MESSEAGER
      DXY5 ;SHOW  -- Display message @ VX VY
```

The "I" pointer is set to any area of memory containing an ASCII string (sequence) up to 16 characters in length and ending with a 00 null character. The