

happen, and the screen will be blank.

Position your tape just before the first of the two sections of sample source listing you have recorded. Get ready to play back the recording, but do not start the tape machine yet.

START ADDRESS

1) The assembler requires an initial instruction for it to know at what address you want it to start assembly. For most Chip-8 programs, 0200 will be the start address though you may specify any start address -- even mid pages -- that you want. (Remember, Chip-8 programs require even-numbered addressing.)

Punch in 0200 on the hex keypad. This address will appear in the upper left corner. (One-page resolution comes as quite a surprise after using the higher 4-page routine, doesn't it?) If you make a mistake, simply continue punching numbers till you have the address right.

After you have entered the start address of 0200, press Key E (Enter) to tell the assembler you are ready to begin. A quick series of beeps will be heard to signal a ready and waiting condition.