

03C8	-	BBD4						
CA	-	039E	-	MLS #3 (03 is NOP Marker)	Copy contents regular display page			
CC	-	BCFF			into score display page (duplicate			
CE	-	02BD			either a border or a no border file			
03D0	-	F8FF						
D2	-	ACAD						
D4	-	EDOC						
D6	-	732C						
D8	-	8CFB						
DA	-	FF3A						
DC	-	D5D4						
DE	-	0000						
03E0	-	0000	-	Scoring work area				
E2	-	0000	-	" " "				
E4	-	E0E0	-	Target				
E6	-	E080	-	and trail pattern				
E8	-	FEFE	-	Win block pattern				
EA	-	FEFE	-	" " "				
EC	-	FEFE	-	" " "				
EE	-	FE00	-	" " "				
03F0	-	0000	-	V0 V1	Chip-8	Variables	data storage	
F2	-	0002	-	V2 V3	"	"	"	
F4	-	000C	-	V4 V5	"	"	"	
F6	-	0000	-	V6 V7	"	"	"	
F8	-	021C	-	V8 V9	"	"	"	
FA	-	FF00	-	VA VB	"	"	"	
FC	-	0000	-	VC VD	"	"	"	
FE	-	0000	-	VE VF	"	"	"	