INSTRUCTIONS

To play VIP-OKER, first load in 14 (E) pages from
tape starting with location 0000. A modified two-page
display Chip-8 Interpreter is supplied with the program
ready to go.

Before flipping up the run switch, please glance
at the following instructions so you won't miss any of
the action which begins as soon as you run the program.
I know you will want to try out VIP-OKER without delay
so I'll try to be brief.

First you will want to enter your own name into
the computer. This must be done in ASCII encoded form
using one hex byte for each letter of your name. If
you don't have an ASCII chart (the 1802 machine language
reference card supplied with your VIP contains one) you
may easily construct one by writing down the letters of
the alphabet, then starting with 41 hex for the letter
A, assign sequential hex numbers to each letter ending
with 5A for Z. The numbers for your name go in location
09F9-09FE. (Location 09FF must be set to 00.) If your
name has more than six letters, I'm sorry to say that it
won't fit in the space assigned. Maybe there's a
nickname you go by that will fit. But you do not have
to enter a name to play VIP-OKER. The program is preset