I know of two distinct solutions to the game. One is relatively simple, the other isn't quite so obvious. I have not included the solutions here (I think you'll have more fun working them out for yourself), nor have I included flowcharts, program description, etc. I think the source listing is well enough documented for easy following - but if you do have trouble, just write to me in care of ARESCO, and I'll try to help.

III D   ERROR MESSAGES

During assembly, you may accidentally overstep the limits of CHIP-8 Assembler-3. If assembly were to continue, the object program would be incorrect, causing bugs which would be difficult to find. CHIP-8 Assembler-3 helps locate bugs before they occur, aiding greatly in creating bug-free object code. If you receive no error messages during assembly, you can ge sure that none of the following conditions exist. If your program still not run, these conditions can be eliminated as possible sources of error, thus narrowing your search for the problem.

All error messages will be displayed in the lower left corner, taking the form "N E", where N = the code for one of the errors listed below. A long error tone also occurs, and assembly is halted - and cannot be continued - after receiving an error message. The section just played in - on either the first or the second pass - contains the error, further narrowing the search for problems to that section.

#
1 E   NO SYMBOL IN TABLE -- this will probably be the most common error you encounter. It means you used an argument somewhere, and forgot to include a corresponding label in the source listing. Recheck that section, watching carefully for misspellings which could cause the message to