monitor. Since the link table tells you where the
end of your program lies, you can easily calculate
the number of pages you need to load. However, you
are always safe if you enter three pages from the
start address. (For creating object programs longer
than three pages, see section V.)

After loading the sample object program @ 0200,
and before running the program, you will also need to
load the two-page Chip-8 Interpreter supplied with your
VIP manual. If you do not have this recorded separately
anywhere, you may load the first two pages (@ 0000)
from one of the game programs you have that include
the Chip-8 Interpreter on tape. Now you are ready to
run the game "Get it Together." Please turn to the
game instructions which follow the summary of operations.
(I hid the instructions there and did not put them in the
table of contents. Don't tell me you peeked?!)

III,C. SUMMARY OF OPERATIONS

For your reference, the operations necessary to
assemble source listings are condensed below. It is
assumed that you have the source listings stored on
tape in the order they are to be assembled.