- 5) Chip-8 Language -- running Chip-8 programs
- 6) Chip-8 Language -- modification #1 (your own)
- 7) Chip-8 Language -- " (2-page)
- 8) Custom Language
 - other tools, languages, etc.
- 9) Work space -- trial source listings

This tape contains all the tools you need to create source listings and try out Chip-8 object programs. The same work space is used for all new programs, and is intended only as an intermediate storage area for those programs.

After assembly, when all the bugs are worked out, record at least one final, ready-to-run version on the appropriate tape (A or B in my system).

Then using Text Editor-21 as the work horse, transfer all source listings to Tape E along with the symbol table where they will provide a back-up in case the object program is accidentally destroyed. (If the source listing happens to be erased, at least you still have the program.) As the object program is most vulnerable -- it is the one that will be used over and over -- this should provide adequate back-up. A more