

- 7) Flip Run Switch down - load program and interpreter to run
- 8) View Symbol and Link Tables with Text Editor-21

Game Description -- "Get it Together" evolved from a toy I found in a box of cereal. The toy consists of four pieces of plastic that must be joined together to form a square. Upon flipping the run switch up, you will see the four pieces, one in each corner of the screen (more or less). Each piece may be moved and/or rotated in your attempt to join them together. No two pieces may overlap (though they may "touch") and if you try to do so, the program will find the first available space for the piece and redisplay it there.

Each piece is selected by pushing one of the Keys 1; C; A; F; corresponding to their initial screen positions. If after a while you forget which piece is which, you can find which key goes with which piece by pushing them all -- the pieces blink once each time they are selected.

The Keys 2; 4; 6; 8; move the selected piece in the appropriate direction, same as for most Chip-8 games. Occasionally a piece will disappear off screen, but it may be brought back by continually pressing Key 2. Key 0 will rotate whichever piece you have selected.