located in the memory space 02A0-02FF corresponding to the chart in your manual.

2)The erase screen instruction, 00E0, must not be used in your programs. Instead, the new instruction 0230 will clear the display though now two pages are set to zeroes instead of only one.

3)All Chip-8 programming must begin at 0300, not at 0200 as for one-page display programs.

4)An instruction now exists, actually it is not a "pure" Chip-8 instruction but rather a machine language subroutine (MLS), that permits multiple keypresses to be combined into one byte. The instruction takes the place of the BMMM instruction in your one-page interpreter, and the BMMM will no longer work. What this does is allow you to press Keys 1 then 2 and the resulting byte will equal the binary equivalent to the decimal number 12. Numbers such as 127 or 216 may be entered from the keyboard and stored in a single byte.

To use the new instruction to combine keypresses, you must first set equal to zero any variable into which you want the input to go. If V1 is the intended variable, you would program

6100;V1=00 -- Let the variable V1=00