the rest of the program had my attention and I just
whipped this up. It uses both R8.1 & R8.0 as timer and
tone generator respectively plus RF.0 and a loop counter
of 6. The number of beeps may be changed by inserting
a new value at 0355.

SYMBOL TABLE MANAGER

When a label is encountered during the first pass,
it is output by this sub to the symbol table @ 0A00-
0EFF and a test is made to see if this area of memory
has overflowed. If not, the address in R9 is attached
to the label and the program continues with RD pointing
to the byte following the label (position #6 on the line).
The symbol table could be relocated to a larger area of
memory allowing more than 73 labels to be used by
changing the initial value for RD way back @ 0078 at
which point RD is set equal to the first byte of the
first page for the table. You will also need to change
the byte at 03A2 to reflect the new error condition --
when RD goes past the end of its allotted memory space.
Also the Search Symbol Table will have to be adjusted
in a similar manner.

Using 3 pages of memory could present a problem,
though, as the last symbol won't overflow the table until