Make sure R2 does not already have a value stored by setting value to 0

Declare a counter that will check if R0 was added a certain number of times

Set its initial value to 0

(LOOP) Loop till R0 is added to itself R1 times

Check if counter = R1; check if R0 was added R1 times yet

If above is true, R1-count=0, multiplication is done, jump to END

Begin multiplying

Add R0's value to R2; will loop back until added R1 times

Increment counter for loop

Force a jump back to beginning of LOOP

(END) Will jump here when R0 has been added to itself R1 times, when R1-count=0

Force an infinite loop to terminate