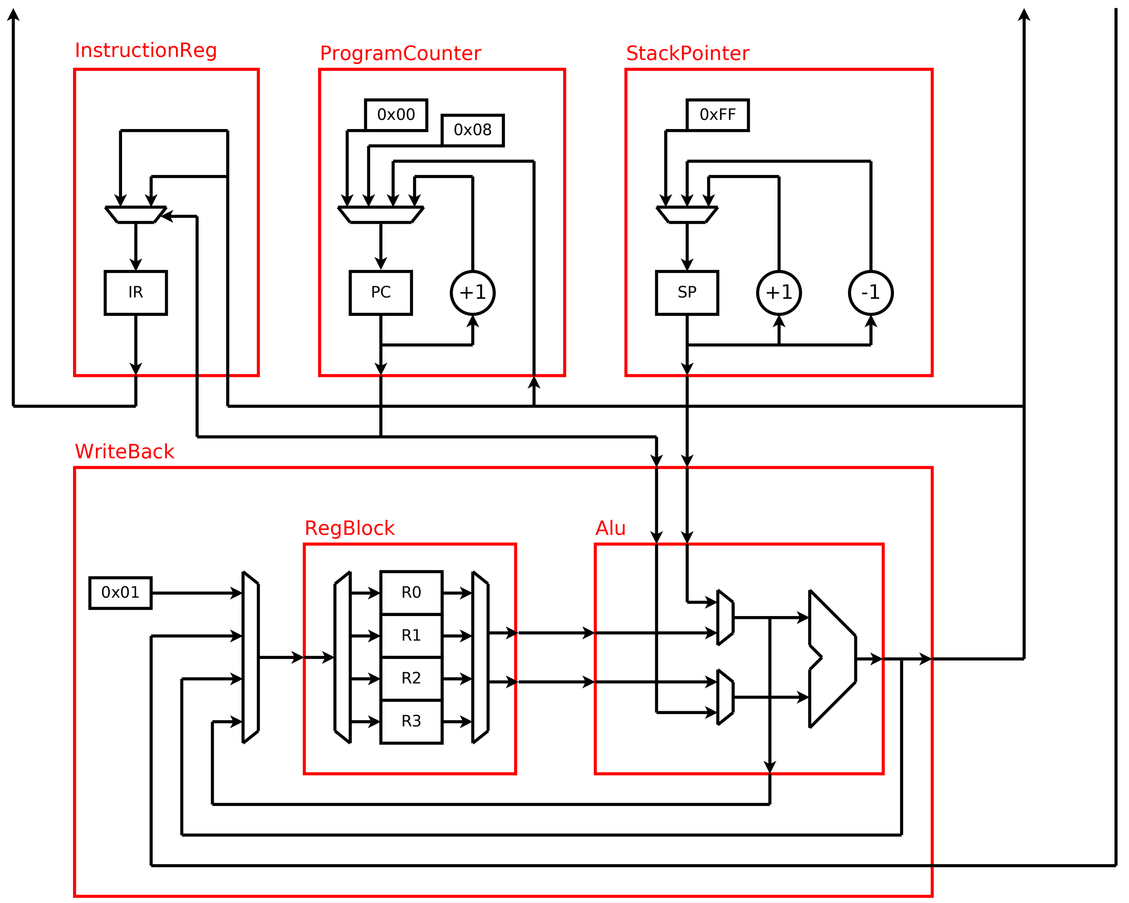

0000	ADD	R0 = R1 + R2
0001	SUB	R0 = R1 - R2
0010	MUL	R0 = R1 * R2
0011	DIV	R0 = R1 / R2
0100	NAND	R0 = R1 NAND R2
0101	NOR	R0 = R1 NOR R2
0110	CMP	R1 - R2
0111	INT	Toggle interrupts (Off at start)
1000	SW01	R0 = R1; R1 = R0
1001	SW12	R1 = R2; R2 = R1
1010	SW23	R2 = R3; R3 = R2
1011	SWPC	PC = R3; R3 = PC + 1
1100	PUSH	Mem[SP] = R3; SP = SP - 1
1101	POP	R3 = Mem[SP + 1]; SP = SP + 1
1110	BE	if (z == 0) PC = R3
1111	BNE	if (z != 0) PC = R3

0x00 ... 0x03	Constant space
0x04 ... 0x7F	Code space (PC = 0x04 on reset)
0x80 ... 0xAA	Interrupt code space (PC = 0x80 on int)
0xAB ... 0xFD	Heap (After Interrupt but before stack)
0xFE ... 0xFF	Stack (SP = 0xFF on reset)