Basics of assembly will be taught in this next segment. The player is guided into a P.R with the intention to teach basics which include registers and function. Like mov, lea and others like add, Len, sub etc. the

The player is guided into E.R and the room is a long hall with water at the bottom. Above the water are a bunch of times all arranged together. Each couple of tiles are prompted with questions on either identifying what the line executes or the result to what the line executed. Failure to choose the correct term will be immediately drop the player into the water. The player then must go to the place he fell and start all over again. At the end of the hall the player is congratulated and moved into the next room.