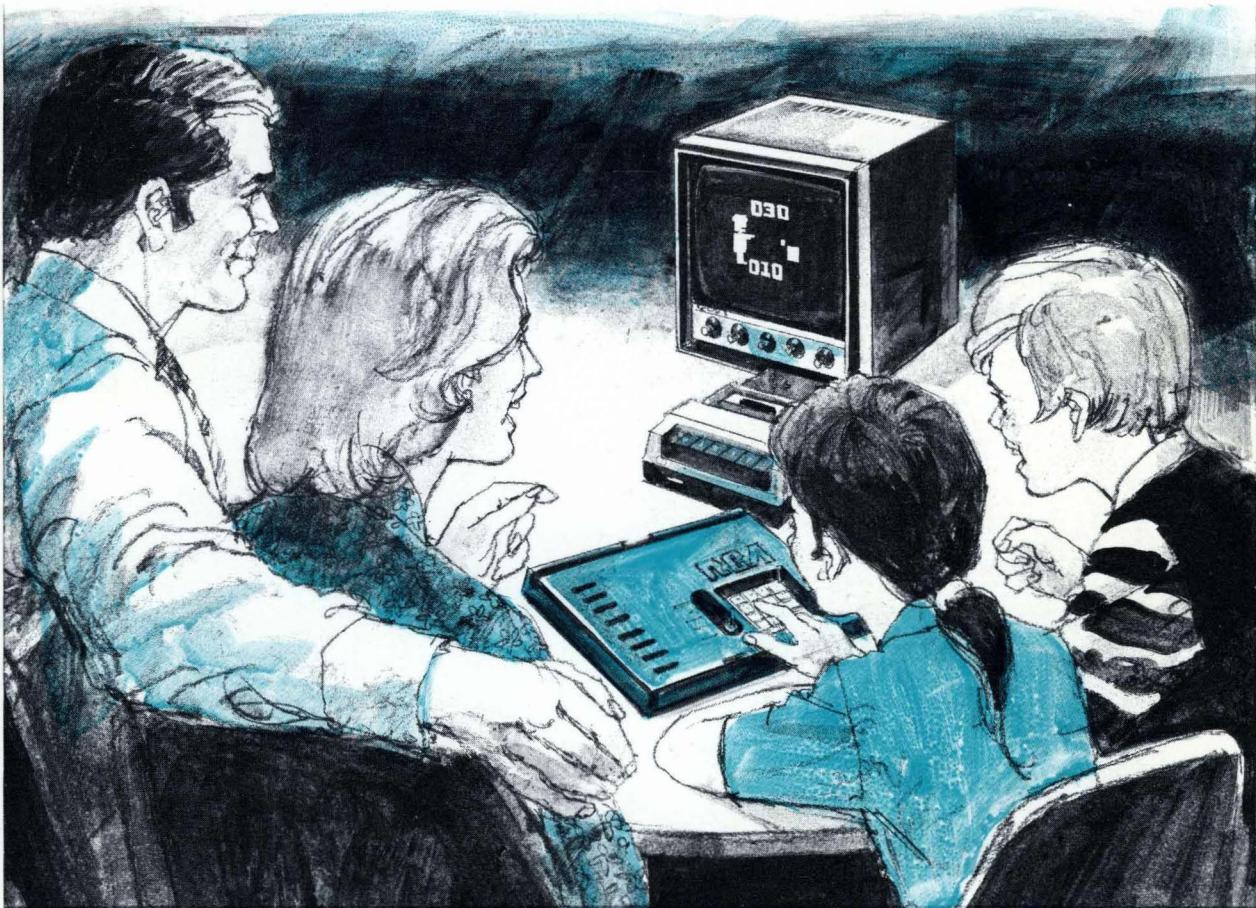


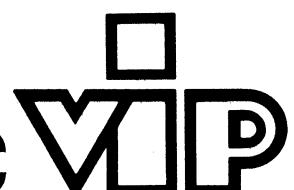
RCA

RCA COSMAC VIP Game Manual



VP-710

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RCA COSMAC **VIP**
Game Manual

RCA COSMAC VIP MARKETING
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Lancaster, PA 17604

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Foreword

This Manual contains program listings for sixteen games specially designed for use with the **RCA COSMAC VIP** (Video Interface Processor) CDP18S711 or CDP18S022. These games supplement the twenty video games listings provided in the basic Instruction Manual for the **RCA COSMAC VIP**. All sixteen new games require the CHIP-8 interpreter program which loads at 0000. The games start at 0200 and are eight pages.

The listings for these sixteen games are in the same form as the twenty games in the **RCA COSMAC VIP Instruction Manual**. The first column is the memory location at which the instruction byte in the second column is stored. The comments in the third column, which indicate the function of the instruction byte, are not stored in memory.

When you store these new games, all sixteen will easily fit on a 30-minute cassette. If you run into any problems, go back to your **RCA COSMAC VIP Instruction Manual** for a refresher. If you have been developing your own video games, however, you won't need it.

These sixteen games were developed by the computer hobbyists whose names are given below with the titles of the games they developed and programmed. They hope that you will have as much fun playing them as they did in developing them.

Incidentally, if you have developed and programmed any unique new video games or other similar interesting applications of the COSMAC VIP and would like to share them with other hobbyists, tell us about them. We have started our planning for the next edition of the **RCA COSMAC VIP Game Manual** and might be interested in purchasing software that qualifies for publication in it. Contact:

RCA VIP Marketing
New Holland Avenue
Lancaster, PA 17604

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1. VIP Pinball

The VIP PINBALL game simulates the action of real pinball machines. The object of the game is to keep your ball in play and score as many points as you can by ball contact with point bumpers. The point value of bumpers changes randomly when hit. Points range from 2 to 9. A score greater than 999 stops the game.

VIP PINBALL can be played by one or two persons. Players take turns scoring points and control flippers on their own keyboard throughout the game. A player can change ball direction with a special key. However, overuse of this feature will result in a "TILT".

How To Play VIP Pinball

1. Load the CHIP-8 interpreter at 0000-01FF and the game starting at 0200.
2. Turn RUN switch on.
3. Select the one-player game with key 1. Select the two-player game with key 2.

4. In the two-player game, players alternate turns. Players get five balls. The number of balls remaining is shown at the right or left of the players score. Your turn to put a ball in play is shown by a flashing digit (balls remaining) on your side of the TV screen.

5. To put a ball in play, press key 1.
6. Press key 4 to control the left flipper and key 6 to control the right flipper.
7. You can press key 0 to reverse the direction of the ball. This feature is handy for saving a ball (outside the flipper range) that will go out of bounds. This feature simulates physically pushing on a PINBALL game cabinet. Pressing key 0 causes the ball to move at high speed. While the ball travels at high speed, key 0 has no effect.
8. If you overuse key 0, you will cause a "TILT" and the game will stop. If the two-player option was selected and the other player has balls left, press key 1 to put a new ball in play.
9. The game is over when either player scores more than 999 points, when both players have "TILT", or when both use all their balls.

```

0200 6E01 VE=01
0202 EEA1 SKIP;VE NE KEY
0204 120E GO 020E
0206 6E02 VE=02
0208 EEA1 SKIP;VE NE KEY
020A 1212 GO 0212
020C 1200 GO 0200
020E 6800 V8=00
0210 1214 GO 0214
0212 6801 V8=01
0214 6501 V5=01
0216 66E8 V6=E8
0218 A67F I=067F
021A 0634 MLS@0634
021C FC01
021E 4C00 SKIP;VC NE 00
0220 1234 GO 0234
0222 0634 MLS@0634
0224 F001
0226 0603 MLS@0603
0228 122A GO 022A
022A 05E3 MLS@05E3
022C 70FF V0+FF
022E 3000 SKIP;V0 EQ 00
0230 1226 GO 0226
0232 121A GO 021A
0234 A68A I=068A
0236 0642 MLS@0642

```

```

0238 A69A I=069A
023A 0628 MLS@0628
023C 0501
023E 4800 SKIP;V8 NE 00
0240 1246 GO 0246
0242 0628 MLS@0628
0244 0501
0246 A690 I=0690
0248 063A MLS@063A
024A F801
024C C107 V1=RND
024E 7103 V1+03
0250 063A MLS@063A
0252 F101
0254 063A MLS@063A
0256 F101
0258 4800 SKIP;V8 NE 00
025A 1262 GO 0262
025C 6A01 VA=01
025E 252E DO 052E
0260 2550 DO 0550
0262 6A00 VA=00
0264 252E DO 052E
0266 2550 DO 0550
0268 6116 V1=16
026A 600A V0=0A
026C A67C I=067C

```

026E D013 SHOW 3MI@V0V1	02DC 0603 MLS@0603
0270 6019 V0=19	02DE 12EA GO 02EA
0272 D013 SHOW 3MI@V0V1	02E0 12DC GO 02DC
0274 6024 V0=24	02E2 A64D I=064D
0276 D013 SHOW 3MI@V0V1	02E4 F41E I=I+V4
0278 6033 V0=33	02E6 F065 V0:V0=MI
027A D013 SHOW 3MI@V0V1	02E8 8400 V4=V0
027C 6104 V1=04	02EA 8C40 VC=V4
027E 247C DO 047C	02EC 05E3 MLS@05E3
0280 71FF V1+FF	02EE 61EF V1=EF
0282 3100 SKIP;V1 EQ 00	02F0 8165 V1=V1-V6
0284 127E GO 027E	02F2 4F00 SKIP;VF NE 00
0286 2578 DO 0578	02F4 1334 GO 0334
0288 2592 DO 0592	02F6 0608 MLS@0608
028A 6A00 VA=00	02F8 13AA GO 03AA
028C 6400 V4=00	02FA A693 I=0693
028E 6E01 VE=01	02FC 0634 MLS@0634
0290 EEA1 SKIP;VE NE KEY	02FE F100
0292 12A8 GO 02A8	0300 3103 SKIP;V1 EQ 03
0294 24B4 DO 04B4	0302 130A GO 030A
0296 FF07 VF=TIME	0304 6E00 VE=00
0298 3F00 SKIP;VF EQ 00	0306 EEA1 SKIP;VE NE KEY
029A 128E GO 028E	0308 135A GO 035A
029C 2550 DO 0550	030A 78FF V8+FF
029E 6F04 VF=04	030C 3800 SKIP;V8 EQ 00
02A0 FF15 TIME=VF	030E 132E GO 032E
02A2 6101 V1=01	0310 A69D I=069D
02A4 8413	0312 0634 MLS@0634
02A6 128E GO 028E	0314 FE00
02A8 4400 SKIP;V4 NE 00	0316 4E00 SKIP;VE NE 00
02AA 2550 DO 0550	0318 1326 GO 0326
02AC A69A I=069A	031A 7EFF VE+FF
02AE FA1E I=I+VA	031C 063A MLS@063A
02B0 F065 V0:V0=MI	031E FE00
02B2 70FF V0+FF	0320 8870 V8=V7
02B4 0640 MLS@0640	0322 6C08 VC=08
02B6 F055 MI=V0:V0	0324 12EC GO 02EC
02B8 2550 DO 0550	0326 A693 I=0693
02BA A693 I=0693	0328 0628 MLS@0628
02BC 0628 MLS@0628	032A 0301
02BE 0301	032C 1320 GO 0320
02C0 6502 V5=02	032E 0603 MLS@0603
02C2 663F V6=3F	0330 132E GO 032E
02C4 0603 MLS@0603	0332 12CE GO 02CE
02C6 12C8 GO 02C8	0334 6F2D VF=2D
02C8 6404 V4=04	0336 FF18 TONE=VF
02CA C707 V7=RND	0338 FF15 TIME=VF
02CC 2572 DO 0572	033A 24B4 DO 04B4
02CE A693 I=0693	033C FF07 VF=TIME
02D0 F065 V0:V0=MI	033E 3F00 SKIP;VF EQ 00
02D2 F015 TIME=V0	0340 133A GO 033A
02D4 24B4 DO 04B4	0342 A690 I=0690
02D6 FF07 VF=TIME	0344 0634 MLS@0634
02D8 3F00 SKIP;VF EQ 00	0346 F800
02DA 12D6 GO 02D6	0348 8A83

034A A69A I=069A	03B8 8125 V1=V1-V2
034C FA1E I=I+VA	03BA 4F00 SKIP;VF NE 00
034E F065 V0:V0=MI	03BC 141E GO 041E
0350 4000 SKIP;V0 NE 00	03BE 8160 V1=V6
0352 1358 GO 0358	03C0 0634 MLS@0634
0354 128C GO 028C	03C2 F201
0356 2486 DO 0486	03C4 8215 V2=V2-V1
0358 1358 GO 0358	03C6 4F00 SKIP;VF NE 00
035A A691 I=0691	03C8 141E GO 041E
035C FA1E I=I+VA	03CA 6107 V1=07
035E F065 V0:V0=MI	03CC 8162 V1=V1&V6
0360 4000 SKIP;V0 NE 00	03CE A65F I=065F
0362 137C GO 037C	03D0 F11E I=I+V1
0364 0640 MLS@0640	03D2 F065 V0:V0=MI
0366 70FF V0+FF	03D4 8100 V1=V0
0368 F055 MI=V0:V0	03D6 4100 SKIP;V1 NE 00
036A A69D I=069D	03D8 141E GO 041E
036C 0628 MLS@0628	03DA 2486 DO 0486
036E 1800	03DC 252E DO 052E
0370 A693 I=0693	03DE 24B4 DO 04B4
0372 0628 MLS@0628	03E0 A689 I=0689
0374 0101	03E2 F11E I=I+V1
0376 2568 DO 0568	03E4 F065 V0:V0=MI
0378 2570 DO 0570	03E6 8F00 VF=V0
037A 12EA GO 02EA	03E8 A697 I=0697
037C 246E DO 046E	03EA 4A01 SKIP;VA NE 01
037E 24A4 DO 04A4	03EC A69A I=069A
0380 A690 I=0690	03EE 6903 V9=03
0382 0634 MLS@0634	03F0 0640 MLS@0640
0384 F800	03F2 F065 V0:V0=MI
0386 A69A I=069A	03F4 0640 MLS@0640
0388 FA1E I=I+VA	03F6 80F4 V0=V0+VF
038A 6000 V0=00	03F8 6C0A VC=0A
038C F055 MI=V0:V0	03FA 80C5 V0=V0-VC
038E 8A83	03FC 3F00 SKIP;VF EQ 00
0390 78FF V8+FF	03FE 1402 GO 0402
0392 A690 I=0690	0400 700A V0+0A
0394 063A MLS@063A	0402 F055 MI=V0:V0
0396 F800	0404 0640 MLS@0640
0398 3800 SKIP;V8 EQ 00	0406 79FF V9+FF
039A 1358 GO 0358	0408 3900 SKIP;V9 EQ 00
039C 6E01 VE=01	040A 13F0 GO 03F0
039E EEA1 SKIP;VE NE KEY	040C 3F00 SKIP;VF EQ 00
03A0 13A4 GO 03A4	040E 1356 GO 0356
03A2 139C GO 039C	0410 C201 V2=RND
03A4 24A4 DO 04A4	0412 3200 SKIP;V2 EQ 00
03A6 246E DO 046E	0414 141A GO 041A
03A8 1342 GO 0342	0416 247C DO 047C
03AA 6D02 VD=02	0418 141C GO 041C
03AC FD18 TONE=VD	041A 2486 DO 0486
03AE 2570 DO 0570	041C 252E DO 052E
03B0 A67A I=067A	041E 24B4 DO 04B4
03B2 8160 V1=V6	0420 46E8 SKIP;V6 NE E8
03B4 0634 MLS@0634	0422 1466 GO 0466
03B6 F201	0424 46EF SKIP;V6 NE EF

0426 1466 GO 0466	0494 7901 V9+01
0428 6100 V1=00	0496 7201 V2+01
042A 6C02 VC=02	0498 A689 I=0689
042C 05E3 MLS@05E3	049A F11E I=I+V1
042E 0608 MLS@0608	049C F065 V0:V0=MI
0430 7101 V1+01	049E F029 I=V0(LSDP)
0432 6C07 VC=07	04A0 D295 SHOW 5MI@V2V9
0434 05E3 MLS@05E3	04A2 00EE RET
0436 0608 MLS@0608	04A4 A66E I=066E
0438 7102 V1+02	04A6 6018 V0=18
043A 6C09 VC=09	04A8 6100 V1=00
043C 05E3 MLS@05E3	04AA D014 SHOW 4MI@V0V1
043E 0608 MLS@0608	04AC 6020 V0=20
0440 7104 V1+04	04AE A672 I=0672
0442 6C03 VC=03	04B0 D014 SHOW 4MI@V0V1
0444 05E3 MLS@05E3	04B2 00EE RET
0446 0608 MLS@0608	04B4 A68E I=068E
0448 7108 V1+08	04B6 F065 V0:V0=MI
044A 6C04 VC=04	04B8 0640 MLS@0640
044C 05E3 MLS@05E3	04BA 3000 SKIP;V0 EQ 00
044E 4105 SKIP;V1 NE 05	04BC 14D6 GO 04D6
0450 12E2 GO 02E2	04BE 6E04 VE=04
0452 4107 SKIP;V1 NE 07	04C0 EEA1 SKIP;VE NE KEY
0454 12E2 GO 02E2	04C2 14EE GO 04EE
0456 410D SKIP;V1 NE 0D	04C4 A69C I=069C
0458 12E2 GO 02E2	04C6 F065 V0:V0=MI
045A 4101 SKIP;V1 NE 01	04C8 0640 MLS@0640
045C 12E2 GO 02E2	04CA 3000 SKIP;V0 EQ 00
045E 410A SKIP;V1 NE 0A	04CC 14E2 GO 04E2
0460 146A GO 046A	04CE 6E06 VE=06
0462 410B SKIP;V1 NE 0B	04D0 EEA1 SKIP;VE NE KEY
0464 146A GO 046A	04D2 14F8 GO 04F8
0466 2568 DO 0568	04D4 00EE RET
0468 12EA GO 02EA	04D6 70FF V0+FF
046A A655 I=0655	04D8 A68E I=068E
046C 12E4 GO 02E4	04DA F055 MI=V0:V0
046E 88A0 V8=VA	04DC 4004 SKIP;V0 NE 04
0470 6A01 VA=01	04DE 2578 DO 0578
0472 2550 DO 0550	04E0 14C4 GO 04C4
0474 6A00 VA=00	04E2 70FF V0+FF
0476 2550 DO 0550	04E4 A69C I=069C
0478 8A80 VA=V8	04E6 F055 MI=V0:V0
047A 00EE RET	04E8 4004 SKIP;V0 NE 04
047C A689 I=0689	04EA 2592 DO 0592
047E C007 V0=RND	04EC 00EE RET
0480 7002 V0+02	04EE 2502 DO 0502
0482 F11E I=I+V1	04F0 6009 V0=09
0484 F055 MI=V0:V0	04F2 6D02 VD=02
0486 690B V9=0B	04F4 FD18 TONE=VD
0488 A675 I=0675	04F6 14D8 GO 04D8
048A F11E I=I+V1	04F8 2514 DO 0514
048C F065 V0:V0=MI	04FA 6009 V0=09
048E 8200 V2=V0	04FC 6D02 VD=02
0490 A667 I=0667	04FE FD18 TONE=VD
0492 D297 SHOW 7MI@V2V9	0500 14E4 GO 04E4

0502 A0E9 I=00E9	0570 C703 V7=RND
0504 0625 MLS@0625	0572 7703 V7+03
0506 0628 MLS@0628	0574 8870 V8=V7
0508 0F01	0576 00EE RET
050A 0628 MLS@0628	0578 A0E9 I=00E9
050C FF01	057A 0625 MLS@0625
050E 0628 MLS@0628	057C 0628 MLS@0628
0510 F806	057E 0801
0512 1524 GO 0524	0580 0628 MLS@0628
0514 A0EC I=00EC	0582 0001
0516 0625 MLS@0625	0584 0628 MLS@0628
0518 0628 MLS@0628	0586 0006
051A 1F01	0588 0628 MLS@0628
051C 0628 MLS@0628	058A 0808
051E FF01	058C 0628 MLS@0628
0520 0628 MLS@0628	058E 0800
0522 F008	0590 00EE RET
0524 0628 MLS@0628	0592 A0EC I=00EC
0526 0008	0594 0625 MLS@0625
0528 0628 MLS@0628	0596 0628 MLS@0628
052A 0000	0598 0001
052C 00EE RET	059A 0628 MLS@0628
052E 6200 V2=00	059C 0001
0530 6B30 VB=30	059E 0628 MLS@0628
0532 4A01 SKIP;VA NE 01	05A0 1008
0534 6B00 VB=00	05A2 0628 MLS@0628
0536 6900 V9=00	05A4 1008
0538 A694 I=0694	05A6 0628 MLS@0628
053A 4A01 SKIP;VA NE 01	05A8 1000
053C A697 I=0697	05AA 00EE RET
053E F91E I=I+V9	05AC 01D6
0540 F065 V0:V0=MI	05AE D6C6
0542 F029 I=V0(LSDP)	05B0 D7C6
0544 DB25 SHOW 5MI@VBV2	05B2 D6C6
0546 7B06 VB+06	05B4 CBD7
0548 7901 V9+01	05B6 D6D6
054A 3903 SKIP;V9 EQ 03	05B8 D6CB
054C 1538 GO 0538	05BA D6C1
054E 00EE RET	05BC D7C1
0550 A69A I=069A	05BE D6C1
0552 FA1E I=I+VA	05C0 CBF8
0554 F065 V0:V0=MI	05C2 08F4
0556 4000 SKIP;V0 NE 00	05C4 56D3
0558 156E GO 056E	05C6 F808
055A F029 I=V0(LSDP)	05C8 F556
055C 6200 V2=00	05CA D38E
055E 6126 V1=26	05CC F63B
0560 4A01 SKIP;VA NE 01	05CE D5F8
0562 6116 V1=16	05D0 01F4
0564 D125 SHOW 5MI@V1V2	05D2 56F8
0566 00EE RET	05D4 80AE
0568 610A V1=0A	05D6 D38E
056A 8145 V1=V1-V4	05D8 FE3B
056C 8410 V4=V1	05DA D5F8
056E 00EE RET	05DC 01F5

05DE	56F8	0634	45A6
05E0	0130	0636	0A56
05E2	D5F8	0638	302A
05E4	FCA7	063A	45A6
05E6	96B7	063C	065A
05E8	E7F8	063E	302A
05EA	05BD	0640	2AD4
05EC	F8AD	0642	F814
05EE	F4F4	0644	AFF8
05F0	ADF8	0646	005A
05F2	F5A6	0648	1A2F
05F4	E672	064A	8F3A
05F6	AE93	064C	45D4
05F8	BC4D	064E	0309
05FA	ACDC	0650	0103
05FC	4DAC	0652	0001
05FE	DC8E	0654	0902
0600	2656	0656	0708
0602	D4F8	0658	0901
0604	00BC	065A	0003
0606	300B	065C	0102
0608	F801	065E	0300
060A	BCF8	0660	0102
060C	F5A6	0662	0203
060E	E672	0664	0304
0610	AE9B	0666	00FC
0612	BFF0	0668	FCFC
0614	AFFF	066A	FCFC
0616	8EF3	066C	FCFC
0618	BE8E	066E	7222
061A	F23A	0670	2222
061C	1F15	0672	4742
061E	159C	0674	4272
0620	3A24	0676	0815
0622	9E5F	0678	2532
0624	D49B	067A	598E
0626	BAD4	067C	E0A0
0628	455A	067E	E004
062A	E58A	0680	0702
062C	F4AA	0682	1706
062E	159A	0684	3F08
0630	7C00	0686	1704
0632	BAD4	0688	0800

2. VIP Message Center

The VIP MESSAGE CENTER program permits you to record in the computer memory and display letters, numbers, and special characters on the TV. The characters saved in the computer memory are recalled for continuous repetitive display of a message on the TV screen. You can choose two types of display formats. The typewriter format lets you fill the entire screen; the ticker tape format shows a line of characters in motion across the screen. This latter format is useful for words longer than ten characters.

The typewriter display is arranged into five lines of ten characters per line. The ticker tape display shows a line of ten characters. Up to 256 different characters and display commands can be saved in the computer memory. This corresponds to about three completely filled TV screens. There are 56 characters you can select: 0-9, A-Z, space, comma, box, period, colon, ellipsis, exclamation point, question mark, hyphen, dollar sign, cent sign, percent sign, single quote, double quote, plus sign, minus sign, times sign, division sign, slash, and equal sign.

The keyboard controls the selection of a character and starting or stopping the message display. The keyboard also provides the following display commands: the time to delay before displaying more parts of a message, clearing the screen, spacing between characters, and beginning a new line.

Should you make a mistake entering a character, you can correct it. You go through the message stopping where you made your error. You then overwrite the message with the intended character(s).

How To Use VIP Message Center

1. Load the CHIP-8 interpreter at 0000-01FF and the game starting at 0200.

2. Turn RUN switch on.

3. Select the type of display:

Key 1 selects the typewriter format and saves the message characters in the computer memory.

Key 2 selects the ticker tape format and saves the message characters in the computer memory.

4. A flashing character indicates the display position where a character will go when selected. The **flashing character will not appear in the message unless it is saved.**

5. Key 1 selects the next character in the character sequence (see Instruction 11) to the left of the flashing character.

Key 3 selects the next character in the character sequence to the right of the flashing character. Holding down either 1 or 3 changes the character continuously.

Key 2 saves the flashing character in memory.

Key 6 stores a time delay corresponding to how long you hold this key down. The time may be as brief as a quarter of a second.

Key 7 clears the screen and stores a "clear screen" command.

Key 8 stores a space character and positions for the next character.

Key 9 starts a new line (typewriter format only) and stores this command.

Key 0 starts the message display.

Key 4 is used to step through the message to allow editing.

Key 5 stops the display at a character.

6. When you reach the **end of the line (10 character)** in the typewriter format no character will flash. You must press key 9 to start a new line.

7. You can select the space character using keys 1 or 3. See character sequence in Instruction 11.

8. The typewriter format rolls the top line off the screen. These characters are saved.

9. Key 2 is useful for skipping over characters when you are correcting a message. Care must be exercised so that you do not overwrite a stored command (such as a new line) unintentionally.

10. You can change the time for the ticker tape movement by altering location 04B7. Increase this value to increase the delay (units of a 60th of a second).

11. The character sequence is:

□ 0 1 2 3 4 5 6 7 8 9 A B C D E F G H I J K L M
N O P Q R S T U V W X Y Z . , ; : ... ! - \$ ¢ % ? “ ”
+ - × ÷ / =



0200 1300 G0 0300	026E 40F8
0202 5DBF	0270 80F8
0204 717C	0272 08F8
0206 466F	0274 80F8
0208 734B	0276 88F8
020A 7577	0278 88F8
020C 3D51	027A 0808
020E 6355	027C F808
0210 6780	027E 3808
0212 5994	0280 F880
0214 AC4D	0282 E080
0216 A183	0284 8080
0218 8F8B	0286 80F8
021A 5D61	0288 88F8
021C 3987	028A 9088
021E 6FA7	028C C8A8
0220 9297	028E 9888
0222 9D99	0290 D8A8
0224 A56B	0292 8888
0226 B5B6	0294 8888
0228 DCF6	0296 F888
022A D1BA	0298 8888
022C D9C4	029A 5020
022E CC41	029C 5088
0230 C8D6	029E 88A8
0232 E1EA	02A0 D888
0234 F2E5	02A2 90E0
0236 FBEE	02A4 9088
0238 B0F8	02A6 88F8
023A 8888	02A8 2020
023C 98F8	02AA 2020
023E 88F8	02AC F820
0240 8888	02AE 2020
0242 1020	02B0 F8F8
0244 4088	02B2 F8F8
0246 9090	02B4 F800
0248 F810	02B6 0000
024A 10F8	02B8 0000
024C 0808	02BA 2020
024E 0808	02BC 2000
0250 88F8	02BE 2060
0252 4878	02C0 2020
0254 48F8	02C2 2070
0256 4848	02C4 F8A0
0258 48F8	02C6 F828
025A 8098	02C8 F808
025C 88F8	02CA 3800
025E 8888	02CC 20F8
0260 88F8	02CE A0F8
0262 88F8	02D0 2000
0264 8080	02D2 0000
0266 80F8	02D4 00A8
0268 80E0	02D6 5050
026A 80F8	02D8 0000
026C 1020	02DA 0070

02DC 0000	034A EEA1 SKIP;VE NE KEY
02DE 0020	034C 1430 GO 0430
02E0 4020	034E 6E06 VE=06
02E2 20F8	0350 EEA1 SKIP;VE NE KEY
02E4 2020	0352 140E GO 040E
02E6 00F8	0354 6E07 VE=07
02E8 0020	0356 EEA1 SKIP;VE NE KEY
02EA 0000	0358 13DE GO 03DE
02EC F800	035A 6E08 VE=08
02EE 00F8	035C EEA1 SKIP;VE NE KEY
02F0 00F8	035E 13E6 GO 03E6
02F2 0050	0360 6E09 VE=09
02F4 2050	0362 EEA1 SKIP;VE NE KEY
02F6 0020	0364 13F4 GO 03F4
02F8 0020	0366 6E00 VE=00
02FA 0008	0368 EEA1 SKIP;VE NE KEY
02FC 1020	036A 1430 GO 0430
02FE 4080	036C FF07 VF=TIME
0300 A5B5 I=05B5	036E 3F00 SKIP;VF EQ 00
0302 054D MLS@054D	0370 1336 GO 0336
0304 0000	0372 450A SKIP;V5 NE 0A
0306 A5B6 I=05B6	0374 1332 GO 0332
0308 6000 V0=00	0376 252C DO 052C
030A 054D MLS@054D	0378 252C DO 052C
030C 3F01	037A 1332 GO 0332
030E 70FF V0+FF	037C 6D02 VD=02
0310 3000 SKIP;V0 EQ 00	037E FD18 TONE=VD
0312 130A GO 030A	0380 450A SKIP;V5 NE 0A
0314 6E01 VE=01	0382 1332 GO 0332
0316 EEA1 SKIP;VE NE KEY	0384 252C DO 052C
0318 1322 GO 0322	0386 4600 SKIP;V6 NE 00
031A 6E02 VE=02	0388 6637 V6=37
031C EEA1 SKIP;VE NE KEY	038A 76FF V6+FF
031E 1322 GO 0322	038C 2512 DO 0512
0320 1314 GO 0314	038E 24EE DO 04EE
0322 88E0 V8=VE	0390 1332 GO 0332
0324 2534 DO 0534	0392 6D02 VD=02
0326 6636 V6=36	0394 FD18 TONE=VD
0328 6400 V4=00	0396 450A SKIP;V5 NE 0A
032A 6500 V5=00	0398 1332 GO 0332
032C 4802 SKIP;V8 NE 02	039A 252C DO 052C
032E 650B V5=0B	039C 4636 SKIP;V6 NE 36
0330 2512 DO 0512	039E 66FF V6=FF
0332 6F02 VF=02	03A0 7601 V6+01
0334 FF15 TIME=VF	03A2 138C GO 038C
0336 6E01 VE=01	03A4 2534 DO 0534
0338 EEA1 SKIP;VE NE KEY	03A6 450A SKIP;V5 NE 0A
033A 137C GO 037C	03A8 1332 GO 0332
033C 6E02 VE=02	03AA 24C6 DO 04C6
033E EEA1 SKIP;VE NE KEY	03AC 8360 V3=V6
0340 13A4 GO 03A4	03AE A5B6 I=05B6
0342 6E03 VE=03	03B0 F41E I=I+V4
0344 EEA1 SKIP;VE NE KEY	03B2 055F MLS@055F
0346 1392 GO 0392	03B4 F300
0348 6E04 VE=04	03B6 7401 V4+01

03B8 4400 SKIP;V4 NE 00	0426 142A GO 042A
03BA 1490 GO 0490	0428 1414 GO 0414
03BC A5B6 I=05B6	042A 6380 V3=80
03BE F41E I=I+V4	042C 8311 V3=V3/V1
03C0 0559 MLS@0559	042E 13AE GO 03AE
03C2 F100	0430 2534 DO 0534
03C4 413F SKIP;V1 NE 3F	0432 A5B6 I=05B6
03C6 8160 V1=V6	0434 F41E I=I+V4
03C8 62C0 V2=C0	0436 0559 MLS@0559
03CA 8212 V2=V2&V1	0438 F100
03CC 4200 SKIP;V2 NE 00	043A 9610 SKIP;V6 NE V1
03CE 13D2 GO 03D2	043C 1488 GO 0488
03D0 8160 V1=V6	043E 450A SKIP;V5 NE 0A
03D2 8610 V6=V1	0440 145A GO 045A
03D4 450A SKIP;V5 NE 0A	0442 252C DO 052C
03D6 13DC GO 03DC	0444 4801 SKIP;V8 NE 01
03D8 252C DO 052C	0446 75FF V5+FF
03DA 2512 DO 0512	0448 A5B5 I=05B5
03DC 1332 GO 0332	044A 054D MLS@054D
03DE 00E0 ERASE	044C 0100
03E0 2534 DO 0534	044E 145A GO 045A
03E2 634F V3=4F	0450 6400 V4=00
03E4 1404 GO 0404	0452 4802 SKIP;V8 NE 02
03E6 2534 DO 0534	0454 145A GO 045A
03E8 450A SKIP;V5 NE 0A	0456 65FF V5=FF
03EA 1332 GO 0332	0458 00E0 ERASE
03EC 252C DO 052C	045A A5B6 I=05B6
03EE 6324 V3=24	045C F41E I=I+V4
03F0 24C6 DO 04C6	045E 0559 MLS@0559
03F2 13AE GO 03AE	0460 F600
03F4 4802 SKIP;V8 NE 02	0462 464F SKIP;V6 NE 4F
03F6 1332 GO 0332	0464 1494 GO 0494
03F8 2534 DO 0534	0466 464E SKIP;V6 NE 4E
03FA 450A SKIP;V5 NE 0A	0468 149C GO 049C
03FC 1400 GO 0400	046A 61C0 V1=C0
03FE 252C DO 052C	046C 8162 V1=V1&V6
0400 24FA DO 04FA	046E 4180 SKIP;V1 NE 80
0402 634E V3=4E	0470 14D8 GO 04D8
0404 4802 SKIP;V8 NE 02	0472 463F SKIP;V6 NE 3F
0406 140A GO 040A	0474 1450 GO 0450
0408 6500 V5=00	0476 4802 SKIP;V8 NE 02
040A 2512 DO 0512	0478 14A2 GO 04A2
040C 13AE GO 03AE	047A 7501 V5+01
040E 6D02 VD=02	047C 2512 DO 0512
0410 FD18 TONE=VD	047E 4E04 SKIP;VE NE 04
0412 6101 V1=01	0480 14C2 GO 04C2
0414 6F0F VF=0F	0482 6E05 VE=05
0416 FF15 TIME=VF	0484 EEA1 SKIP;VE NE KEY
0418 EE9E SKIP;VE EQ KEY	0486 14C2 GO 04C2
041A 142A GO 042A	0488 7401 V4+01
041C FF07 VF=TIME	048A 4400 SKIP;V4 NE 00
041E 3F00 SKIP;VF EQ 00	048C 1450 GO 0450
0420 1418 GO 0418	048E 145A GO 045A
0422 7101 V1+01	0490 252C DO 052C
0424 413C SKIP;V1 NE 3C	0492 1450 GO 0450

0494 00E0 ERASE	0502 054A MLS@054A
0496 4802 SKIP;V8 NE 02	0504 6028 V0=28
0498 1488 GO 0488	0506 054D MLS@054D
049A 149E GO 049E	0508 0001
049C 24FA DO 04FA	050A 70FF V0+FF
049E 65FF V5=FF	050C 3000 SKIP;V0 EQ 00
04A0 1488 GO 0488	050E 1506 GO 0506
04A2 A5B5 I=05B5	0510 00EE RET
04A4 0559 MLS@0559	0512 450A SKIP;V5 NE 0A
04A6 F100	0514 1532 GO 0532
04A8 054D MLS@054D	0516 A59D I=059D
04AA 0000	0518 F51E I=I+V5
04AC A08F I=008F	051A F51E I=I+V5
04AE 054A MLS@054A	051C 0559 MLS@0559
04B0 4100 SKIP;V1 NE 00	051E F901
04B2 0567 MLS@0567	0520 0559 MLS@0559
04B4 2512 DO 0512	0522 FA00
04B6 6F10 VF=10	0524 A202 I=0202
04B8 FF15 TIME=VF	0526 F61E I=I+V6
04BA FF07 VF=TIME	0528 0559 MLS@0559
04BC 3F00 SKIP;VF EQ 00	052A F700
04BE 14BA GO 04BA	052C A200 I=0200
04C0 147E GO 047E	052E F71E I=I+V7
04C2 2534 DO 0534	0530 D9A5 SHOW 5MI@V9VA
04C4 1332 GO 0332	0532 00EE RET
04C6 4802 SKIP;V8 NE 02	0534 6B02 VB=02
04C8 14CE GO 04CE	0536 FB18 TONE=VB
04CA 7501 V5+01	0538 EEA1 SKIP;VE NE KEY
04CC 14D4 GO 04D4	053A 1538 GO 0538
04CE A08F I=008F	053C 00EE RET
04D0 054A MLS@054A	053E F800
04D2 0567 MLS@0567	0540 AF9A
04D4 2512 DO 0512	0542 BF4A
04D6 00EE RET	0544 5F1F
04D8 607F V0=7F	0546 8A3A
04DA 8062 V0=V0&V6	0548 43D4
04DC 6F0F VF=OF	054A 9BBA
04DE FF15 TIME=VF	054C D445
04E0 FF07 VF=TIME	054E 5AE5
04E2 3F00 SKIP;VF EQ 00	0550 8AF4
04E4 14E0 GO 04E0	0552 AA15
04E6 70FF V0+FF	0554 9A7C
04E8 3000 SKIP;V0 EQ 00	0556 00BA
04EA 14DC GO 04DC	0558 D445
04EC 1488 GO 0488	055A A60A
04EE 6F06 VF=06	055C 5630
04F0 FF15 TIME=VF	055E 4F45
04F2 FF07 VF=TIME	0560 A606
04F4 3F00 SKIP;VF EQ 00	0562 5A30
04F6 14F2 GO 04F2	0564 4F2A
04F8 00EE RET	0566 D4F8
04FA A030 I=0030	0568 06AD
04FC 054A MLS@054A	056A F8FF
04FE 053E MLS@053E	056C A6E6
0500 A0C8 I=00C8	056E 8AAC

0570 9ABC	0594 2E8E
0572 8CAA	0596 3A79
0574 9CBA	0598 2D8D
0576 F805	059A 3A72
0578 AEF8	059C D402
057A 07AF	059E 1908
057C F800	05A0 190E
057E 560A	05A2 1914
0580 FEF1	05A4 191A
0582 5AF8	05A6 1920
0584 007C	05A8 1926
0586 0056	05AA 192C
0588 2A2F	05AC 1932
058A 8F3A	05AE 1938
058C 7F0A	05B0 1938
058E FEF1	05B2 1938
0590 FA7F	05B4 0D00
0592 5A2A	

3. VIP Bingo

VIP BINGO automatically calls and verifies BINGO numbers. The computer selects numbers randomly and displays the last three numbers drawn. After a player calls "BINGO", the computer will check the player's numbers against a list stored in its memory. The computer adds the numbers checked to give the player a score for that round of play.

There are two modes for drawing numbers. Using the **manual** mode, the operator must press a key to obtain a new number. Using the **automatic** mode, the computer draws numbers every twelve seconds until halted by the operator. Using a third mode, **verify**, the operator enters numbers on the keyboard for the computer to check against the list of numbers called.

How To Play VIP Bingo

1. Load the CHIP-8 interpreter at 0000-01FF and the game starting at 0200.
2. Turn RUN switch on.

3. Key "A" starts calling numbers in the **manual** mode. Press key "A" for every new number. New numbers appear at the bottom of the display and are rolled upward.

4. Key "B" starts calling the numbers in the **automatic** mode. New numbers appear every twelve seconds until all numbers are called. You can press key "A" to enter the **manual** mode, or key "C" to stop calling numbers.

5. Key "C" starts the **verify** mode. Enter two digits for each number making up a winning BINGO card. (Note: press 01 for B-1, 02 for B-2, 75 for 0-75, etc.) If the number was called, "OK" will show; if it was not called, "NO" will show. If all five numbers are OK, press key "F" to display the score for the numbers entered. The score will be displayed followed by "PT" (point total). You do not have to enter any number for "FREE". If one of the numbers verified was not called, you can resume calling numbers as in Step 3 or 4. You may also press key "C" to restart verify if you make a mistake entering a number.

```

0200 604F V0=4F
0202 A454 I=0454
0204 2386 D0 0386
0206 654B V5=4B
0208 6E0A VE=0A
020A EEA1 SKIP;VE NE KEY
020C 121C GO 021C
020E 6E0B VE=0B
0210 EEA1 SKIP;VE NE KEY
0212 121C GO 021C
0214 6E0C VE=0C
0216 EEA1 SKIP;VE NE KEY
0218 1286 GO 0286
021A 1208 GO 0208
021C 2392 DO 0392
021E 88E0 V8=VE
0220 237A DO 037A
0222 237A DO 037A
0224 4500 SKIP;V5 NE 00
0226 1208 GO 0208
0228 C77F V7=RND
022A 7701 V7+01
022C 624B V2=4B
022E 8275 V2=V2-V7
0230 3F00 SKIP;VF EQ 00
0232 1238 GO 0238
0234 77B5 V7+B5
0236 122C GO 022C

```

```

0238 A454 I=0454
023A F71E I=I+V7
023C F065 V0:V0=MI
023E 3000 SKIP;V0 EQ 00
0240 1224 GO 0224
0242 041A MLS@041A
0244 6001 V0=01
0246 F055 MI=V0:V0
0248 75FF V5+FF
024A 239C DO 039C
024C 6D08 VD=08
024E FD18 TONE=VD
0250 6628 V6=28
0252 6D0F VD=0F
0254 FD15 TIME=VD
0256 6E0A VE=0A
0258 EEA1 SKIP;VE NE KEY
025A 121C GO 021C
025C 6E0B VE=0B
025E EEA1 SKIP;VE NE KEY
0260 121C GO 021C
0262 6E0C VE=0C
0264 EEA1 SKIP;VE NE KEY
0266 1286 GO 0286
0268 FD07 VD=TIME
026A 3D00 SKIP;VD EQ 00
026C 1256 GO 0256

```

026E 23C8 DO 03C8	02DC 239C DO 039C
0270 600A V0=0A	02DE A454 I=0454
0272 70FF V0+FF	02E0 F71E I=I+V7
0274 3000 SKIP;V0 EQ 00	02E2 040E MLS@040E
0276 1272 GO 0272	02E4 F100
0278 23C8 DO 03C8	02E6 4100 SKIP;V1 NE 00
027A 76FF V6+FF	02E8 1324 GO 0324
027C 3600 SKIP;V6 EQ 00	02EA 6302 V3=02
027E 1252 GO 0252	02EC 6202 V2=02
0280 480B SKIP;V8 NE 0B	02EE 6F00 VF=00
0282 1220 GO 0220	02F0 6003 V0=03
0284 1208 GO 0208	02F2 A4A0 I=04A0
0286 2392 DO 0392	02F4 F21E I=I+V2
0288 00E0 ERASE	02F6 040E MLS@040E
028A 6400 V4=00	02F8 FC00
028C A4A3 I=04A3	02FA A4A3 I=04A3
028E 6000 V0=00	02FC F31E I=I+V3
0290 F033 MI=V0(3DD)	02FE 040E MLS@040E
0292 6E0A VE=0A	0300 F100
0294 EEA1 SKIP;VE NE KEY	0302 81F4 V1=V1+VF
0296 121C GO 021C	0304 81C4 V1=V1+VC
0298 6E0B VE=0B	0306 6C0A VC=0A
029A EEA1 SKIP;VE NE KEY	0308 81C5 V1=V1-VC
029C 121C GO 021C	030A 3F00 SKIP;VF EQ 00
029E 6E0C VE=0C	030C 1310 GO 0310
02A0 EEA1 SKIP;VE NE KEY	030E 710A V1+0A
02A2 1286 GO 0286	0310 0414 MLS@0414
02A4 6E0F VE=0F	0312 F100
02A6 EEA1 SKIP;VE NE KEY	0314 72FF V2+FF
02A8 132E GO 032E	0316 73FF V3+FF
02AA 2364 DO 0364	0318 70FF V0+FF
02AC 4EFF SKIP;VE NE FF	031A 3000 SKIP;V0 EQ 00
02AE 1292 GO 0292	031C 12F2 GO 02F2
02B0 87E0 V7=VE	031E A41C I=041C
02B2 A4A1 I=04A1	0320 2354 DO 0354
02B4 0414 MLS@0414	0322 1292 GO 0292
02B6 FE01	0324 A426 I=0426
02B8 817E	0326 6401 V4=01
02BA 811E	0328 1320 GO 0320
02BC 811E	032A 6400 V4=00
02BE 8174 V1=V1+V7	032C 1208 GO 0208
02C0 8714 V7=V7+V1	032E 2392 DO 0392
02C2 2364 DO 0364	0330 237A DO 037A
02C4 4EFF SKIP;VE NE FF	0332 A451 I=0451
02C6 12C2 GO 02C2	0334 4400 SKIP;V4 NE 00
02C8 0414 MLS@0414	0336 A4A3 I=04A3
02CA FE00	0338 F265 V0:V2=MI
02CC 87E4 V7=V7+VE	033A 6910 V9=10
02CE 614B V1=4B	033C 6A19 VA=19
02D0 8175 V1=V1-V7	033E F029 I=V0(LSDP)
02D2 4F00 SKIP;VF NE 00	0340 D9A5 SHOW 5MI@V9VA
02D4 1292 GO 0292	0342 7906 V9+06
02D6 4700 SKIP;V7 NE 00	0344 F129 I=V1(LSDP)
02D8 1292 GO 0292	0346 D9A5 SHOW 5MI@V9VA
02DA 237A DO 037A	0348 7906 V9+06

034A F229 I=V2(LSDP)	03B8 4F00 SKIP;VF NE 00
034C D9A5 SHOW 5MI@V9VA	03BA 13EE GO 03EE
034E A430 I=0430	03BC A44C I=044C
0350 2354 DO 0354	03BE 6010 V0=10
0352 1208 GO 0208	03C0 6119 V1=19
0354 6020 V0=20	03C2 D015 SHOW 5MI@V0V1
0356 6119 V1=19	03C4 A4A6 I=04A6
0358 D015 SHOW 5MI@V0V1	03C6 F733 MI=V7(3DD)
035A 7008 V0+08	03C8 A4A7 I=04A7
035C 6B05 VB=05	03CA 6019 V0=19
035E FB1E I=I+VB	03CC 040E MLS@040E
0360 D015 SHOW 5MI@V0V1	03CE FC00
0362 00EE RET	03D0 FC29 I=VC(LSDP)
0364 6E0A VE=0A	03D2 D015 SHOW 5MI@V0V1
0366 7EFF VE+FF	03D4 A4A8 I=04A8
0368 EEA1 SKIP;VE NE KEY	03D6 7006 V0+06
036A 1372 GO 0372	03D8 040E MLS@040E
036C 3E00 SKIP;VE EQ 00	03DA FC00
036E 1366 GO 0366	03DC FC29 I=VC(LSDP)
0370 1376 GO 0376	03DE D015 SHOW 5MI@V0V1
0372 2392 DO 0392	03E0 00EE RET
0374 00EE RET	03E2 A448 I=0448
0376 6EFF VE=FF	03E4 13BE GO 03BE
0378 00EE RET	03E6 A444 I=0444
037A A030 I=0030	03E8 13BE GO 03BE
037C 03FF MLS@03FF	03EA A43F I=043F
037E 03F3 MLS@03F3	03EC 13BE GO 03BE
0380 A0CA I=00CA	03EE A43A I=043A
0382 03FF MLS@03FF	03F0 13BE GO 03BE
0384 6024 V0=24	03F2 01F8
0386 0402 MLS@0402	03F4 00AF
0388 0001	03F6 9ABF
038A 70FF V0+FF	03F8 4A5F
038C 3000 SKIP;V0 EQ 00	03FA 1F8A
038E 1386 GO 0386	03FC 3AF8
0390 00EE RET	03FE D49B
0392 6B02 VB=02	0400 BAD4
0394 FB18 TONE=VB	0402 455A
0396 EEA1 SKIP;VE NE KEY	0404 E58A
0398 1396 GO 0396	0406 F4AA
039A 00EE RET	0408 159A
039C 613C V1=3C	040A 7C00
039E 8175 V1=V1-V7	040C BAD4
03A0 4F00 SKIP;VF NE 00	040E 45A6
03A2 13E2 GO 03E2	0410 0A56
03A4 612D V1=2D	0412 3004
03A6 8175 V1=V1-V7	0414 45A6
03A8 4F00 SKIP;VF NE 00	0416 065A
03AA 13E6 GO 03E6	0418 3004
03AC 611E V1=1E	041A 2AD4
03AE 8175 V1=V1-V7	041C 0302
03B0 4F00 SKIP;VF NE 00	041E 0202
03B2 13EA GO 03EA	0420 03C9
03B4 610F V1=0F	0422 4A4C
03B6 8175 V1=V1-V7	0424 4AC9

0426 0203	043E E090
0428 0202	0440 D0B6
042A 024F	0442 9090
042C 49C9	0444 F080
042E 494F	0446 B690
0430 0302	0448 F090
0432 0302	044A 9690
0434 02DF	044C F050
0436 44C4	044E 7650
0438 0404	0450 F000
043A E040	0452 0000
043C 4640	

4. VIP Blackjack

VIP BLACKJACK (also known as TWENTY-ONE) is a one-or two-player game. The VIP BLACKJACK (one-player) game uses 2048 bytes (minimum system). The SUPER VIP BLACKJACK (two-player) game requires 3072 bytes.

These games follow standard BLACKJACK rules. The VIP computer is the dealer. Both the dealer and players try to get cards that add up to "21". Each number card counts its face value; Ten, Jack, Queen, and King count 10; and Aces count as either one or eleven. A hand containing an Ace that counts as eleven and does not cause the total to exceed 21, is a "soft" hand. All other hands are "hard."

The VIP BLACKJACK dealer draws on soft 17, hard 16, or less. The dealer deals from two standard decks. Before dealing a new hand, if the number of cards in the combined decks is less than 22, the dealer automatically shuffles the cards. Pair splitting and insurance are not allowed. All winning hands pay 1 to 1, except blackjack, which pays 2 to 1.

Players who lose their stakes are dropped from the game. The game ends either when both players have lost their stakes, or when one player breaks 999.

How To Play VIP Blackjack (One-Player)

1. Load the CHIP-8 interpreter at 0000-01FF and the game starting at 0200.
2. Turn RUN switch on.
3. Select one-player blackjack by pressing key '1'. Select two-player blackjack by pressing key '2'.
4. Your stakes will appear at the bottom right corner of your TV screen.
5. Whenever "CUT" appears on the screen, the dealer will shuffle the cards and wait for you to cut. Press key 0 to continue play.

6. Whenever "BET" appears on the screen, you enter your single-digit bet by pressing key 1 through 9, press key 0 to enter a bet of 10. Your bet will be displayed slightly above and to the left of your stakes.

7. After all bets are entered, two cards will be dealt to you and the dealer. The dealer's cards are on the top of the screen. One of the dealer's cards will be face down (hole card).

8. If the dealer has a natural (21) and you do not, you lose your bet. If you also have a natural, you get your bet back, and a "T" for tie appears in the bet position.

9. If the dealer does not have a natural and you do, you get three times your bet back. a "W" for win appears in the bet position.

10. When neither you nor the dealer has a natural, the word "HIT" will appear on your screen. You must either stand, hit, or double down.

It is your turn when your bet flashes.

—You Stand (indicating you have enough cards) by pressing key 0.

—You Hit (Indicating you want another card) by pressing key 1.

You can draw up to 5 additional cards for a maximum of 7 cards in your hand.

—You Double Down (indicating you want one more card and double your bet) by pressing key 2. Your bet will change on the screen.

You keep your turn after Hitting if the card count is 21 or less. You give up your turn after Standing, Doubling Down, or Busting (going over 21).

11. After you have finished your turn, the dealer turns up his hole (down) card. If you are still in the game, the dealer draws cards to his hand whenever it adds up to soft 17, hard 16, or less.

12. If the dealer goes over 21, you win unless you already busted. If you win, a "W" appears in the bet position and you receive twice your bet. If you tie the dealer (push), a "T" appears and you get your bet back. If your hand is less than the dealer's, you lose your bet.

0200 A68D I=068D	026E A6B2 I=06B2
0202 061E MLS@061E	0270 F41E I=I+V4
0204 A6B2 I=06B2	0272 0616 MLS@0616
0206 24AA DO 04AA	0274 FE00
0208 6A00 VA=00	0276 74FF V4+FF
020A 24E4 DO 04E4	0278 6100 V1=00
020C A6BE I=06BE	027A 4E00 SKIP;VE NE 00
020E 0610 MLS@0610	027C 6101 V1=01
0210 F100	027E 061C MLS@061C
0212 4101 SKIP;V1 NE 01	0280 0616 MLS@0616
0214 25F2 DO 05F2	0282 F100
0216 A6C4 I=06C4	0284 2330 DO 0330
0218 0610 MLS@0610	0286 3F00 SKIP;VF EQ 00
021A F701	0288 1294 GO 0294
021C 4700 SKIP;V7 NE 00	028A 24E4 DO 04E4
021E 1214 GO 0214	028C 24C0 DO 04C0
0220 6600 V6=00	028E 24D6 DO 04D6
0222 6115 V1=15	0290 76FF V6+FF
0224 A6BF I=06BF	0292 1256 GO 0256
0226 0610 MLS@0610	0294 2328 DO 0328
0228 F200	0296 24E4 DO 04E4
022A 8125 V1=V1-V2	0298 1256 GO 0256
022C 4F00 SKIP;VF NE 00	029A A0BF I=00BF
022E 1254 GO 0254	029C 0601 MLS@0601
0230 0604 MLS@0604	029E 05F9 MLS@05F9
0232 6801	02A0 A69A I=069A
0234 2588 DO 0588	02A2 0604 MLS@0604
0236 600D V0=0D	02A4 0008
0238 A68D I=068D	02A6 0604 MLS@0604
023A 0604 MLS@0604	02A8 0008
023C 0801	02AA 6602 V6=02
023E 70FF V0+FF	02AC 6A00 VA=00
0240 3000 SKIP;V0 EQ 00	02AE 2590 DO 0590
0242 123A GO 023A	02B0 6A02 VA=02
0244 6E00 VE=00	02B2 2412 DO 0412
0246 EEA1 SKIP;VE NE KEY	02B4 4601 SKIP;V6 NE 01
0248 124C GO 024C	02B6 6100 V1=00
024A 1244 GO 0244	02B8 2592 DO 0592
024C 25E8 DO 05E8	02BA 76FF V6+FF
024E A0BF I=00BF	02BC 3600 SKIP;V6 EQ 00
0250 0601 MLS@0601	02BE 12AC GO 02AC
0252 05F9 MLS@05F9	02C0 6A00 VA=00
0254 2576 DO 0576	02C2 2466 DO 0466
0256 46FF SKIP;V6 NE FF	02C4 8640 V6=V4
0258 129A GO 029A	02C6 6A02 VA=02
025A 6E0A VE=0A	02C8 2466 DO 0466
025C 7EFF VE+FF	02CA 4415 SKIP;V4 NE 15
025E EEA1 SKIP;VE NE KEY	02CC 1310 GO 0310
0260 1268 GO 0268	02CE 6A00 VA=00
0262 3E00 SKIP;VE EQ 00	02D0 4615 SKIP;V6 NE 15
0264 125C GO 025C	02D2 23F8 DO 03F8
0266 1256 GO 0256	02D4 4700 SKIP;V7 NE 00
0268 6D02 VD=02	02D6 120C GO 020C
026A FD18 TONE=VD	02D8 258C DO 058C
026C 24BC DO 04BC	02DA 4700 SKIP;V7 NE 00

02DC 12E2 GO 02E2	034A 137E GO 037E
02DE 6A00 VA=00	034C 6E00 VE=00
02E0 233A DO 033A	034E EEA1 SKIP;VE NE KEY
02E2 258C DO 058C	0350 137A GO 037A
02E4 4700 SKIP;V7 NE 00	0352 FF07 VF=TIME
02E6 120C GO 020C	0354 3F00 SKIP;VF EQ 00
02E8 FD07 VD=TIME	0356 1340 GO 0340
02EA 3D00 SKIP;VD EQ 00	0358 24D6 DO 04D6
02EC 12E8 GO 02E8	035A 24D6 DO 04D6
02EE 2402 DO 0402	035C 133C GO 033C
02F0 2466 DO 0466	035E 25E8 DO 05E8
02F2 8640 V6=V4	0360 6601 V6=01
02F4 6210 V2=10	0362 2590 DO 0590
02F6 8265 V2=V2-V6	0364 2466 DO 0466
02F8 4F00 SKIP;VF NE 00	0366 6115 V1=15
02FA 1300 GO 0300	0368 8145 V1=V1-V4
02FC 2590 DO 0590	036A 4F00 SKIP;VF NE 00
02FE 12F0 GO 02F0	036C 13A8 GO 03A8
0300 3411 SKIP;V4 EQ 11	036E 4600 SKIP;V6 NE 00
0302 1308 GO 0308	0370 137C GO 037C
0304 3300 SKIP;V3 EQ 00	0372 245A DO 045A
0306 12FC GO 02FC	0374 4207 SKIP;V2 NE 07
0308 4700 SKIP;V7 NE 00	0376 137C GO 037C
030A 120C GO 020C	0378 1352 GO 0352
030C 23CA DO 03CA	037A 25E8 DO 05E8
030E 120C GO 020C	037C 00EE RET
0310 2402 DO 0402	037E 25E8 DO 05E8
0312 4700 SKIP;V7 NE 00	0380 3600 SKIP;V6 EQ 00
0314 120C GO 020C	0382 1352 GO 0352
0316 6A00 VA=00	0384 2330 DO 0330
0318 4615 SKIP;V6 NE 15	0386 3F00 SKIP;VF EQ 00
031A 1320 GO 0320	0388 13A2 GO 03A2
031C 23A8 DO 03A8	038A 24E4 DO 04E4
031E 120C GO 020C	038C 24C0 DO 04C0
0320 23B2 DO 03B2	038E 24BC DO 04BC
0322 120C GO 020C	0390 8340 V3=V4
0324 23B2 DO 03B2	0392 232C DO 032C
0326 120C GO 020C	0394 24D6 DO 04D6
0328 24B8 DO 04B8	0396 6F1E VF=1E
032A 24BC DO 04BC	0398 FF15 TIME=VF
032C 6500 V5=00	039A FF07 VF=TIME
032E 1530 GO 0530	039C 3F00 SKIP;VF EQ 00
0330 24E4 DO 04E4	039E 139A GO 039A
0332 24B8 DO 04B8	03A0 1362 GO 0362
0334 24BC DO 04BC	03A2 2328 DO 0328
0336 6501 V5=01	03A4 24E4 DO 04E4
0338 132E GO 032E	03A6 1352 GO 0352
033A 6600 V6=00	03A8 24C0 DO 04C0
033C 6F0C VF=0C	03AA 6D2D VD=2D
033E FF15 TIME=VF	03AC FD18 TONE=VD
0340 6E01 VE=01	03AE FD15 TIME=VD
0342 EEA1 SKIP;VE NE KEY	03B0 13EA GO 03EA
0344 135E GO 035E	03B2 24C0 DO 04C0
0346 6E02 VE=02	03B4 A688 I=0688
0348 EEA1 SKIP;VE NE KEY	03B6 23BE DO 03BE

03B8 13E8 GO 03E8	0426 F200
03BA 24C0 DO 04C0	0428 4200 SKIP;V2 NE 00
03BC A683 I=0683	042A 1412 GO 0412
03BE 6B19 VB=19	042C 72FF V2+FF
03C0 6926 V9=26	042E 0616 MLS@0616
03C2 D9B5 SHOW 5MI@V9VB	0430 F200
03C4 24E4 DO 04E4	0432 7101 V1+01
03C6 2328 DO 0328	0434 245A DO 045A
03C8 00EE RET	0436 7201 V2+01
03CA 6A00 VA=00	0438 0616 MLS@0616
03CC 2466 DO 0466	043A F200
03CE 6115 V1=15	043C 8020 V0=V2
03D0 8165 V1=V1-V6	043E 0610 MLS@0610
03D2 4F00 SKIP;VF NE 00	0440 F301
03D4 13E0 GO 03E0	0442 70FF V0+FF
03D6 9460 SKIP;V4 NE V6	0444 3000 SKIP;V0 EQ 00
03D8 13B2 GO 03B2	0446 143E GO 043E
03DA 8465 V4=V4-V6	0448 0616 MLS@0616
03DC 4F00 SKIP;VF NE 00	044A F100
03DE 13A8 GO 03A8	044C A6BF I=06BF
03E0 23BA DO 03BA	044E 0610 MLS@0610
03E2 2328 DO 0328	0450 F300
03E4 3F00 SKIP;VF EQ 00	0452 73FF V3+FF
03E6 13F0 GO 03F0	0454 0616 MLS@0616
03E8 24E4 DO 04E4	0456 F300
03EA 4A00 SKIP;VA NE 00	0458 00EE RET
03EC 6700 V7=00	045A A6A2 I=06A2
03EE 00EE RET	045C 4A02 SKIP;VA NE 02
03F0 A6BE I=06BE	045E A69A I=069A
03F2 0604 MLS@0604	0460 0610 MLS@0610
03F4 0101	0462 F200
03F6 13EA GO 03EA	0464 00EE RET
03F8 23BA DO 03BA	0466 245A DO 045A
03FA 2328 DO 0328	0468 0610 MLS@0610
03FC 3F00 SKIP;VF EQ 00	046A F001
03FE 13F0 GO 03F0	046C 6400 V4=00
0400 13E2 GO 03E2	046E 6C00 VC=00
0402 6A02 VA=02	0470 6300 V3=00
0404 6100 V1=00	0472 4000 SKIP;V0 NE 00
0406 6202 V2=02	0474 14A4 GO 04A4
0408 2592 DO 0592	0476 0610 MLS@0610
040A A69C I=069C	0478 F101
040C 0610 MLS@0610	047A 4101 SKIP;V1 NE 01
040E F100	047C 7C01 VC+01
0410 1592 GO 0592	047E 620A V2=0A
0412 C13F V1=RND	0480 8215 V2=V2-V1
0414 620C V2=0C	0482 4F00 SKIP;VF NE 00
0416 8215 V2=V2-V1	0484 14A6 GO 04A6
0418 3F00 SKIP;VF EQ 00	0486 8414 V4=V4+V1
041A 1420 GO 0420	0488 70FF V0+FF
041C 71F3 V1+F3	048A 3000 SKIP;V0 EQ 00
041E 1414 GO 0414	048C 1476 GO 0476
0420 A68D I=068D	048E 4C00 SKIP;VC NE 00
0422 F11E I=I+V1	0490 14A4 GO 04A4
0424 0610 MLS@0610	0492 740A V4+0A

0494 7CFF VC+FF	0502 FF00
0496 7301 V3+01	0504 00EE RET
0498 6215 V2=15	0506 6001 V0=01
049A 8245 V2=V2-V4	0508 A6C4 I=06C4
049C 3F00 SKIP;VF EQ 00	050A FA1E I=I+VA
049E 148E GO 048E	050C 0616 MLS@0616
04A0 74F6 V4+F6	050E F000
04A2 73FF V3+FF	0510 24B8 DO 04B8
04A4 00EE RET	0512 73FE V3+FE
04A6 740A V4+0A	0514 6B1B VB=1B
04A8 1488 GO 0488	0516 6930 V9=30
04AA 0604 MLS@0604	0518 6C03 VC=03
04AC 0201	051A A6B2 I=06B2
04AE 0604 MLS@0604	051C F31E I=I+V3
04B0 0001	051E F065 V0:V0=MI
04B2 0604 MLS@0604	0520 F029 I=V0(LSDP)
04B4 0001	0522 D9B5 SHOW 5MI@V9VB
04B6 00EE RET	0524 7301 V3+01
04B8 6302 V3=02	0526 7906 V9+06
04BA 00EE RET	0528 7CFF VC+FF
04BC 6408 V4=08	052A 3C00 SKIP;VC EQ 00
04BE 00EE RET	052C 151A GO 051A
04C0 A0CC I=00CC	052E 00EE RET
04C2 0601 MLS@0601	0530 6F00 VF=00
04C4 6005 V0=05	0532 6003 V0=03
04C6 0604 MLS@0604	0534 A6B2 I=06B2
04C8 0001	0536 F41E I=I+V4
04CA 0604 MLS@0604	0538 0610 MLS@0610
04CC 0007	053A F200
04CE 70FF V0+FF	053C A6B2 I=06B2
04D0 3000 SKIP;V0 EQ 00	053E F31E I=I+V3
04D2 14C6 GO 04C6	0540 0610 MLS@0610
04D4 00EE RET	0542 F100
04D6 24BC DO 04BC	0544 3500 SKIP;V5 EQ 00
04D8 8340 V3=V4	0546 1566 GO 0566
04DA 73FF V3+FF	0548 81F4 V1=V1+VF
04DC 6B19 VB=19	054A 8124 V1=V1+V2
04DE 6923 V9=23	054C 620A V2=0A
04E0 6C02 VC=02	054E 8125 V1=V1-V2
04E2 151A GO 051A	0550 3F00 SKIP;VF EQ 00
04E4 24B8 DO 04B8	0552 1556 GO 0556
04E6 6003 V0=03	0554 710A V1+0A
04E8 A6B2 I=06B2	0556 0616 MLS@0616
04EA F31E I=I+V3	0558 F100
04EC 0610 MLS@0610	055A 74FF V4+FF
04EE FF00	055C 73FF V3+FF
04F0 3F00 SKIP;VF EQ 00	055E 70FF V0+FF
04F2 1506 GO 0506	0560 3000 SKIP;V0 EQ 00
04F4 73FF V3+FF	0562 1534 GO 0534
04F6 70FF V0+FF	0564 00EE RET
04F8 3000 SKIP;V0 EQ 00	0566 81F5 V1=V1-VF
04FA 14E8 GO 04E8	0568 8125 V1=V1-V2
04FC A6C4 I=06C4	056A 620A V2=0A
04FE FA1E I=I+VA	056C 8124 V1=V1+V2
0500 0616 MLS@0616	056E 3F00 SKIP;VF EQ 00

0570 1556 GO 0556	05DE FF15 TIME=VF
0572 71F6 V1+F6	05E0 FF07 VF=TIME
0574 1556 GO 0556	05E2 3F00 SKIP;VF EQ 00
0576 A64F I=064F	05E4 15E0 GO 05E0
0578 6918 V9=18	05E6 00EE RET
057A 6B09 VB=09	05E8 6B02 VB=02
057C D9B5 SHOW 5MI@V9VB	05EA FB18 TONE=VB
057E 7908 V9+08	05EC EEA1 SKIP;VE NE KEY
0580 6D05 VD=05	05EE 15EC GO 05EC
0582 FD1E I=I+VD	05F0 00EE RET
0584 D9B5 SHOW 5MI@V9VB	05F2 6FFF VF=FF
0586 00EE RET	05F4 FF18 TONE=VF
0588 A663 I=0663	05F6 15F6 GO 05F6
058A 1578 GO 0578	05F8 01F8
058C A659 I=0659	05FA 005A
058E 1578 GO 0578	05FC 2A8A
0590 2412 DO 0412	05FE 3AF9
0592 A63A I=063A	0600 D49B
0594 4A02 SKIP;VA NE 02	0602 BAD4
0596 A62A I=062A	0604 455A
0598 8020 V0=V2	0606 E58A
059A 0610 MLS@0610	0608 F4AA
059C F401	060A 159A
059E 0610 MLS@0610	060C 7C00
05A0 F501	060E BAD4
05A2 70FF V0+FF	0610 45A6
05A4 3000 SKIP;V0 EQ 00	0612 0A56
05A6 159A GO 059A	0614 3006
05A8 A648 I=0648	0616 45A6
05AA D457 SHOW 7MI@V4V5	0618 065A
05AC 4100 SKIP;V1 NE 00	061A 3006
05AE 15D8 GO 05D8	061C 2AD4
05B0 4101 SKIP;V1 NE 01	061E F839
05B2 15C0 GO 05C0	0620 AFF8
05B4 6309 V3=09	0622 005A
05B6 8315 V3=V3-V1	0624 1A2F
05B8 4F00 SKIP;VF NE 00	0626 8F3A
05BA 15C0 GO 05C0	0628 21D4
05BC F129 I=V1(LSDP)	062A 1000
05BE 15D2 GO 05D2	062C 1800
05C0 A67A I=067A	062E 2000
05C2 410A SKIP;V1 NE 0A	0630 2800
05C4 A66D I=066D	0632 3000
05C6 410B SKIP;V1 NE 0B	0634 3800
05C8 A672 I=0672	0636 0800
05CA 410C SKIP;V1 NE 0C	0638 0000
05CC A676 I=0676	063A 3911
05CE 410D SKIP;V1 NE 0D	063C 3210
05D0 A67E I=067E	063E 2B11
05D2 7401 V4+01	0640 2410
05D4 7501 V5+01	0642 3909
05D6 D455 SHOW 5MI@V4V5	0644 3208
05D8 6D02 VD=02	0646 2B09
05DA FD18 TONE=VD	0648 FEEF
05DC 6F18 VF=18	064A FEEF

064C FFEF	066E A8A8
064E FEFB	0670 A8B8
0650 4A7B	0672 1010
0652 4AFB	0674 1090
0654 DF04	0676 F090
0656 8404	0678 90B0
0658 C493	067A F090
065A 91F1	067C F090
065C 9193	067E 90A0
065E 9F04	0680 C0A0
0660 0404	0682 9088
0662 84F4	0684 88A8
0664 8484	0686 D888
0666 84F7	0688 F820
0668 5F44	068A 2020
066A 4444	068C 2003
066C C4B8	

5. VIP Slide

Slide is a two-person game. Each player tries to slide a "puck" over the high-scoring "spots" without hitting the back wall.

How To Play VIP Slide

1. Load the CHIP-8 interpreter at 0000-01FF and the game starting at 0200.
2. Turn RUN switch on.
3. The puck moves up and down randomly. Press

```

0200 00E0 ERASE
0202 A360 I=0360
0204 6800 V8=00
0206 6900 V9=00
0208 6201 V2=01
020A 230E DO 030E
020C 62FF V2=FF
020E 230E DO 030E
0210 6A00 VA=00
0212 6B00 VB=00
0214 6406 V4=06
0216 6C00 VC=00
0218 2328 DO 0328
021A 6C01 VC=01
021C 2328 DO 0328
021E A359 I=0359
0220 6D28 VD=28
0222 6E12 VE=12
0224 DDE3 SHOW 3MI@VDVE
0226 6D30 VD=30
0228 6E0E VE=0E
022A DDE3 SHOW 3MI@VDVE
022C 6E16 VE=16
022E DDE3 SHOW 3MI@VDVE
0230 6D38 VD=38
0232 6E0A VE=0A
0234 DDE3 SHOW 3MI@VDVE
0236 6E1A VE=1A
0238 DDE3 SHOW 3MI@VDVE
023A 6C00 VC=00
023C 6D03 VD=03
023E 2258 DO 0258
0240 6C01 VC=01
0242 6D3B VD=3B
0244 2258 DO 0258
0246 74FF V4+FF
0248 3400 SKIP;V4 EQ 00
024A 123A GO 023A
024C 620F V2=0F
024E F218 TONE=V2
0250 6118 V1=18
0252 F115 TIME=V1

```

"0"-key to stop the puck. The puck will move towards the spots after you release the key. The longer you hold the key down, the further the puck travels (maximum time approximately 2.5 seconds).

4. You get 2 points for hitting the first spot, 4 points for either of the next two spots, and 8 points for either of the last two. The highest score possible is 216 (two spots can be hit on one slide).
5. If you hit the back wall, though, you get zero points for that slide, even though you've hit a spot.
6. Each player gets 3 pucks per turn and 6 turns in a game.

```

0254 1366 GO 0366
0256 1256 GO 0256
0258 6204 V2=04
025A 234C DO 034C
025C A357 I=0357
025E 6E03 VE=03
0260 DDE2 SHOW 2MI@VDVE
0262 6503 V5=03
0264 6600 V6=00
0266 6E70 VE=70
0268 A35C I=035C
026A 6805 V8=05
026C 6909 V9=09
026E D894 SHOW 4MI@V8V9
0270 6D01 VD=01
0272 6111 V1=11
0274 C218 V2=RND
0276 7208 V2+08
0278 234C DO 034C
027A D894 SHOW 4MI@V8V9
027C 89D4 V9=V9+VD
027E D894 SHOW 4MI@V8V9
0280 71FF V1+FF
0282 E0A1 SKIP;V0 NE KEY
0284 1292 GO 0292
0286 3100 SKIP;V1 EQ 00
0288 1274 GO 0274
028A 4DFF SKIP;VD NE FF
028C 1270 GO 0270
028E 6DFF VD=FF
0290 1272 GO 0272
0292 6202 V2=02
0294 F218 TONE=V2
0296 6210 V2=10
0298 234C DO 034C
029A 3E00 SKIP;VE EQ 00
029C 7EFE VE+FE
029E E0A1 SKIP;V0 NE KEY
02A0 1296 GO 0296
02A2 6210 V2=10
02A4 234C DO 034C
02A6 E0A1 SKIP;V0 NE KEY

```

02A8 1296 GO 0296	0316 3100 SKIP;V1 EQ 00
02AA 6204 V2=04	0318 1310 GO 0310
02AC 234C DO 034C	031A 611F V1=1F
02AE 83E0 V3=VE	031C D891 SHOW 1MI@V8V9
02B0 83E4 V3=V3+VE	031E 71FF V1+FF
02B2 8230 V2=V3	0320 8924 V9=V9+V2
02B4 234C DO 034C	0322 3100 SKIP;V1 EQ 00
02B6 7E02 VE+02	0324 131C GO 031C
02B8 D894 SHOW 4MI@V8V9	0326 00EE RET
02BA 7801 V8+01	0328 A361 I=0361
02BC D894 SHOW 4MI@V8V9	032A 6E02 VE=02
02BE 4F01 SKIP;VF NE 01	032C 6D08 VD=08
02C0 12F8 GO 02F8	032E FA33 MI=VA(3DD)
02C2 3E70 SKIP;VE EQ 70	0330 4C00 SKIP;VC NE 00
02C4 12AE GO 02AE	0332 1338 GO 0338
02C6 6280 V2=80	0334 6D28 VD=28
02C8 237A DO 037A	0336 FB33 MI=VB(3DD)
02CA 2328 DO 0328	0338 F265 V0:V2=MI
02CC 3C00 SKIP;VC EQ 00	033A F029 I=V0(LSDP)
02CE 12D4 GO 02D4	033C DDE5 SHOW 5MI@VDVE
02D0 8A64 VA=VA+V6	033E 7D06 VD+06
02D2 12D6 GO 02D6	0340 F129 I=V1(LSDP)
02D4 8B64 VB=VB+V6	0342 DDE5 SHOW 5MI@VDVE
02D6 2328 DO 0328	0344 7D06 VD+06
02D8 A35C I=035C	0346 F229 I=V2(LSDP)
02DA D894 SHOW 4MI@V8V9	0348 DDE5 SHOW 5MI@VDVE
02DC 6220 V2=20	034A 00EE RET
02DE F218 TONE=V2	034C 7202 V2+02
02E0 75FF V5+FF	034E 72FF V2+FF
02E2 3500 SKIP;V5 EQ 00	0350 3200 SKIP;V2 EQ 00
02E4 1264 GO 0264	0352 134E GO 034E
02E6 A357 I=0357	0354 00EE RET
02E8 6E03 VE=03	0356 01C0
02EA 6D03 VD=03	0358 C0E0
02EC 3C00 SKIP;VC EQ 00	035A A0E0
02EE 6D3B VD=3B	035C F0F0
02F0 DDE2 SHOW 2MI@VDVE	035E F0F0
02F2 6204 V2=04	0360 8000
02F4 234C DO 034C	0362 0004
02F6 00EE RET	0364 00D4
02F8 6202 V2=02	0366 F107 V1=TIME
02FA F218 TONE=V2	0368 3100 SKIP;V1 EQ 00
02FC 483C SKIP;V8 NE 3C	036A 1366 GO 0366
02FE 12D8 GO 02D8	036C 72FF V2+FF
0300 4825 SKIP;V8 NE 25	036E 3200 SKIP;V2 EQ 00
0302 7602 V6+02	0370 124E GO 024E
0304 482D SKIP;V8 NE 2D	0372 1372 GO 0372
0306 7604 V6+04	0374 3E70 SKIP;VE EQ 70
0308 4835 SKIP;V8 NE 35	0376 12AE GO 02AE
030A 7608 V6+08	0378 12C6 GO 02C6
030C 1374 GO 0374	037A F215 TIME=V2
030E 613F V1=3F	037C F207 V2=TIME
0310 D891 SHOW 1MI@V8V9	037E 3200 SKIP;V2 EQ 00
0312 71FF V1+FF	0380 137C GO 037C
0314 8824 V8=V8+V2	0382 00EE RET

6. VIP Reversi

REVERSI is a game over 100 years old, which has become popular recently under the name OTHELLO. The game is played on an 8×8 square, using two kinds of markers. In VIP REVERSI one player has the open markers and the other player the solid markers. The score for either player at any time is the total number of his markers on the square.

How To Play VIP Reversi

1. Load the CHIP-8 interpreter at 0000-01FF and the game starting at 0200.
2. Turn RUN switch on.
3. The 8×8 square will be formed and the starting marker configuration shown, having two of each kind of marker in the center four locations of the square. The starting score for each player is shown as 02 above a line of his markers.
4. Your VIP indicates the player's turn by blinking that player's score and also blinking a cursor-dot in the 8×8 square. A player moves the blinking cursor-dot in the 8×8 square by pressing the direction keys 1-4 and 6-9 as shown.

```

0200 6D02 VD=02
0202 6E02 VE=02
0204 6C00 VC=00
0206 A2D7 I=02D7
0208 6B00 VB=00
020A 6A11 VA=11
020C DAB3 SHOW 3MI@VAVB
020E 3A2D SKIP;VA EQ 2D
0210 121A GO 021A
0212 4B1C SKIP;VB NE 1C
0214 121E GO 021E
0216 7B04 VB+04
0218 120A GO 020A
021A 7A04 VA+04
021C 120C GO 020C
021E 6A1D VA=1D
0220 6B0C VB=0C
0222 DAB3 SHOW 3MI@VAVB
0224 7A04 VA+04
0226 7B04 VB+04
0228 DAB3 SHOW 3MI@VAVB
022A A2DA I=02DA
022C DAB3 SHOW 3MI@VAVB
022E 7AFC VA+FC
0230 DAB3 SHOW 3MI@VAVB
0232 7BFC VB+FC
0234 DAB3 SHOW 3MI@VAVB
0236 7A04 VA+04
0238 DAB3 SHOW 3MI@VAVB
023A 6002 V0=02
023C 22DE DO 02DE

```

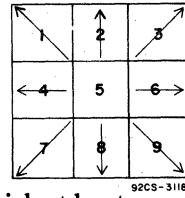
5. When the cursor-dot is properly located, the player presses key 5 to place his marker on the square. You will find that your VIP will not allow you to make a non-valid play. The only placements allowed are ones for which at least one of the other player's markers is surrounded between an existing marker of your own and your new marker being placed. All these markers must be in consecutive positions on the square and can be in any horizontal, vertical, or diagonal direction. Once a new marker has been placed, your VIP will change all such surrounded markers of the other player to your kind and change the scores.

6. Sometimes it may not be possible for a player to make a valid move. If this happens he must forfeit his move by pressing the "F" key! The game ends when neither player can play or when the 8×8 square is completely filled with markers. The goal is to end the game with the highest score. Do not be discouraged if during the game you seem to be losing because this is a game with dramatic reversals! Develop a winning strategem and become a champion!!

```

023E 6034 V0=34
0240 22DE DO 02DE
0242 A2D7 I=02D7
0244 6034 V0=34
0246 22DE DO 02DE
0248 2394 DO 0394
024A 6901 V9=01
024C 230C DO 030C
024E 6800 V8=00
0250 237E DO 037E
0252 6900 V9=00
0254 4909 SKIP;V9 NE 09
0256 1272 GO 0272
0258 7901 V9+01
025A E99E SKIP;V9 EQ KEY
025C 1254 GO 0254
025E 4905 SKIP;V9 NE 05
0260 128C GO 028C
0262 3800 SKIP;V8 EQ 00
0264 239E DO 039E
0266 230C DO 030C
0268 3800 SKIP;V8 EQ 00
026A 239E DO 039E
026C 6102 V1=02
026E F118 TONE=V1
0270 1250 GO 0250
0272 690F V9=0F
0274 E99E SKIP;V9 EQ KEY
0276 1250 GO 0250
0278 3800 SKIP;V8 EQ 00
027A 22EC DO 02EC

```



027C 7C80 VC+80	02EE 3C00 SKIP;VC EQ 00
027E 3800 SKIP;V8 EQ 00	02F0 1306 GO 0306
0280 22EC DO 02EC	02F2 6502 V5=02
0282 6118 V1=18	02F4 FD33 MI=VD(3DD)
0284 F118 TONE=V1	02F6 6604 V6=04
0286 E9A1 SKIP;V9 NE KEY	02F8 F265 V0:V2=MI
0288 1286 GO 0286	02FA F129 I=V1(LSDP)
028A 1250 GO 0250	02FC D565 SHOW 5MI@V5V6
028C 3800 SKIP;V8 EQ 00	02FE 7507 V5+07
028E 237E DO 037E	0300 F229 I=V2(LSDP)
0290 23A8 DO 03A8	0302 D565 SHOW 5MI@V5V6
0292 3100 SKIP;V1 EQ 00	0304 00EE RET
0294 1250 GO 0250	0306 6534 V5=34
0296 83A0 V3=VA	0308 FE33 MI=VE(3DD)
0298 84B0 V4=VB	030A 12F6 GO 02F6
029A 6900 V9=00	030C 6700 V7=00
029C 23D0 DO 03D0	030E 4909 SKIP;V9 NE 09
029E 4200 SKIP;V2 NE 00	0310 1372 GO 0372
02A0 1250 GO 0250	0312 4908 SKIP;V9 NE 08
02A2 2394 DO 0394	0314 135E GO 035E
02A4 A2DA I=02DA	0316 4907 SKIP;V9 NE 07
02A6 D343 SHOW 3MI@V3V4	0318 1366 GO 0366
02A8 3C00 SKIP;VC EQ 00	031A 4906 SKIP;V9 NE 06
02AA 12B0 GO 02B0	031C 1356 GO 0356
02AC A2D7 I=02D7	031E 4904 SKIP;V9 NE 04
02AE D343 SHOW 3MI@V3V4	0320 134E GO 034E
02B0 3C00 SKIP;VC EQ 00	0322 4903 SKIP;V9 NE 03
02B2 12B8 GO 02B8	0324 1342 GO 0342
02B4 7D01 VD+01	0326 4901 SKIP;V9 NE 01
02B6 12BA GO 02BA	0328 1336 GO 0336
02B8 7E01 VE+01	032A 4B00 SKIP;VB NE 00
02BA 23FA DO 03FA	032C 1332 GO 0332
02BC 23D0 DO 03D0	032E 7BFC VB+FC
02BE 3200 SKIP;V2 EQ 00	0330 00EE RET
02C0 12BA GO 02BA	0332 67FF V7=FF
02C2 2394 DO 0394	0334 00EE RET
02C4 81D0 V1=VD	0336 4B00 SKIP;VB NE 00
02C6 81E4 V1=V1+VE	0338 1332 GO 0332
02C8 3140 SKIP;V1 EQ 40	033A 4A11 SKIP;VA NE 11
02CA 1278 GO 0278	033C 1332 GO 0332
02CC 242E DO 042E	033E 7AFC VA+FC
02CE 242E DO 042E	0340 132E GO 032E
02D0 2388 DO 0388	0342 4B00 SKIP;VB NE 00
02D2 242E DO 042E	0344 1332 GO 0332
02D4 12CC GO 02CC	0346 4A2D SKIP;VA NE 2D
02D6 0100	0348 1332 GO 0332
02D8 4000	034A 7A04 VA+04
02DA E0A0	034C 132E GO 032E
02DC E0D4	034E 4A11 SKIP;VA NE 11
02DE 610B V1=0B	0350 1332 GO 0332
02E0 D013 SHOW 3MI@V0V1	0352 7AFC VA+FC
02E2 7004 V0+04	0354 00EE RET
02E4 D013 SHOW 3MI@V0V1	0356 4A2D SKIP;VA NE 2D
02E6 7004 V0+04	0358 1332 GO 0332
02E8 D013 SHOW 3MI@V0V1	035A 7A04 VA+04
02EA 00EE RET	035C 00EE RET
02EC A440 I=0440	035E 4B1C SKIP;VB NE 1C

0360 1332 GO 0332	03D0 8A30 VA=V3
0362 7B04 VB+04	03D2 8B40 VB=V4
0364 00EE RET	03D4 7901 V9+01
0366 4B1C SKIP;VB NE 1C	03D6 4905 SKIP;V9 NE 05
0368 1332 GO 0332	03D8 7901 V9+01
036A 4A11 SKIP;VA NE 11	03DA 6200 V2=00
036C 1332 GO 0332	03DC 490A SKIP;V9 NE 0A
036E 7AFC VA+FC	03DE 00EE RET
0370 1362 GO 0362	03E0 230C DO 030C
0372 4B1C SKIP;VB NE 1C	03E2 23A8 DO 03A8
0374 1332 GO 0332	03E4 4100 SKIP;V1 NE 00
0376 4A2D SKIP;VA NE 2D	03E6 13D0 GO 03D0
0378 1332 GO 0332	03E8 3180 SKIP;V1 EQ 80
037A 7A04 VA+04	03EA 13F2 GO 03F2
037C 1362 GO 0362	03EC 3200 SKIP;V2 EQ 00
037E 2388 DO 0388	03EE 00EE RET
0380 22EC DO 02EC	03F0 13D0 GO 03D0
0382 239E DO 039E	03F2 47FF SKIP;V7 NE FF
0384 7880 V8+80	03F4 13D0 GO 03D0
0386 00EE RET	03F6 7201 V2+01
0388 6110 V1=10	03F8 13E0 GO 03E0
038A F115 TIME=V1	03FA 8190 V1=V9
038C F107 V1=TIME	03FC 690A V9=0A
038E 3100 SKIP;V1 EQ 00	03FE 8915 V9=V9-V1
0390 138C GO 038C	0400 230C DO 030C
0392 00EE RET	0402 81A0 V1=VA
0394 22EC DO 02EC	0404 8135 V1=V1-V3
0396 7C80 VC+80	0406 3100 SKIP;V1 EQ 00
0398 22EC DO 02EC	0408 141A GO 041A
039A 7C80 VC+80	040A 81B0 V1=VB
039C 00EE RET	040C 8145 V1=V1-V4
039E A2D7 I=02D7	040E 3100 SKIP;V1 EQ 00
03A0 DAB3 SHOW 3MI@VAVB	0410 141A GO 041A
03A2 00EE RET	0412 8190 V1=V9
03A4 A2DA I=02DA	0414 690A V9=0A
03A6 13A0 GO 03A0	0416 8915 V9=V9-V1
03A8 23A4 DO 03A4	0418 00EE RET
03AA 81F0 V1=VF	041A 239E DO 039E
03AC 23A4 DO 03A4	041C 3C00 SKIP;VC EQ 00
03AE 4100 SKIP;V1 NE 00	041E 1426 GO 0426
03B0 13CC GO 03CC	0420 7D01 VD+01
03B2 239E DO 039E	0422 7EFF VE+FF
03B4 81F0 V1=VF	0424 142A GO 042A
03B6 239E DO 039E	0426 7DFF VD+FF
03B8 3100 SKIP;V1 EQ 00	0428 7E01 VE+01
03BA 13C4 GO 03C4	042A 242E DO 042E
03BC 3C00 SKIP;VC EQ 00	042C 1400 GO 0400
03BE 13C8 GO 03C8	042E 6104 V1=04
03C0 6180 V1=80	0430 F118 TONE=V1
03C2 00EE RET	0432 2388 DO 0388
03C4 3C00 SKIP;VC EQ 00	0434 00EE RET
C3C6 13C0 GO 03C0	0436 1424 GO 0424
03C8 61FF V1=FF	0438 4A2D SKIP;VA NE 2D
03CA 00EE RET	043A 1424 GO 0424
03CC 6100 V1=00	043C 7A04 VA+04
03CE 00EE RET	043E 1420 GO 0420

7. VIP Bowling

Bowling is a great game for recreation and competition requiring skill and a little bit of luck. This program simulates bowling closely with regular scoring and the option of using three different spins on the ball.

How To Play VIP Bowling

1. Load the CHIP-8 interpreter at 0000-01FF and the game starting at 0200.
2. Turn RUN switch on.
3. Up to 6 persons can compete. Make the choice by pressing KEY 1, 2, 3, 4, 5, or 6. The players will be referred to as A, B, C, D, E, and F.
4. It is possible to play up to 10 frames in one game. Make your choice of the number of frames by pressing KEY 1, 2, 3, 5, 6, 7, 8, 9, or 0 (for 10 frames).
5. It is possible to choose 3 ball speeds (KEY 1, 2, or 3). The speed option only affects the ball after it is released.
6. At the start of a player's turn, the video will display whose turn it is and whether he is working on a spare, strike, 2 strikes, or nothing.

```

0200 6314 V3=14
0202 6400 V4=00
0204 255E DO 055E
0206 6005 V0=05
0208 25B4 DO 05B4
020A 630C V3=0C
020C 25BC DO 05BC
020E 6906 V9=06
0210 89B5 V9=V9-VB
0212 3B00 SKIP;VB EQ 00
0214 4F00 SKIP;VF NE 00
0216 120C GO 020C
0218 FB29 I=VB(LSDP)
021A D345 SHOW 5MV3V4
021C 8DB0 VD=VB
021E 7D09 VD+09
0220 6314 V3=14
0222 640C V4=0C
0224 257A DO 057A
0226 6005 V0=05
0228 25B4 DO 05B4
022A 630C V3=0C
022C 25BC DO 05BC
022E 6909 V9=09
0230 89B5 V9=V9-VB
0232 4F00 SKIP;VF NE 00
0234 122C GO 022C
0236 FB29 I=VB(LSDP)

```

Release the ball by pressing one of the following keys: KEY 1, 2, 3, 5, 7, 8, or 9.

—KEY 5 will cause a straight ball.

—KEY 1, 2, and 3 will cause the ball to spin up—KEY 1 before the first pin, KEY 2 after the first pin, and KEY 3 after the second pin.

—KEY 7, 8, and 9 will cause the ball to spin down—KEY 7 before the first pin, KEY 8 after the first pin, KEY 9 after the second pin.

7. After the player's turn ends, the video will display whose turn it was, the frame, and the score. The next player follows the instructions at 6 above.

8. After all players have had their turn in a frame, the video will display the total of each player and whether he is working on a spare, 1 strike, 2 strikes, or nothing. It will display the frame number and the total number of frames to go (unless the last frame was played).

After pressing any key, player A can start in the next frame. Continue with instruction 6 above.

9. If all frames in the game have been finished, press any key again. The players who are still working on a spare will receive 1 more ball, and those working on 1 or 2 strikes will receive 2 balls.

10. After all players have finished the game the final score will be displayed.

```

0238 D345 SHOW 5MV3V4
023A 3B00 SKIP;VB EQ 00
023C 1246 GO 0246
023E 6B0A VB=0A
0240 6307 V3=07
0242 6001 V0=01
0244 25B4 DO 05B4
0246 80B0 V0=VB
0248 A6A6 I=06A6
024A F055 MI=V0:V0
024C 6E00 VE=00
024E 6314 V3=14
0250 6418 V4=18
0252 6005 V0=05
0254 25B4 DO 05B4
0256 A64A I=064A
0258 25B6 DO 05B6
025A 600E V0=0E
025C 25B4 DO 05B4
025E 25B4 DO 05B4
0260 600D V0=0D
0262 25B4 DO 05B4
0264 630C V3=0C
0266 25BC DO 05BC
0268 6903 V9=03
026A 89B5 V9=V9-VB
026C 3B00 SKIP;VB EQ 00

```

026E 4F00 SKIP;VF NE 00	02DC 25B4 DO 05B4
0270 1266 GO 0266	02DE 12F4 GO 02F4
0272 FB29 I=VB(LSDP)	02E0 633A V3=3A
0274 D345 SHOW 5MV3V4	02E2 6402 V4=02
0276 6000 V0=00	02E4 FB29 I=VB(LSDP)
0278 4B02 SKIP;VB NE 02	02E6 D345 SHOW 5MV3V4
027A 6004 V0=04	02E8 12D4 GO 02D4
027C 4B01 SKIP;VB NE 01	02EA 4000 SKIP;V0 NE 00
027E 6008 V0=08	02EC 12E0 GO 02E0
0280 A4A9 I=04A9	02EE 6331 V3=31
0282 F055 MI=V0:V0	02F0 A675 I=0675
0284 25DE DO 05DE	02F2 D347 SHOW 7MV3V4
0286 A694 I=0694	02F4 25DE DO 05DE
0288 6000 V0=00	02F6 9CD0 SKIP;VC NE VD
028A 6100 V1=00	02F8 12FE GO 02FE
028C F055 MI=V0:V0	02FA 7C01 VC+01
028E 7101 V1+01	02FC 1298 GO 0298
0290 3112 SKIP;V1 EQ 12	02FE 00E0 ERASE
0292 128C GO 028C	0300 6300 V3=00
0294 6C0A VC=0A	0302 6400 V4=00
0296 7E01 VE+01	0304 257A DO 057A
0298 2608 DO 0608	0306 25C6 DO 05C6
029A 6A00 VA=00	0308 80E0 V0=VE
029C 2376 DO 0376	030A 300E SKIP;V0 EQ 0E
029E 6300 V3=00	030C 1312 GO 0312
02A0 6410 V4=10	030E 25B4 DO 05B4
02A2 255E DO 055E	0310 1314 GO 0314
02A4 25C6 DO 05C6	0312 2596 DO 0596
02A6 80C0 V0=VC	0314 6C0A VC=0A
02A8 25B4 DO 05B4	0316 6300 V3=00
02AA 6302 V3=02	0318 7409 V4+09
02AC 641B V4=1B	031A 80C0 V0=VC
02AE 257A DO 057A	031C 25B4 DO 05B4
02B0 25C6 DO 05C6	031E 25C6 DO 05C6
02B2 80E0 V0=VE	0320 A68A I=068A
02B4 2596 DO 0596	0322 FC1E I=I+VC
02B6 6330 V3=30	0324 F065 V0:V0=MI
02B8 6400 V4=00	0326 8500 V5=V0
02BA A67C I=067C	0328 A690 I=0690
02BC D349 SHOW 9MV3V4	032A FC1E I=I+VC
02BE 7308 V3+08	032C F065 V0:V0=MI
02C0 D349 SHOW 9MV3V4	032E 2598 DO 0598
02C2 A696 I=0696	0330 25F4 DO 05F4
02C4 FC1E I=I+VC	0332 9CD0 SKIP;VC NE VD
02C6 F065 V0:V0=MI	0334 1344 GO 0344
02C8 6401 V4=01	0336 7C01 VC+01
02CA 3001 SKIP;V0 EQ 01	0338 6924 V9=24
02CC 12EA GO 02EA	033A 8935 V9=V9-V3
02CE 6339 V3=39	033C 3F01 SKIP;VF EQ 01
02D0 A66F I=066F	033E 1316 GO 0316
02D2 D347 SHOW 7MV3V4	0340 6325 V3=25
02D4 A6A7 I=06A7	0342 131A GO 031A
02D6 F065 V0:V0=MI	0344 6337 V3=37
02D8 6332 V3=32	0346 6400 V4=00
02DA 6402 V4=02	0348 4E0E SKIP;VE NE 0E

034A 134A GO 034A	03B8 2590 DO 0590
034C A6A6 I=06A6	03BA 2590 DO 0590
034E F065 V0:V0=MI	03BC 2590 DO 0590
0350 9E00 SKIP;VE NE V0	03BE D124 SHOW 4MV1V2
0352 135A GO 035A	03C0 6B00 VB=00
0354 2596 DO 0596	03C2 A642 I=0642
0356 F90A V9=KEY	03C4 6101 V1=01
0358 1294 GO 0294	03C6 620E V2=0E
035A F90A V9=KEY	03C8 631A V3=1A
035C 6E0E VE=0E	03CA 6401 V4=01
035E 6C0A VC=0A	03CC D125 SHOW 5MV1V2
0360 2608 DO 0608	03CE 6822 V8=22
0362 4000 SKIP;V0 NE 00	03D0 6902 V9=02
0364 136E GO 036E	03D2 6501 V5=01
0366 6A00 VA=00	03D4 E5A1 SKIP;V5 NE KEY
0368 4001 SKIP;V0 NE 01	03D6 1410 GO 0410
036A 6A01 VA=01	03D8 6502 V5=02
036C 2376 DO 0376	03DA E5A1 SKIP;V5 NE KEY
036E 9CD0 SKIP;VC NE VD	03DC 1414 GO 0414
0370 12FE GO 02FE	03DE 6503 V5=03
0372 7C01 VC+01	03E0 E5A1 SKIP;V5 NE KEY
0374 1360 GO 0360	03E2 1418 GO 0418
0376 25DE DO 05DE	03E4 6505 V5=05
0378 00E0 ERASE	03E6 E5A1 SKIP;V5 NE KEY
037A A684 I=0684	03E8 141C GO 041C
037C 6200 V2=00	03EA 6507 V5=07
037E 6100 V1=00	03EC E5A1 SKIP;V5 NE KEY
0380 D121 SHOW 1MV1V2	03EE 1422 GO 0422
0382 7108 V1+08	03F0 6508 V5=08
0384 3140 SKIP;V1 EQ 40	03F2 E5A1 SKIP;V5 NE KEY
0386 1380 GO 0380	03F4 1420 GO 0420
0388 721F V2+1F	03F6 6509 V5=09
038A 421F SKIP;V2 NE 1F	03F8 E5A1 SKIP;V5 NE KEY
038C 137E GO 037E	03FA 141E GO 041E
038E A685 I=0685	03FC D125 SHOW 5MV1V2
0390 6100 V1=00	03FE 9230 SKIP;V2 NE V3
0392 6201 V2=01	0400 1406 GO 0406
0394 D12F SHOW FMV1V2	0402 8244 V2=V2+V4
0396 6210 V2=10	0404 13CC GO 03CC
0398 D12F SHOW FMV1V2	0406 3401 SKIP;V4 EQ 01
039A A647 I=0647	0408 13C8 GO 03C8
039C 6127 V1=27	040A 6301 V3=01
039E 620E V2=0E	040C 64FF V4=FF
03A0 D124 SHOW 4MV1V2	040E 13CC GO 03CC
03A2 612D V1=2D	0410 79FC V9+FC
03A4 620A V2=0A	0412 1422 GO 0422
03A6 2590 DO 0590	0414 79FC V9+FC
03A8 D124 SHOW 4MV1V2	0416 1420 GO 0420
03AA 6133 V1=33	0418 79FC V9+FC
03AC 6206 V2=06	041A 141E GO 041E
03AE 2590 DO 0590	041C 79FE V9+FE
03B0 2590 DO 0590	041E 7809 V8+09
03B2 D124 SHOW 4MV1V2	0420 7809 V8+09
03B4 6139 V1=39	0422 25EE DO 05EE
03B6 6202 V2=02	0424 248E DO 048E

0426 A690 I=0690	0494 14AE GO 04AE
0428 FC1E I=I+VC	0496 D125 SHOW 5MV1V2
042A F065 V0:V0=MI	0498 5180 SKIP;V1 EQ V8
042C 8800 V8=V0	049A 149E GO 049E
042E A696 I=0696	049C 8390 V3=V9
0430 FC1E I=I+VC	049E 7103 V1+03
0432 F065 V0:V0=MI	04A0 8234 V2=V2+V3
0434 8900 V9=V0	04A2 413D SKIP;V1 NE 3D
0436 3A00 SKIP;VA EQ 00	04A4 00EE RET
0438 1466 GO 0466	04A6 D125 SHOW 5MV1V2
043A 4903 SKIP;V9 NE 03	04A8 6000 V0=00
043C 1458 GO 0458	04AA 25E0 DO 05E0
043E 3900 SKIP;V9 EQ 00	04AC 1492 GO 0492
0440 145C GO 045C	04AE D125 SHOW 5MV1V2
0442 2626 DO 0626	04B0 6627 V6=27
0444 4B0A SKIP;VB NE 0A	04B2 6702 V7=02
0446 1484 GO 0484	04B4 642A V4=2A
0448 2614 DO 0614	04B6 8415 V4=V4-V1
044A A6A7 I=06A7	04B8 3F00 SKIP;VF EQ 00
044C 80B0 V0=VB	04BA 14F8 GO 04F8
044E F055 MI=V0:V0	04BC 6430 V4=30
0450 7A01 VA+01	04BE 8415 V4=V4-V1
0452 3B0A SKIP;VB EQ 0A	04C0 3F00 SKIP;VF EQ 00
0454 13C0 GO 03C0	04C2 14CE GO 04CE
0456 139A GO 039A	04C4 6436 V4=36
0458 2626 DO 0626	04C6 8415 V4=V4-V1
045A 79FF V9+FF	04C8 3F00 SKIP;VF EQ 00
045C 2626 DO 0626	04CA 14F6 GO 04F6
045E 79FF V9+FF	04CC 760C V6+0C
0460 3E0E SKIP;VE EQ 0E	04CE 7606 V6+06
0462 1442 GO 0442	04D0 4200 SKIP;V2 NE 00
0464 1448 GO 0448	04D2 1514 GO 0514
0466 4901 SKIP;V9 NE 01	04D4 6405 V4=05
0468 147A GO 047A	04D6 8425 V4=V4-V2
046A 2626 DO 0626	04D8 3F00 SKIP;VF EQ 00
046C A6A7 I=06A7	04DA 1522 GO 0522
046E F065 V0:V0=MI	04DC 640D V4=0D
0470 80B4 V0=V0+VB	04DE 8425 V4=V4-V2
0472 400A SKIP;V0 NE 0A	04E0 3F00 SKIP;VF EQ 00
0474 1486 GO 0486	04E2 151E GO 051E
0476 25DE DO 05DE	04E4 6415 V4=15
0478 1488 GO 0488	04E6 8425 V4=V4-V2
047A 2626 DO 0626	04E8 3F00 SKIP;VF EQ 00
047C 79FF V9+FF	04EA 151A GO 051A
047E 3E0E SKIP;VE EQ 0E	04EC 641A V4=1A
0480 146A GO 046A	04EE 8425 V4=V4-V2
0482 1476 GO 0476	04F0 3F00 SKIP;VF EQ 00
0484 7901 V9+01	04F2 1516 GO 0516
0486 7901 V9+01	04F4 1514 GO 0514
0488 2614 DO 0614	04F6 760C V6+0C
048A 00E0 ERASE	04F8 4200 SKIP;V2 NE 00
048C 00EE RET	04FA 1514 GO 0514
048E 6300 V3=00	04FC 6409 V4=09
0490 6F00 VF=00	04FE 8425 V4=V4-V2
0492 3F00 SKIP;VF EQ 00	0500 3F00 SKIP;VF EQ 00

0502 1520 GO 0520	0570 7304 V3+04
0504 6411 V4=11	0572 600E V0=0E
0506 8425 V4=V4-V2	0574 25B4 DO 05B4
0508 3F00 SKIP;VF EQ 00	0576 A65A I=065A
050A 151C GO 051C	0578 15B6 GO 05B6
050C 6419 V4=19	057A 600F V0=0F
050E 8425 V4=V4-V2	057C 25B4 DO 05B4
0510 3F00 SKIP;VF EQ 00	057E A65A I=065A
0512 1518 GO 0518	0580 25B6 DO 05B6
0514 15EE GO 05EE	0582 600A V0=0A
0516 7704 V7+04	0584 25B4 DO 05B4
0518 7704 V7+04	0586 A65F I=065F
051A 7704 V7+04	0588 D345 SHOW 5MV3V4
051C 7704 V7+04	058A 7306 V3+06
051E 7704 V7+04	058C 600E V0=0E
0520 7704 V7+04	058E 15B4 GO 05B4
0522 A647 I=0647	0590 D124 SHOW 4MV1V2
0524 D674 SHOW 4MV6V7	0592 7208 V2+08
0526 3F00 SKIP;VF EQ 00	0594 00EE RET
0528 1530 GO 0530	0596 6500 V5=00
052A D674 SHOW 4MV6V7	0598 A6A8 I=06A8
052C A642 I=0642	059A F033 MI=V0(3DD)
052E 1498 GO 0498	059C F265 V0:V2=MI
0530 7B01 VB+01	059E 8050 V0=V5
0532 25EA DO 05EA	05A0 3000 SKIP;V0 EQ 00
0534 C007 V0=RND	05A2 15AA GO 05AA
0536 8004 V0=V0+V0	05A4 3100 SKIP;V1 EQ 00
0538 B53A GO 053A+V0	05A6 15AC GO 05AC
053A 1550 GO 0550	05A8 15B0 GO 05B0
053C 154E GO 054E	05AA 25B4 DO 05B4
053E 154A GO 054A	05AC 8010 V0=V1
0540 1548 GO 0548	05AE 25B4 DO 05B4
0542 1550 GO 0550	05B0 8020 V0=V2
0544 154E GO 054E	05B2 15B4 GO 05B4
0546 154A GO 054A	05B4 F029 I=V0(LSDP)
0548 7710 V7+10	05B6 D345 SHOW 5MV3V4
054A 77F8 V7+F8	05B8 7305 V3+05
054C 1554 GO 0554	05BA 00EE RET
054E 7708 V7+08	05BC A664 I=0664
0550 77FC V7+FC	05BE D347 SHOW 7MV3V4
0552 7606 V6+06	05C0 FB0A VB=KEY
0554 641B V4=1B	05C2 D347 SHOW 7MV3V4
0556 8475 V4=V4-V7	05C4 00EE RET
0558 3F00 SKIP;VF EQ 00	05C6 A66B I=066B
055A 1522 GO 0522	05C8 D344 SHOW 4MV3V4
055C 152C GO 052C	05CA 7302 V3+02
055E A64A I=064A	05CC 00EE RET
0560 25B6 DO 05B6	05CE A656 I=0656
0562 A64D I=064D	05D0 D342 SHOW 2MV3V4
0564 D345 SHOW 5MV3V4	05D2 7303 V3+03
0566 7304 V3+04	05D4 00EE RET
0568 600A V0=0A	05D6 A658 I=0658
056A 25B4 DO 05B4	05D8 15D0 GO 05D0
056C A652 I=0652	05DA 6040 V0=40
056E D345 SHOW 5MV3V4	05DC 15E0 GO 05E0

05DE 60A0 V0=A0	063A FC1E I=I+VC
05E0 F015 TIME=V0	063C F055 MI=V0:V0
05E2 F007 V0=TIME	063E 789C V8+9C
05E4 3000 SKIP;V0 EQ 00	0640 00EE RET
05E6 15E2 GO 05E2	0642 F8F8
05E8 00EE RET	0644 F8F8
05EA 6001 V0=01	0646 F8F0
05EC 15F0 GO 05F0	0648 9090
05EE 6008 V0=08	064A F090
05F0 F018 TONE=V0	064C F080
05F2 00EE RET	064E 8080
05F4 A696 I=0696	0650 80E0
05F6 FC1E I=I+VC	0652 A0A0
05F8 F065 V0:V0=MI	0654 E040
05FA 4000 SKIP;V0 NE 00	0656 4080
05FC 00EE RET	0658 C0C0
05FE 4001 SKIP;V0 NE 01	065A F090
0600 15CE GO 05CE	065C F0A0
0602 4003 SKIP;V0 NE 03	065E 90D8
0604 25D6 DO 05D6	0660 A888
0606 15D6 GO 05D6	0662 8888
0608 00E0 ERASE	0664 F090
060A FC29 I=VC(LSDP)	0666 1070
060C 631E V3=1E	0668 4000
060E 640D V4=0D	066A 4000
0610 25B6 DO 05B6	066C 8000
0612 15F4 GO 05F4	066E 8000
0614 A690 I=0690	0670 040C
0616 FC1E I=I+VC	0672 1C3C
0618 8080 V0=V8	0674 7CFC
061A F055 MI=V0:V0	0676 FCFC
061C A696 I=0696	0678 FCFC
061E FC1E I=I+VC	067A FCFC
0620 8090 V0=V9	067C FF81
0622 F055 MI=V0:V0	067E 8181
0624 00EE RET	0680 8181
0626 88B4 V8=V8+VB	0682 8181
0628 6063 V0=63	0684 FF80
062A 8085 V0=V0-V8	0686 8080
062C 3F00 SKIP;VF EQ 00	0688 8080
062E 00EE RET	068A 8080
0630 A68A I=068A	068C 8080
0632 FC1E I=I+VC	068E 8080
0634 F065 V0:V0=MI	0690 8080
0636 7001 V0+01	0692 8080
0638 A68A I=068A	

8. VIP Deflection

In the VIP DEFLECTION game you position mirrors anywhere on the display screen. The object of the game is to deflect a ball off the mirrors a maximum number of times before hitting the target.

The number of deflections times the target number gives you deflection points. These are added to your previous point total. If you fail to hit the target you get no points. The winner of the game is the player who accumulates 257 or more deflection points.

How To Play VIP Deflection

1. Load the CHIP-8 interpreter at 0000-01FF and the game starting at 0200.

2. Turn RUN switch on.

3. After the scores appear a letter, the target with a number, and the ball. The letter signifies the player who will program the mirrors. This sequence will be repeated until there is a winner.

4. To program the mirrors select the proper mirror type by using Table 1 as a guide. Key 1 will place a horizontal mirror on the board. Key 2 selects a vertical mirror, Key 3 a slant-left mirror, and Key 4 a slant-right mirror.

Table 1 — Mirror Types

KEY SELECTION	MIRROR
1	—
2	
3	<
4	>

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5. After a mirror has been selected you may position the mirror by using keys 1 through 4 and 6 through 9 (see Table 2 for movement of a mirror). Once a mirror has been selected and positioned it may be fixed into position by pressing key 5.

Table 2 — Mirror Positioning and Ball Direction

Key Selection	Positioning and Direction
1	up and to the left
2	up
3	up and to the right
4	left
6	right
7	down and to the left
8	down
9	down and to the right

6. You may position up to 10 mirrors on the game board. After you have the maximum amount on the board you must press key 0 to progress to the fire mode. If you wish to progress to the fire mode with less than 10 mirrors programmed you may do so by pressing key 0. You fire the ball in the direction you want by using keys 1 through 4 and keys 6 through 9 (see Table 2).

7. After the ball has reached the target or leaves the game board, the player's score is computed and displayed and a new ball and target appear.

0200 6A00 VA=00	026E 1282 GO 0282
0202 6B00 VB=00	0270 A53C I=053C
0204 680A V8=0A	0272 4202 SKIP;V2 NE 02
0206 6C01 VC=01	0274 1282 GO 0282
0208 6D01 VD=01	0276 A540 I=0540
020A 6E0A VE=0A	0278 4203 SKIP;V2 NE 03
020C 6750 V7=50	027A 1282 GO 0282
020E 6900 V9=00	027C A544 I=0544
0210 2400 DO 0400	027E 3204 SKIP;V2 EQ 04
0212 6490 V4=90	0280 1260 GO 0260
0214 243E DO 043E	0282 601E V0=1E
0216 00E0 ERASE	0284 610E V1=0E
0218 C037 V0=RND	0286 D015 SHOW 5MV0V1
021A C117 V1=RND	0288 6405 V4=05
021C A54C I=054C	028A 243E DO 043E
021E F155 MI=V0:V1	028C D015 SHOW 5MV0V1
0220 A530 I=0530	028E 6309 V3=09
0222 D017 SHOW 7MV0V1	0290 E3A1 SKIP;V3 NE KEY
0224 1228 GO 0228	0292 129C GO 029C
0226 D011 SHOW 1MV0V1	0294 73FF V3+FF
0228 C03F V0=RND	0296 3300 SKIP;V3 EQ 00
022A C11F V1=RND	0298 1290 GO 0290
022C A54E I=054E	029A 1286 GO 0286
022E F155 MI=V0:V1	029C 4305 SKIP;V3 NE 05
0230 A548 I=0548	029E 12C0 GO 02C0
0232 D011 SHOW 1MV0V1	02A0 2448 DO 0448
0234 3F00 SKIP;VF EQ 00	02A2 40FF SKIP;V0 NE FF
0236 1226 GO 0226	02A4 6000 V0=00
0238 A54C I=054C	02A6 41FF SKIP;V1 NE FF
023A F165 V0:V1=MI	02A8 6100 V1=00
023C 7001 V0+01	02AA 643C V4=3C
023E 7101 V1+01	02AC 4202 SKIP;V2 NE 02
0240 84C0 V4=VC	02AE 6440 V4=40
0242 3E0A SKIP;VE EQ 0A	02B0 9040 SKIP;V0 NE V4
0244 84D0 V4=VD	02B2 70FF V0+FF
0246 F429 I=V4(LSDP)	02B4 641C V4=1C
0248 D015 SHOW 5MV0V1	02B6 4201 SKIP;V2 NE 01
024A 124E GO 024E	02B8 6420 V4=20
024C D015 SHOW 5MV0V1	02BA 9140 SKIP;V1 NE V4
024E C038 V0=RND	02BC 71FF V1+FF
0250 C118 V1=RND	02BE 1286 GO 0286
0252 FE29 I=VE(LSDP)	02C0 F30A V3=KEY
0254 D015 SHOW 5MV0V1	02C2 247A DO 047A
0256 3F00 SKIP;VF EQ 00	02C4 7905 V9+05
0258 124C GO 024C	02C6 1260 GO 0260
025A 64A0 V4=A0	02C8 6700 V7=00
025C 243E DO 043E	02CA F30A V3=KEY
025E D015 SHOW 5MV0V1	02CC 4300 SKIP;V3 NE 00
0260 F20A V2=KEY	02CE 12CA GO 02CA
0262 4200 SKIP;V2 NE 00	02D0 4305 SKIP;V3 NE 05
0264 12C8 GO 02C8	02D2 12CA GO 02CA
0266 4932 SKIP;V9 NE 32	02D4 6409 V4=09
0268 1260 GO 0260	02D6 8435 V4=V4-V3
026A A537 I=0537	02D8 3F01 SKIP;VF EQ 01
026C 4201 SKIP;V2 NE 01	02DA 12CA GO 02CA

02DC A54E I=054E	034A 78FF V8+FF
02DE F165 V0:V1=MI	034C 4800 SKIP;V8 NE 00
02E0 A548 I=0548	034E 1364 GO 0364
02E2 D011 SHOW 1MV0V1	0350 3E0A SKIP;VE EQ 0A
02E4 2448 DO 0448	0352 120A GO 020A
02E6 40FF SKIP;V0 NE FF	0354 6E0B VE=0B
02E8 1358 GO 0358	0356 120C GO 020C
02EA 41FF SKIP;V1 NE FF	0358 6430 V4=30
02EC 1358 GO 0358	035A F418 TONE=V4
02EE 4040 SKIP;V0 NE 40	035C 134A GO 034A
02F0 1358 GO 0358	035E 6AFF VA=FF
02F2 4120 SKIP;V1 NE 20	0360 1364 GO 0364
02F4 1358 GO 0358	0362 6BFF VB=FF
02F6 D011 SHOW 1MV0V1	0364 2400 DO 0400
02F8 4F01 SKIP;VF NE 01	0366 A530 I=0530
02FA 1302 GO 0302	0368 9AB0 SKIP;VA NE VB
02FC 6405 V4=05	036A 136A GO 036A
02FE 243E DO 043E	036C 600D V0=0D
0300 12E2 GO 02E2	036E 6107 V1=07
0302 D011 SHOW 1MV0V1	0370 8BA5 VB=VB-VA
0304 24A4 DO 04A4	0372 3F00 SKIP;VF EQ 00
0306 4200 SKIP;V2 NE 00	0374 602D V0=2D
0308 1310 GO 0310	0376 6440 V4=40
030A 24C0 DO 04C0	0378 D017 SHOW 7MV0V1
030C D011 SHOW 1MV0V1	037A 243E DO 043E
030E 12E2 GO 02E2	037C D017 SHOW 7MV0V1
0310 4700 SKIP;V7 NE 00	037E 6440 V4=40
0312 1358 GO 0358	0380 F418 TONE=V4
0314 A54C I=054C	0382 1376 GO 0376
0316 F165 V0:V1=MI	0384 76AC
0318 A530 I=0530	0386 7795
031A 6305 V3=05	0388 CCDC
031C 6415 V4=15	038A A081
031E D.017 SHOW 7MV0V1	038C 10C0
0320 F418 TONE=V4	038E 5544
0322 D017 SHOW 7MV0V1	0390 E42C
0324 243E DO 043E	0392 07CC
0326 73FF V3+FF	0394 9CD3
0328 3300 SKIP;V3 EQ 00	0396 4BC8
032A 131C GO 031C	0398 EE6D
032C 3E0A SKIP;VE EQ 0A	039A 0C40
032E 133E GO 033E	039C B8DC
0330 80C0 V0=VC	039E 8A5C
0332 24F4 DO 04F4	03A0 B421
0334 8A14 VA=VA+V1	03A2 3463
0336 4F01 SKIP;VF NE 01	03A4 33B3
0338 135E GO 035E	03A6 3333
033A 7C01 VC+01	03A8 63B8
033C 134A GO 034A	03AA 73B3
033E 80D0 V0=VD	03AC BB36
0340 24F4 DO 04F4	03AE 3135
0342 8B14 VB=VB+V1	03B0 3233
0344 4F01 SKIP;VF NE 01	03B2 327F
0346 1362 GO 0362	03B4 7331
0348 7D01 VD+01	03B6 9337

03B8 3293	0426 F029 I=V0(LSDP)
03BA F332	0428 D565 SHOW 5MV5V6
03BC 03B2	042A 00EE RET
03BE 1334	042C F029 I=V0(LSDP)
03C0 9BFF	042E D565 SHOW 5MV5V6
03C2 F2F7	0430 7506 V5+06
03C4 BF3F	0432 F129 I=V1(LSDP)
03C6 BBB2	0434 D565 SHOW 5MV5V6
03C8 B6AC	0436 7506 V5+06
03CA 7FFB	0438 F229 I=V2(LSDP)
03CC B3BB	043A D565 SHOW 5MV5V6
03CE BFDD	043C 00EE RET
03D0 F3FF	043E F415 TIME=V4
03D2 B111	0440 F407 V4=TIME
03D4 98B5	0442 3400 SKIP;V4 EQ 00
03D6 7F3F	0444 1440 GO 0440
03D8 BEAF	0446 00EE RET
03DA BBB9	0448 4303 SKIP;V3 NE 03
03DC 83AD	044A 7001 V0+01
03DE EAEB	044C 4306 SKIP;V3 NE 06
03E0 CCCE	044E 7001 V0+01
03E2 CCC8	0450 4309 SKIP;V3 NE 09
03E4 ECEC	0452 7001 V0+01
03E6 DACC	0454 4301 SKIP;V3 NE 01
03E8 DCFC	0456 70FF V0+FF
03EA CDCA	0458 4304 SKIP;V3 NE 04
03EC CC8C	045A 70FF V0+FF
03EE C8E8	045C 4307 SKIP;V3 NE 07
03F0 CEEC	045E 70FF V0+FF
03F2 A8CD	0460 4307 SKIP;V3 NE 07
03F4 CACC	0462 7101 V1+01
03F6 CCC4	0464 4308 SKIP;V3 NE 08
03F8 CC6C	0466 7101 V1+01
03FA CCCC	0468 4309 SKIP;V3 NE 09
03FC 8DEC	046A 7101 V1+01
03FE D9CD	046C 4301 SKIP;V3 NE 01
0400 00E0 ERASE	046E 71FF V1+FF
0402 6508 V5=08	0470 4302 SKIP;V3 NE 02
0404 6610 V6=10	0472 71FF V1+FF
0406 A549 I=0549	0474 4303 SKIP;V3 NE 03
0408 FA33 MI=VA(3DD)	0476 71FF V1+FF
040A F265 V0:V2=MI	0478 00EE RET
040C 242C DO 042C	047A D015 SHOW 5MV0V1
040E 6528 V5=28	047C A500 I=0500
0410 A549 I=0549	047E F71E I=I+V7
0412 FB33 MI=VB(3DD)	0480 4201 SKIP;V2 NE 01
0414 F265 V0:V2=MI	0482 6306 V3=06
0416 242C DO 042C	0484 4202 SKIP;V2 NE 02
0418 650E V5=0E	0486 6308 V3=08
041A 6608 V6=08	0488 4203 SKIP;V2 NE 03
041C 600A V0=0A	048A 6309 V3=09
041E F029 I=V0(LSDP)	048C 4204 SKIP;V2 NE 04
0420 D565 SHOW 5MV5V6	048E 6307 V3=07
0422 652E V5=2E	0490 4204 SKIP;V2 NE 04
0424 600B V0=0B	0492 7004 V0+04

0494 6405 V4=05	0502 0208
0496 F255 MI=V0:V2	0504 0309
0498 2448 DO 0448	0506 0701
049A 74FF V4+FF	0508 0802
049C 3400 SKIP;V4 EQ 00	050A 0903
049E 1496 GO 0496	050C 0103
04A0 770F V7+0F	050E 0301
04A2 00EE RET	0510 0406
04A4 8500 V5=V0	0512 0604
04A6 8610 V6=V1	0514 0709
04A8 A550 I=0550	0516 0907
04AA 8490 V4=V9	0518 0204
04AC F265 V0:V2=MI	051A 0307
04AE 5050 SKIP;V0 EQ V5	051C 0402
04B0 14B6 GO 04B6	051E 0608
04B2 9160 SKIP;V1 NE V6	0520 0703
04B4 00EE RET	0522 0806
04B6 74FF V4+FF	0524 0109
04B8 3400 SKIP;V4 EQ 00	0526 0206
04BA 14AC GO 04AC	0528 0408
04BC 6200 V2=00	052A 0602
04BE 00EE RET	052C 0804
04C0 8500 V5=V0	052E 0901
04C2 8610 V6=V1	0530 FCFC
04C4 4201 SKIP;V2 NE 01	0532 FCFC
04C6 A500 I=0500	0534 FCFC
04C8 4202 SKIP;V2 NE 02	0536 FCF8
04CA A50C I=050C	0538 0000
04CC 4203 SKIP;V2 NE 03	053A 0000
04CE A518 I=0518	053C 8080
04D0 4204 SKIP;V2 NE 04	053E 8080
04D2 A524 I=0524	0540 8040
04D4 6206 V2=06	0542 2010
04D6 F165 V0:V1=MI	0544 0810
04D8 9300 SKIP;V3 NE V0	0546 2040
04DA 14EA GO 04EA	0548 8000
04DC 72FF V2+FF	054A 0000
04DE 3200 SKIP;V2 EQ 00	054C 1113
04E0 14D6 GO 04D6	054E 1409
04E2 8050 V0=V5	0550 1807
04E4 8160 V1=V6	0552 0319
04E6 A548 I=0548	0554 0803
04E8 00EE RET	0556 1A09
04EA 8310 V3=V1	0558 031B
04EC 6405 V4=05	055A 0A03
04EE F418 TONE=V4	055C 1C0B
04F0 7701 V7+01	055E 0324
04F2 14E2 GO 04E2	0560 0704
04F4 6100 V1=00	0562 2308
04F6 8104 V1=V1+V0	0564 0422
04F8 77FF V7+FF	0566 0904
04FA 3700 SKIP;V7 EQ 00	0568 210A
04FC 14F6 GO 04F6	056A 0420
04FE 00EE RET	056C 0B04
0500 0107	056E 2000

0570 0321	05B8 0309
0572 0103	05BA 1003
0574 2202	05BC 0A11
0576 0323	05BE 030B
0578 0303	05C0 1203
057A 2404	05C2 0C13
057C 0313	05C4 030D
057E 0004	05C6 1403
0580 1201	05C8 2C10
0582 0411	05CA 032D
0584 0204	05CC 1103
0586 1003	05CE 2E12
0588 040F	05D0 032F
058A 0404	05D2 1303
058C 0F0F	05D4 3014
058E 0110	05D6 032B
0590 0F01	05D8 1703
0592 110F	05DA 2C18
0594 0112	05DC 032D
0596 0F01	05DE 1903
0598 130F	05E0 2E1A
059A 010C	05E2 032F
059C 0404	05E4 1B03
059E 0B05	05E6 E6ED
05A0 040A	05E8 CDCE
05A2 0604	05EA 39D5
05A4 0907	05EC A950
05A6 0408	05EE 4D10
05A8 0804	05F0 6C6E
05AA 1904	05F2 27E8
05AC 031A	05F4 02B3
05AE 0503	05F6 A18D
05B0 1B06	05F8 B5D0
05B2 031C	05FA CFBE
05B4 0703	05FC DCE6
05B6 1D08	05FE D14F

9. VIP Animal Race

ANIMAL RACE is a fun game for one person, with an element of luck—sure to put a smile on your face. Five different animals race against one another and you have the chance to test your expertise at picking the winner.

How To Play Animal Race

1. Load the CHIP-8 interpreter at 0000-01FF and the game starting at 0200.
2. Turn RUN switch on.
3. Wait until the animals are lined up and ready to start, then select an animal by pressing a letter A through E. A mark will appear to the left of the animal to remind you of the one you have selected.

4. Decide how much you want to bet (up to a limit of \$9), then press that key.

5. After the race is over press zero (or any key) to start the next race. Your winnings or losses will be computed and the new total displayed at the beginning of the next race.

Hints for Expert Players

All animals move at approximately the same speed but they start from different positions. The odds for each animal are related to the starting position but include a random element. Some races favor the player and you should bet up to the limit on these. Some races are unfavorable and you should bet carefully on these.

You can win the game by accumulating \$256 or more.

```

0200 6D0A VD=0A
0202 6E02 VE=02
0204 680E V8=0E
0206 690B V9=0B
0208 A5B5 I=05B5
020A 2482 DO 0482
020C 682C V8=2C
020E 2484 DO 0484
0210 681D V8=1D
0212 6918 V9=18
0214 2484 DO 0484
0216 6B00 VB=00
0218 6C23 VC=23
021A 2458 DO 0458
021C 24C0 DO 04C0
021E 6821 V8=21
0220 6900 V9=00
0222 A4D8 I=04D8
0224 FB1E I=I+VB
0226 D894 SHOW 4MI@V8V9
0228 FE18 TONE=VE
022A 7B04 VB+04
022C 4B1C SKIP;VB NE 1C
022E 6B04 VB=04
0230 7CFF VC+FF
0232 24C0 DO 04C0
0234 3C00 SKIP;VC EQ 00
0236 121A GO 021A

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0238 00E0 ERASE
023A F918 TONE=V9
023C 2458 DO 0458
023E 24C0 DO 04C0
0240 6A00 VA=00
0242 6B0A VB=0A
0244 A600 I=0600
0246 FA1E I=I+VA
0248 F765 V0:V7=MI
024A 620C V2=0C
024C 7401 V4+01
024E FB29 I=VB(LSDP)
0250 D245 SHOW 5MI@V2V4
0252 6213 V2=13
0254 F329 I=V3(LSDP)
0256 D245 SHOW 5MI@V2V4
0258 6217 V2=17
025A A6A0 I=06A0
025C D245 SHOW 5MI@V2V4
025E 7A08 VA+08
0260 7B01 VB+01
0262 3A28 SKIP;VA EQ 28
0264 1244 GO 0244
0266 6820 V8=20
0268 6902 V9=02
026A A5E2 I=05E2
026C 2480 DO 0480

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026E 6226 V2=26	02DC 6336 V3=36
0270 6308 V3=08	02DE 6418 V4=18
0272 D237 SHOW 7MI@V2V3	02E0 A6A5 I=06A5
0274 A5FD I=05FD	02E2 D345 SHOW 5MI@V3V4
0276 FD33 MI=VD(3DD)	02E4 6F0A VF=0A
0278 F265 V0:V2=MI	02E6 FF15 TIME=VF
027A 632C V3=2C	02E8 244A DO 044A
027C 6409 V4=09	02EA 3010 SKIP;V0 EQ 10
027E 4000 SKIP;V0 NE 00	02EC 12F6 GO 02F6
0280 1288 GO 0288	02EE FF07 VF=TIME
0282 F029 I=V0(LSDP)	02F0 3F00 SKIP;VF EQ 00
0284 D345 SHOW 5MI@V3V4	02F2 12E8 GO 02E8
0286 128C GO 028C	02F4 12E2 GO 02E2
0288 4100 SKIP;V1 NE 00	02F6 FE18 TONE=VE
028A 1292 GO 0292	02F8 8B00 VB=V0
028C F129 I=V1(LSDP)	02FA 8AD0 VA=VD
028E 6331 V3=31	02FC 8AB5 VA=VA-VB
0290 D345 SHOW 5MI@V3V4	02FE 4F00 SKIP;VF NE 00
0292 F229 I=V2(LSDP)	0300 12E2 GO 02E2
0294 6336 V3=36	0302 4B00 SKIP;VB NE 00
0296 D345 SHOW 5MI@V3V4	0304 12E2 GO 02E2
0298 A680 I=0680	0306 6A09 VA=09
029A 6824 V8=24	0308 8AB5 VA=VA-VB
029C 6911 V9=11	030A 4F00 SKIP;VF NE 00
029E 2484 DO 0484	030C 12E2 GO 02E2
02A0 6836 V8=36	030E D345 SHOW 5MI@V3V4
02A2 A6A5 I=06A5	0310 4F00 SKIP;VF NE 00
02A4 D895 SHOW 5MI@V8V9	0312 130E GO 030E
02A6 6F0A VF=0A	0314 FB29 I=VB(LSDP)
02A8 FF15 TIME=VF	0316 D345 SHOW 5MI@V3V4
02AA 244A DO 044A	0318 2494 DO 0494
02AC 3010 SKIP;V0 EQ 10	031A 00E0 ERASE
02AE 12B8 GO 02B8	031C 24C0 DO 04C0
02B0 FF07 VF=TIME	031E 24A0 DO 04A0
02B2 3F00 SKIP;VF EQ 00	0320 A4D6 I=04D6
02B4 12AA GO 02AA	0322 6038 V0=38
02B6 12A4 GO 02A4	0324 6100 V1=00
02B8 FE18 TONE=VE	0326 D011 SHOW 1MI@V0V1
02BA 8C00 VC=V0	0328 7101 V1+01
02BC 6A09 VA=09	032A 3120 SKIP;V1 EQ 20
02BE 8AC5 VA=VA-VC	032C 1326 GO 0326
02C0 4F01 SKIP;VF NE 01	032E 601E V0=1E
02C2 12A4 GO 02A4	0330 610F V1=0F
02C4 4C0F SKIP;VC NE 0F	0332 6A03 VA=03
02C6 12A4 GO 02A4	0334 FA29 I=VA(LSDP)
02C8 D895 SHOW 5MI@V8V9	0336 D015 SHOW 5MI@V0V1
02CA 4F00 SKIP;VF NE 00	0338 FE18 TONE=VE
02CC 12C8 GO 02C8	033A 2494 DO 0494
02CE FC29 I=VC(LSDP)	033C 7AFF VA+FF
02D0 D895 SHOW 5MI@V8V9	033E D015 SHOW 5MI@V0V1
02D2 24A0 DO 04A0	0340 3A00 SKIP;VA EQ 00
02D4 A5F6 I=05F6	0342 1334 GO 0334
02D6 632C V3=2C	0344 6A00 VA=00
02D8 6417 V4=17	0346 A600 I=0600
02DA D347 SHOW 7MI@V3V4	0348 FA1E I=I+VA

034A F665 V0:V6=MI	03B8 D895 SHOW 5MI@V8V9
034C A600 I=0600	03BA 89F3
034E FA1E I=I+VA	03BC 13B2 GO 03B2
0350 70FF V0+FF	03BE 00EE RET
0352 4000 SKIP;V0 NE 00	03C0 A68A I=068A
0354 135A GO 035A	03C2 2484 DO 0484
0356 F055 MI=V0:V0	03C4 24B2 DO 04B2
0358 1372 GO 0372	03C6 A600 I=0600
035A C001 V0=RND	03C8 FA1E I=I+VA
035C 7002 V0+02	03CA F665 V0:V6=MI
035E 9150 SKIP;V1 NE V5	03CC 6700 V7=00
0360 8165 V1=V1-V6	03CE 87B4 V7=V7+VB
0362 7106 V1+06	03D0 73FF V3+FF
0364 7201 V2+01	03D2 3300 SKIP;V3 EQ 00
0366 F255 MI=V0:V2	03D4 13CE GO 03CE
0368 A500 I=0500	03D6 A5FD I=05FD
036A F11E I=I+V1	03D8 F733 MI=V7(3DD)
036C D246 SHOW 6MI@V2V4	03DA F265 V0:V2=MI
036E 4238 SKIP;V2 NE 38	03DC 4100 SKIP;V1 NE 00
0370 1380 GO 0380	03DE 13E4 GO 03E4
0372 7A08 VA+08	03E0 F129 I=V1(LSDP)
0374 4A18 SKIP;VA NE 18	03E2 2486 DO 0486
0376 FE18 TONE=VE	03E4 F229 I=V2(LSDP)
0378 3A28 SKIP;VA EQ 28	03E6 D895 SHOW 5MI@V8V9
037A 1346 GO 0346	03E8 8D74 VD=VD+V7
037C FE18 TONE=VE	03EA 4F01 SKIP;VF NE 01
037E 1344 GO 0344	03EC 140C GO 040C
0380 F218 TONE=V2	03EE A600 I=0600
0382 6806 V8=06	03F0 FA1E I=I+VA
0384 6908 V9=08	03F2 F665 V0:V6=MI
0386 A5E2 I=05E2	03F4 A500 I=0500
0388 2484 DO 0484	03F6 F11E I=I+V1
038A 87A6	03F8 D245 SHOW 5MI@V2V4
038C 8776	03FA 6F18 VF=18
038E 8776	03FC FF15 TIME=VF
0390 770A V7+0A	03FE FF07 VF=TIME
0392 97C0 SKIP;V7 NE VC	0400 244A DO 044A
0394 13C0 GO 03C0	0402 3010 SKIP;V0 EQ 10
0396 A694 I=0694	0404 1238 GO 0238
0398 2484 DO 0484	0406 3F00 SKIP;VF EQ 00
039A 24B2 DO 04B2	0408 13FE GO 03FE
039C FB29 I=VB(LSDP)	040A 13F8 GO 03F8
039E 8DB5 VD=VD-VB	040C 2490 DO 0490
03A0 D895 SHOW 5MI@V8V9	040E 00E0 ERASE
03A2 3D00 SKIP;VD EQ 00	0410 640E V4=0E
03A4 13EE GO 03EE	0412 6200 V2=00
03A6 2490 DO 0490	0414 6140 V1=40
03A8 D895 SHOW 5MI@V8V9	0416 A5E2 I=05E2
03AA 24B2 DO 04B2	0418 6806 V8=06
03AC A525 I=0525	041A 6908 V9=08
03AE 6808 V8=08	041C 2484 DO 0484
03B0 6903 V9=03	041E A68A I=068A
03B2 D895 SHOW 5MI@V8V9	0420 2484 DO 0484
03B4 6F10 VF=10	0422 A600 I=0600
03B6 2496 DO 0496	0424 F11E I=I+V1

0426 D248 SHOW 8MI@V2V4	0494 6F3C VF=3C
0428 7201 V2+01	0496 FF15 TIME=VF
042A 3240 SKIP;V2 EQ 40	0498 FF07 VF=TIME
042C 1436 GO 0436	049A 3F00 SKIP;VF EQ 00
042E 7409 V4+09	049C 1498 GO 0498
0430 3420 SKIP;V4 EQ 20	049E 00EE RET
0432 1412 GO 0412	04A0 A69E I=069E
0434 140E GO 040E	04A2 6800 V8=00
0436 7108 V1+08	04A4 89CE
0438 4178 SKIP;V1 NE 78	04A6 899E
043A 6148 V1=48	04A8 899E
043C 6D07 VD=07	04AA 89C5 V9=V9-VC
043E 8D22 VD=VD&V2	04AC 79BB V9+BB
0440 4D00 SKIP;VD NE 00	04AE D892 SHOW 2MI@V8V9
0442 1416 GO 0416	04B0 00EE RET
0444 6F04 VF=04	04B2 A5F6 I=05F6
0446 2496 DO 0496	04B4 6808 V8=08
0448 1422 GO 0422	04B6 6910 V9=10
044A 6000 V0=00	04B8 D897 SHOW 7MI@V8V9
044C E0A1 SKIP;V0 NE KEY	04BA 6810 V8=10
044E 00EE RET	04BC 6911 V9=11
0450 7001 V0+01	04BE 00EE RET
0452 4010 SKIP;V0 NE 10	04C0 6A00 VA=00
0454 00EE RET	04C2 A600 I=0600
0456 144C GO 044C	04C4 FA1E I=I+VA
0458 A600 I=0600	04C6 F465 V0:V4=MI
045A 6100 V1=00	04C8 A500 I=0500
045C 6604 V6=04	04CA F11E I=I+V1
045E 2466 DO 0466	04CC D246 SHOW 6MI@V2V4
0460 2466 DO 0466	04CE 7A08 VA+08
0462 2466 DO 0466	04D0 3A28 SKIP;VA EQ 28
0464 2466 DO 0466	04D2 14C2 GO 04C2
0466 C001 V0=RND	04D4 00EE RET
0468 7001 V0+01	04D6 0101
046A C203 V2=RND	04D8 817E
046C 872E	04DA 1800
046E 6306 V3=06	04DC 9942
0470 8375 V3=V3-V7	04DE DB00
0472 C701 V7=RND	04E0 0000
0474 8374 V3=V3+V7	04E2 8181
0476 8304 V3=V3+V0	04E4 0000
0478 F355 MI=V0:V3	04E6 00C3
047A 7124 V1+24	04E8 3C66
047C F61E I=I+V6	04EA 1842
047E 00EE RET	04EC 42C3
0480 2486 DO 0486	04EE 4200
0482 2486 DO 0486	04F0 E7E7
0484 2486 DO 0486	04F2 0000
0486 D895 SHOW 5MI@V8V9	04F4 00EE
0488 6F05 VF=05	04F6 8E8A
048A FF1E I=I+VF	04F8 8A8A
048C 7808 V8+08	04FA EEEE
048E 00EE RET	04FC 88EC
0490 2492 DO 0492	04FE 28EE
0492 2494 DO 0494	0500 0302

0502 020E	0570 2222
0504 0A0A	0572 001D
0506 0506	0574 2242
0508 0612	0576 6605
050A 1E05	0578 001D
050C 0506	057A 2242
050E 0612	057C 6680
0510 1E28	057E 001D
0512 0506	0580 2242
0514 0612	0582 6610
0516 1E10	0584 001D
0518 0506	0586 2242
051A 0612	0588 6608
051C 1E02	058A 001D
051E 0506	058C 2242
0520 0612	058E 6601
0522 1E05	0590 0002
0524 003F	0592 131E
0526 3F3D	0594 1212
0528 2524	0596 0217
052A 0041	0598 382E
052C 4147	059A 0624
052E 6E0A	059C 0424
0530 0041	059E 2F3A
0532 4147	05A0 5611
0534 6D90	05A2 0006
0536 0041	05A4 3522
0538 4147	05A6 3628
053A 6F00	05A8 0006
053C 0041	05AA 3522
053E 4147	05AC 3600
0540 6E12	05AE 0217
0542 0041	05B0 382E
0544 4147	05B2 0628
0546 6D90	05B4 01E9
0548 0003	05B6 ADEB
054A 060E	05B8 A9A9
054C 1426	05BA 515B
054E 0005	05BC 5551
0550 0A22	05BE 5174
0552 2040	05C0 5474
0554 0300	05C2 5457
0556 0268	05C4 F795
0558 3618	05C6 F7A5
055A 060F	05C8 9577
055C 1A16	05CA 4446
055E 4803	05CC 4477
0560 0005	05CE EFA8
0562 0A42	05D0 AEE2
0564 0C00	05D2 BEF3
0566 0005	05D4 9293
0568 0A42	05D6 929F
056A 0000	05D8 1715
056C 000B	05DA 1711
056E 1E3E	05DC 1177

05DE	1517	0644	5E04
05E0	1517	0646	2654
05E2	2B2A	0648	0506
05E4	1212	064A	06D2
05E6	13A8	064C	A24C
05E8	A8A8	064E	E6C1
05EA	A8B8	0650	0506
05EC	AEAA	0652	C6D2
05EE	EEAA	0654	E2CC
05F0	AAAE	0656	B890
05F2	A8AE	0658	0586
05F4	A84E	065A	0652
05F6	2078	065C	224C
05F8	A070	065E	5E60
05FA	28F0	0660	0506
05FC	2000	0662	86D2
05FE	0100	0664	A28C
0600	0200	0666	C6C1
0602	0302	0668	0506
0604	001E	066A	8692
0606	1800	066C	228C
0608	0124	066E	9830
060A	0301	0670	0506
060C	0642	0672	0612
060E	1200	0674	620C
0610	0148	0676	3E10
0612	0008	0678	00EE
0614	0D66	067A	631A
0616	1800	067C	24C0
0618	026C	067E	00EE
061A	0303	0680	F090
061C	138A	0682	F790
061E	1800	0684	9078
0620	0190	0686	4070
0622	0301	0688	4078
0624	1AAE	068A	ABA9
0626	1800	068C	A9A9
0628	0108	068E	53A2
062A	3806	0690	322A
062C	0018	0692	26A2
062E	1801	0694	8E8A
0630	0104	0696	8A8A
0632	3100	0698	EEEE
0634	0518	069A	88EC
0636	1801	069C	28EE
0638	7F48	069E	COC0
063A	1C1C	06A0	1848
063C	0B4C	06A2	0848
063E	1800	06A4	1CE0
0640	0302	06A6	2060
0642	020E	06A8	0040

10. VIP Most Dangerous Game

VIP MOST DANGEROUS GAME pits a hunter against a hunted in a maze. The hunter must shoot the hunted before either time runs out or the hunted escapes the maze. However, neither the hunted nor the hunter can see a wall in the maze until he runs into it. There is always at least one path through the maze.

How To Play VIP Most Dangerous Game

1. Load the CHIP-8 interpreter at 0000-01FF and the game program starting at 0200.

2. Turn RUN switch on.

3. Hunted's turn:

When the arrow appears in the lower left, it is the hunted's turn. Keys 2-4-6-8 control direction (up-left-right-down, respectively). The hunted continues to move until a) he makes 5 moves, b) he hits a wall, or c) key 0 is pressed.

4. Hunter's turn:

When the arrow appears in the lower right, it is the hunter's turn. The hunter's turn consists of two modes, the move and the shoot. Keys 2-4-6-8 and 0 control both modes. Like the hunted, the hunter continues to move until a) he makes 3 moves, b) he hits a wall, or c) key 0 is pressed. If he hits the wall, case b), he cannot fire a bullet. The hunter may fire one of his bullets using the direction keys 2-4-6-8. The bullet will travel four squares in the corresponding direction, unless a wall is encountered. If the hunter prefers not to use a bullet, he must press key 0.

5. Repeat steps 4 and 5 until:

a) The number of turns (upper left on the display) expire. The hunted wins.

b) The hunter lands on or shoots the hunted. The hunter wins.

c) The hunted lands on the hunter, thereby giving up. The hunter wins.

d) The hunted reaches the lower right corner of the maze with at least 1 move remaining in his turn. The hunted wins, by escaping the maze.

6. Variations of VIP MOST DANGEROUS GAME may be played by changing certain bytes in the program.

LOCATION	DEFAULT	MEANING
0215	0F	Number of turns in the game.
0217	06	Number of bullets hunter has at start.
0219	03	Number of moves per turn for the hunter.
0221	01	Number of squares per move (hunted and hunter).
022B	05	Number of moves per turn for the hunted.
024B	01	If zero, walls are invisible.
0355	04	Number of squares a bullet will go.
04E3	70	Probability (out of 100hex) of a wall appearing.
04EB	FE	If FF, a wall may appear at previously tested boundaries.

0200 6001 V0=01	026E 00E0 ERASE
0202 A5F0 I=05F0	0270 6005 V0=05
0204 F055 MI=V0:V0	0272 22A6 DO 02A6
0206 60FF V0=FF	0274 2310 DO 0310
0208 6100 V1=00	0276 2424 DO 0424
020A F055 MI=V0:V0	0278 2310 DO 0310
020C 7101 V1+01	027A 22A6 DO 02A6
020E 3180 SKIP;V1 EQ 80	027C 22A6 DO 02A6
0210 120A GO 020A	027E 2310 DO 0310
0212 00E0 ERASE	0280 70FF V0+FF
0214 600F V0=0F	0282 3000 SKIP;V0 EQ 00
0216 6106 V1=06	0284 1272 GO 0272
0218 6203 V2=03	0286 1200 GO 0200
021A 6300 V3=00	0288 3F01 SKIP;VF EQ 01
021C 642E V4=2E	028A 126E GO 026E
021E 651E V5=1E	028C 00E0 ERASE
0220 6601 V6=01	028E 6005 V0=05
0222 A671 I=0671	0290 22A6 DO 02A6
0224 F655 MI=V0:V6	0292 231A DO 031A
0226 A5EF I=05EF	0294 2424 DO 0424
0228 D451 SHOW 1MV4V5	0296 231A DO 031A
022A 6205 V2=05	0298 22A6 DO 02A6
022C 6412 V4=12	029A 22A6 DO 02A6
022E 6502 V5=02	029C 231A DO 031A
0230 D451 SHOW 1MV4V5	029E 70FF V0+FF
0232 A678 I=0678	02A0 3000 SKIP;V0 EQ 00
0234 F655 MI=V0:V6	02A2 1290 GO 0290
0236 A5EF I=05EF	02A4 1200 GO 0200
0238 6204 V2=04	02A6 6A10 VA=10
023A 6114 V1=14	02A8 6B10 VB=10
023C D121 SHOW 1MV1V2	02AA A5C8 I=05C8
023E 7104 V1+04	02AC DAB5 SHOW 5MVAVB
0240 3130 SKIP;V1 EQ 30	02AE 7A08 VA+08
0242 123C GO 023C	02B0 A5CD I=05CD
0244 7204 V2+04	02B2 DAB5 SHOW 5MVAVB
0246 3220 SKIP;V2 EQ 20	02B4 7A08 VA+08
0248 123A GO 023A	02B6 A5D2 I=05D2
024A 6E01 VE=01	02B8 DAB5 SHOW 5MVAVB
024C A671 I=0671	02BA 7A08 VA+08
024E 22D6 DO 02D6	02BC A5D7 I=05D7
0250 2310 DO 0310	02BE DAB5 SHOW 5MVAVB
0252 2372 DO 0372	02C0 00EE RET
0254 3F00 SKIP;VF EQ 00	02C2 0100
0256 126A GO 026A	02C4 0000
0258 2310 DO 0310	02C6 0000
025A 231A DO 031A	02C8 0000
025C 2332 DO 0332	02CA 0000
025E 3F00 SKIP;VF EQ 00	02CC 0000
0260 1288 GO 0288	02CE 0000
0262 231A DO 031A	02D0 0000
0264 A682 I=0682	02D2 0000
0266 22D6 DO 02D6	02D4 00D4
0268 124C GO 024C	02D6 F165 V0:V1=MI
026A 3F01 SKIP;VF EQ 01	02D8 A682 I=0682
026C 128C GO 028C	02DA F155 MI=V0:V1

02DC 8310 V3=V1	034A 4F01 SKIP;VF NE 01
02DE 6A01 VA=01	034C 00EE RET
02E0 6B04 VB=04	034E 3F02 SKIP;VF EQ 02
02E2 22EC DO 02EC	0350 4100 SKIP;V1 NE 00
02E4 8030 V0=V3	0352 1364 GO 0364
02E6 6A33 VA=33	0354 6604 V6=04
02E8 22EC DO 02EC	0356 6301 V3=01
02EA 00EE RET	0358 23A0 DO 03A0
02EC A67F I=067F	035A 4F00 SKIP;VF NE 00
02EE F033 MI=V0(3DD)	035C 1364 GO 0364
02F0 F265 V0:V2=MI	035E 71FF V1+FF
02F2 4000 SKIP;V0 NE 00	0360 4F01 SKIP;VF NE 01
02F4 1308 GO 0308	0362 00EE RET
02F6 F029 I=V0(LSDP)	0364 70FF V0+FF
02F8 DAB5 SHOW 5MVAVB	0366 6F00 VF=00
02FA 7A05 VA+05	0368 4000 SKIP;V0 NE 00
02FC F129 I=V1(LSDP)	036A 6FFF VF=FF
02FE DAB5 SHOW 5MVAVB	036C A671 I=0671
0300 7A05 VA+05	036E F155 MI=V0:V1
0302 F229 I=V2(LSDP)	0370 00EE RET
0304 DAB5 SHOW 5MVAVB	0372 A678 I=0678
0306 00EE RET	0374 F665 V0:V6=MI
0308 4100 SKIP;V1 NE 00	0376 442E SKIP;V4 NE 2E
030A 1300 GO 0300	0378 351E SKIP;V5 EQ 1E
030C 7A02 VA+02	037A 1380 GO 0380
030E 12FC GO 02FC	037C 6F01 VF=01
0310 6A03 VA=03	037E 00EE RET
0312 6B17 VB=17	0380 23A0 DO 03A0
0314 A5DC I=05DC	0382 4F01 SKIP;VF NE 01
0316 DAB7 SHOW 7MVAVB	0384 139C GO 039C
0318 00EE RET	0386 3F03 SKIP;VF EQ 03
031A 6A37 VA=37	0388 1390 GO 0390
031C 6B17 VB=17	038A 72FF V2+FF
031E A5E3 I=05E3	038C 3200 SKIP;V2 EQ 00
0320 DAB7 SHOW 7MVAVB	038E 1376 GO 0376
0322 00EE RET	0390 6F00 VF=00
0324 0100	0392 A678 I=0678
0326 0000	0394 F265 V0:V2=MI
0328 0000	0396 A678 I=0678
032A 0000	0398 F655 MI=V0:V6
032C 0000	039A 00EE RET
032E 0000	039C 6FFF VF=FF
0330 00D4	039E 00EE RET
0332 A671 I=0671	03A0 A684 I=0684
0334 F665 V0:V6=MI	03A2 F955 MI=V0:V9
0336 23A0 DO 03A0	03A4 A5EF I=05EF
0338 3F03 SKIP;VF EQ 03	03A6 2430 DO 0430
033A 1342 GO 0342	03A8 6F00 VF=00
033C 72FF V2+FF	03AA 4000 SKIP;V0 NE 00
033E 3200 SKIP;V2 EQ 00	03AC 13F6 GO 03F6
0340 1336 GO 0336	03AE 4301 SKIP;V3 NE 01
0342 A671 I=0671	03B0 D451 SHOW 1MV4V5
0344 F265 V0:V2=MI	03B2 6C00 VC=00
0346 A671 I=0671	03B4 6D00 VD=00
0348 F655 MI=V0:V6	03B6 4002 SKIP;V0 NE 02

03B8 6CFF VC=FF	0426 F815 TIME=V8
03BA 4004 SKIP;V0 NE 04	0428 F807 V8=TIME
03BC 6DFF VD=FF	042A 3800 SKIP;V8 EQ 00
03BE 4006 SKIP;V0 NE 06	042C 1428 GO 0428
03C0 6D01 VD=01	042E 00EE RET
03C2 4008 SKIP;V0 NE 08	0430 6000 V0=00
03C4 6C01 VC=01	0432 D451 SHOW 1MV4V5
03C6 8A40 VA=V4	0434 E0A1 SKIP;V0 NE KEY
03C8 8B50 VB=V5	0436 1440 GO 0440
03CA 241A DO 041A	0438 7002 V0+02
03CC 2424 DO 0424	043A 300A SKIP;V0 EQ 0A
03CE 241A DO 041A	043C 1434 GO 0434
03D0 24AE DO 04AE	043E 1430 GO 0430
03D2 A5EF I=05EF	0440 6D08 VD=08
03D4 4000 SKIP;V0 NE 00	0442 FD18 TONE=VD
03D6 1404 GO 0404	0444 3F00 SKIP;VF EQ 00
03D8 241A DO 041A	0446 D451 SHOW 1MV4V5
03DA 2424 DO 0424	0448 E0A1 SKIP;V0 NE KEY
03DC 241A DO 041A	044A 1448 GO 0448
03DE 4F01 SKIP;VF NE 01	044C 00EE RET
03E0 1412 GO 0412	044E 841E
03E2 84A0 V4=VA	0450 844E
03E4 85B0 V5=VB	0452 852E
03E6 76FF V6+FF	0454 8326
03E8 3600 SKIP;V6 EQ 00	0456 3F01 SKIP;VF EQ 01
03EA 13CA GO 03CA	0458 1464 GO 0464
03EC 6D02 VD=02	045A 7410 V4+10
03EE FD18 TONE=VD	045C 75FF V5+FF
03F0 4301 SKIP;V3 NE 01	045E A5EC I=05EC
03F2 DAB1 SHOW 1MVAVB	0460 D453 SHOW 3MV4V5
03F4 6F03 VF=03	0462 00EE RET
03F6 A684 I=0684	0464 7411 V4+11
03F8 8A40 VA=V4	0466 A5EA I=05EA
03FA 8B50 VB=V5	0468 D451 SHOW 1MV4V5
03FC F965 V0:V9=MI	046A 00EE RET
03FE 84A0 V4=VA	046C 0100
0400 85B0 V5=VB	046E 00D4
0402 00EE RET	0470 A4A0 I=04A0
0404 6D10 VD=10	0472 810E
0406 FD18 TONE=VD	0474 8014 V0=V0+V1
0408 DAB1 SHOW 1MVAVB	0476 F01E I=I+V0
040A 4300 SKIP;V3 NE 00	0478 F265 V0:V2=MI
040C D451 SHOW 1MV4V5	047A A5F1 I=05F1
040E 6F02 VF=02	047C 8084 V0=V0+V8
0410 13F6 GO 03F6	047E F01E I=I+V0
0412 6D20 VD=20	0480 F065 V0:V0=MI
0414 FD18 TONE=VD	0482 F11E I=I+V1
0416 6F01 VF=01	0484 8100 V1=V0
0418 13F6 GO 03F6	0486 F065 V0:V0=MI
041A DAB1 SHOW 1MVAVB	0488 F21E I=I+V2
041C 8AD4 VA=VA+VD	048A 8210 V2=V1
041E 8BC4 VB=VB+VC	048C 8205 V2=V2-V0
0420 DAB1 SHOW 1MVAVB	048E 3F00 SKIP;VF EQ 00
0422 00EE RET	0490 8100 V1=V0
0424 6808 V8=08	0492 F065 V0:V0=MI

0494 8200 V2=V0	0502 2470 DO 0470
0496 8215 V2=V2-V1	0504 8B00 VB=V0
0498 3F00 SKIP;VF EQ 00	0506 1542 GO 0542
049A 8010 V0=V1	0508 320F SKIP;V2 EQ OF
049C 00EE RET	050A 1516 GO 0516
049E 0100	050C 6B00 VB=00
04A0 0700	050E 6001 V0=01
04A2 07F0	0510 2470 DO 0470
04A4 0600	0512 8A00 VA=V0
04A6 F907	0514 1542 GO 0542
04A8 07F8	0516 6001 V0=01
04AA 0608	0518 2470 DO 0470
04AC 00D4	051A 8A00 VA=V0
04AE 6000 V0=00	051C 1500 GO 0500
04B0 3A10 SKIP;VA EQ 10	051E 3100 SKIP;V1 EQ 00
04B2 4A30 SKIP;VA NE 30	0520 152C GO 052C
04B4 00EE RET	0522 6A00 VA=00
04B6 3B00 SKIP;VB EQ 00	0524 6002 V0=02
04B8 4B20 SKIP;VB NE 20	0526 2470 DO 0470
04BA 00EE RET	0528 8B00 VB=V0
04BC 81A6	052A 1542 GO 0542
04BE 8116	052C 3107 SKIP;V1 EQ 07
04C0 71FC V1+FC	052E 153A GO 053A
04C2 82B6	0530 6B00 VB=00
04C4 A68E I=068E	0532 6003 V0=03
04C6 FF55 MI=V0:VF	0534 2470 DO 0470
04C8 882E	0536 8A00 VA=V0
04CA 888E	0538 1542 GO 0542
04CC 888E	053A 6003 V0=03
04CE 8814 V8=V8+V1	053C 2470 DO 0470
04D0 A5F1 I=05F1	053E 8A00 VA=V0
04D2 F81E I=I+V8	0540 1524 GO 0524
04D4 F065 V0:V0=MI	0542 5AB0 SKIP;VA EQ VB
04D6 40FF SKIP;V0 NE FF	0544 1564 GO 0564
04D8 14E0 GO 04E0	0546 3AFE SKIP;VA EQ FE
04DA 40FE SKIP;V0 NE FE	0548 4AFF SKIP;VA NE FF
04DC 15BE GO 05BE	054A 1556 GO 0556
04DE 15AA GO 05AA	054C A5F1 I=05F1
04E0 C3FF V3=RND	054E F81E I=I+V8
04E2 6670 V6=70	0550 60FE V0=FE
04E4 8364 V3=V3+V6	0552 F055 MI=V0:V0
04E6 4F01 SKIP;VF NE 01	0554 15BE GO 05BE
04E8 14F4 GO 04F4	0556 A5F0 I=05F0
04EA 60FE V0=FE	0558 F065 V0:V0=MI
04EC A5F1 I=05F1	055A 7001 V0+01
04EE F81E I=I+V8	055C A5F0 I=05F0
04F0 F055 MI=V0:V0	055E F055 MI=V0:V0
04F2 15BE GO 05BE	0560 8A00 VA=V0
04F4 8326	0562 1596 GO 0596
04F6 3F01 SKIP;VF EQ 01	0564 83A0 V3=VA
04F8 151E GO 051E	0566 83B5 V3=V3-VB
04FA 3201 SKIP;V2 EQ 01	0568 4F00 SKIP;VF NE 00
04FC 1508 GO 0508	056A 1572 GO 0572
04FE 6A00 VA=00	056C 83A0 V3=VA
0500 6000 V0=00	056E 8AB0 VA=VB

0570 8B30 VB=V3	05B2 FD18 TONE=VD
0572 4AFE SKIP;VA NE FE	05B4 244E DO 044E
0574 1556 GO 0556	05B6 A68E I=068E
0576 3BFE SKIP;VB EQ FE	05B8 F565 V0:V5=MI
0578 4BFF SKIP;VB NE FF	05BA 6000 V0=00
057A 1596 GO 0596	05BC 00EE RET
057C 63FF V3=FF	05BE A68E I=068E
057E A5F1 I=05F1	05C0 FF65 V0:VF=MI
0580 4380 SKIP;V3 NE 80	05C2 6001 V0=01
0582 1596 GO 0596	05C4 00EE RET
0584 F065 V0:V0=MI	05C6 0100
0586 7301 V3+01	05C8 8A8A
0588 5B00 SKIP;VB EQ V0	05CA AADA
058A 1580 GO 0580	05CC 8A8A
058C A5F1 I=05F1	05CE CBAA
058E F31E I=I+V3	05D0 9A8A
0590 80A0 V0=VA	05D2 2F28
0592 F055 MI=V0:V0	05D4 AE68
0594 1580 GO 0580	05D6 2F7B
0596 A5F1 I=05F1	05D8 4B7B
0598 F81E I=I+V8	05DA 504B
059A 80A0 V0=VA	05DC 1020
059C F055 MI=V0:V0	05DE 40BF
059E 4E00 SKIP;VE NE 00	05E0 4020
05A0 15AA GO 05AA	05E2 1008
05A2 A68E I=068E	05E4 0402
05A4 F265 V0:V2=MI	05E6 FD02
05A6 244E DO 044E	05E8 0408
05A8 15AA GO 05AA	05EA E000
05AA A68E I=068E	05EC 8080
05AC FF65 V0:VF=MI	05EE 8080
05AE 244E DO 044E	05F0 00D4
05B0 6D1E VD=1E	

11. VIP Sum Fun

The object of this game is to add up the three digits which appear in the middle of the screen and then hit the key representing the total as fast as you can.

How To Play VIP Sum Fun

1. Load the CHIP-8 interpreter at 0000-01FF and the game starting at 0200.
2. Turn RUN switch on.

3. You get twenty sets of three digits per game and between zero and ten points per set. The faster you enter the correct total, the more points you win.

4. If you wait more than 3 seconds you get zero points. The correct sum is shown above the three digits after you enter it, and there is a pause before the next set appears.

5. The score is shown in the upper right-hand corner of the screen. The maximum number of points you can score is 200. Between 120 and 159 points is above average. A score of 160 or higher is outstanding.

0200 00E0 ERASE	0238 00E0 ERASE
0202 6A00 VA=00	023A 8A64 VA=VA+V6
0204 2262 D0 0262	023C 2262 D0 0262
0206 6380 V3=80	023E 75FF V5+FF
0208 228A D0 028A	0240 4500 SKIP;V5 NE 00
020A 6514 V5=14	0242 124A GO 024A
020C C003 V0=RND	0244 6360 V3=60
020E C103 V1=RND	0246 228A D0 028A
0210 C203 V2=RND	0248 120C GO 020C
0212 6400 V4=00	024A 6412 V4=12
0214 8404 V4=V4+V0	024C F418 TONE=V4
0216 8414 V4=V4+V1	024E 631A V3=1A
0218 8424 V4=V4+V2	0250 228A D0 028A
021A 225A D0 025A	0252 74FE V4+FE
021C 12A4 GO 02A4	0254 3400 SKIP;V4 EQ 00
021E 6390 V3=90	0256 124C GO 024C
0220 2282 D0 0282	0258 1258 GO 0258
0222 E4A1 SKIP;V4 NE KEY	025A 6810 V8=10
0224 122C GO 022C	025C 6913 V9=13
0226 3600 SKIP;V6 EQ 00	025E 2270 D0 0270
0228 76FF V6+FF	0260 00EE RET
022A 121E GO 021E	0262 6830 V8=30
022C 2294 D0 0294	0264 6900 V9=00
022E 6310 V3=10	0266 A2B0 I=02B0
0230 2282 D0 0282	0268 FA33 MI=VA(3DD)
0232 229A D0 029A	026A F265 V0:V2=MI
0234 6380 V3=80	026C 2270 D0 0270
0236 228A D0 028A	

026E 00EE RET	0290 128C GO 028C
0270 F029 I=V0(LSDP)	0292 00EE RET
0272 D895 SHOW 5MI@V8V9	0294 6302 V3=02
0274 7806 V8+06	0296 F318 TONE=V3
0276 F129 I=V1(LSDP)	0298 00EE RET
0278 D895 SHOW 5MI@V8V9	029A 6816 V8=16
027A 7806 V8+06	029C 690A V9=0A
027C F229 I=V2(LSDP)	029E F429 I=V4(LSDP)
027E D895 SHOW 5MI@V8V9	02A0 D895 SHOW 5MI@V8V9
0280 00EE RET	02A2 00EE RET
0282 73FF V3+FF	02A4 660A V6=0A
0284 3300 SKIP;V3 EQ 00	02A6 6380 V3=80
0286 1282 GO 0282	02A8 2282 DO 0282
0288 00EE RET	02AA E4A1 SKIP;V4 NE KEY
028A F315 TIME=V3	02AC 122C GO 022C
028C F307 V3=TIME	02AE 121E GO 021E
028E 3300 SKIP;V3 EQ 00	

12. VIP Sequence Shoot

You score points by having the sharp-shooter hit the targets in the proper sequence.

How To Play VIP Sequence Shoot

1. Load the CHIP-8 interpreter at 0000-01FF and the game starting at 0200.

2. Turn RUN switch on.

3. Pressing the key C causes the little man to shoot the top target, key D shoots the one below it, key E the next lower, and key F the bottom target.

4. One of the four targets flashes and the computer waits for you to shoot it. When you press the correct key you get one point. Then two flash, one after the other. Shoot the one that flashed first, then shoot the other. This gives you two more points. Three targets (when hit in the same order as they flashed) add three points to your score.

5. Each time you shoot such a series of targets in proper sequence, your score increases by the number of targets you hit. And the next series you see is longer by one target. The maximum length of sequence is 22 targets, that is a score of 254.

6. Improper sequencing of shots in any series ends the game.

0200 00E0 ERASE	0238 8AD0 VA=VD
0202 6E00 VE=00	023A 2270 DO 0270
0204 6D00 VD=00	023C 7AFF VA+FF
0206 A326 I=0326	023E 3A00 SKIP;VA EQ 00
0208 6808 V8=08	0240 123A GO 023A
020A 690B V9=0B	0242 6000 VO=00
020C D89C SHOW CMI@V8V9	0244 A400 I=0400
020E A332 I=0332	0246 FC1E I=I+VC
0210 6917 V9=17	0248 F055 MI=VO:VO
0212 D899 SHOW 9MI@V8V9	024A 22AC DO 02AC
0214 A33B I=033B	024C 3A00 SKIP;VA EQ 00
0216 6810 V8=10	024E 125A GO 025A
0218 6913 V9=13	0250 22F6 DO 02F6
021A D892 SHOW 2MI@V8V9	0252 8ED4 VE=VE+VD
021C 6832 V8=32	0254 22F6 DO 02F6
021E 6902 V9=02	0256 3E16 SKIP;VE EQ 16
0220 2312 DO 0312	0258 1232 GO 0232
0222 690A V9=0A	025A 6212 V2=12
0224 2312 DO 0312	025C F218 TONE=V2
0226 6912 V9=12	025E 611A V1=1A
0228 2312 DO 0312	0260 F115 TIME=V1
022A 691A V9=1A	0262 F107 V1=TIME
022C 2312 DO 0312	0264 3100 SKIP;V1 EQ 00
022E 22F6 DO 02F6	0266 1262 GO 0262
0230 61FF V1=FF	0268 72FE V2+FE
0232 2318 DO 0318	026A 3200 SKIP;V2 EQ 00
0234 6C00 VC=00	026C 125C GO 025C
0236 7D01 VD+01	

026E 126E GO 026E	02DA D891 SHOW 1MI@V8V9
0270 CB03 VB=RND	02DC 6108 V1=08
0272 7B0C VB+0C	02DE 2318 DO 0318
0274 80B0 V0=VB	02E0 4F01 SKIP;VF NE 01
0276 A400 I=0400	02E2 12F0 GO 02F0
0278 FC1E I=I+VC	02E4 D891 SHOW 1MI@V8V9
027A F055 MI=V0:V0	02E6 6108 V1=08
027C 7C01 VC+01	02E8 2318 DO 0318
027E 61FF V1=FF	02EA 7804 V8+04
0280 2318 DO 0318	02EC 8904 V9=V9+V0
0282 6832 V8=32	02EE 12DA GO 02DA
0284 691A V9=1A	02F0 6102 V1=02
0286 4B0C SKIP;VB NE 0C	02F2 F118 TONE=V1
0288 6902 V9=02	02F4 1340 GO 0340
028A 4B0D SKIP;VB NE 0D	02F6 A380 I=0380
028C 690A V9=0A	02F8 FE33 MI=VE(3DD)
028E 4B0E SKIP;VB NE 0E	02FA F265 V0:V2=MI
0290 6912 V9=12	02FC F029 I=V0(LSDP)
0292 2312 DO 0312	02FE 6810 V8=10
0294 6160 V1=60	0300 6902 V9=02
0296 2318 DO 0318	0302 D895 SHOW 5MI@V8V9
0298 2312 DO 0312	0304 F129 I=V1(LSDP)
029A 610F V1=0F	0306 7806 V8+06
029C 2318 DO 0318	0308 D895 SHOW 5MI@V8V9
029E 2312 DO 0312	030A F229 I=V2(LSDP)
02A0 610F V1=0F	030C 7806 V8+06
02A2 2318 DO 0318	030E D895 SHOW 5MI@V8V9
02A4 2312 DO 0312	0310 00EE RET
02A6 610F V1=0F	0312 A322 I=0322
02A8 2318 DO 0318	0314 D894 SHOW 4MI@V8V9
02AA 00EE RET	0316 00EE RET
02AC 6A00 VA=00	0318 71FF V1+FF
02AE A400 I=0400	031A 3100 SKIP;V1 EQ 00
02B0 FA1E I=I+VA	031C 1318 GO 0318
02B2 7A01 VA+01	031E 00EE RET
02B4 F065 V0:V0=MI	0320 0180
02B6 3000 SKIP;V0 EQ 00	0322 F0F0
02B8 12BE GO 02BE	0324 F0F0
02BA 6A00 VA=00	0326 7C7C
02BC 00EE RET	0328 FE7C
02BE FB0A VB=KEY	032A 7C70
02C0 6102 V1=02	032C 7C38
02C2 F218 TONE=V2	032E 7F7F
02C4 8B05 VB=VB-V0	0330 7C7C
02C6 4B00 SKIP;VB NE 00	0332 7C7C
02C8 12D2 GO 02D2	0334 7C38
02CA 61FF V1=FF	0336 3838
02CC 2318 DO 0318	0338 3838
02CE 6A01 VA=01	033A 3EE0
02D0 00EE RET	033C 8000
02D2 70F2 V0+F2	033E D4D4
02D4 6813 V8=13	0340 D891 SHOW 1MI@V8V9
02D6 6913 V9=13	0342 12AE GO 02AE
02D8 A321 I=0321	

13. VIP Biorhythm

The theory of Biorhythm states that there are three predominant cycles that can influence human behavior. These include a 23-day physical cycle, a 28-day emotional cycle, and a 33-day intellectual cycle. All three cycles start at birth and continue throughout life.

Each cycle consists of a positive and a negative period. Physical, emotional, and intellectual aspects are enhanced during positive periods. Poor performance is indicated by the negative period of a cycle.

A critical day occurs on the crossover from the positive to negative period or vice versa. A critical day indicates instability in a particular aspect.

How To Use VIP Biorhythm

1. Load the CHIP-8 interpreter at 0000-01FF and Biorhythm starting at 0200.

2. Turn RUN switch on.

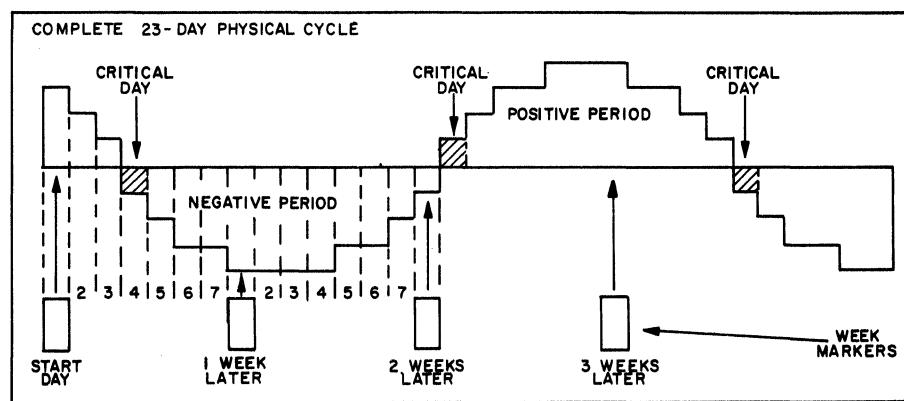
3. Enter birthdate using 2-digit month, 2-digit day, and 4-digit year.

4. Enter start date using 2-digit month, 2-digit day, and 4-digit year. The start date indicates the first day of the 32-day Biorhythm chart the program will generate.

5. After a period of calculation proportional to the span of time involved, the three cycle curves will be shown for a 32-day period. Each horizontal bit position represents one day in the cycle. The start day, on the left, and every seventh day are indicated by week markers. The first day of a positive or negative period is a critical day.

6. To advance the start date hold key F down until the desired date is reached. To decrement the start date hold key B down. These functions allow changing the start date slightly without reentering all the dates and waiting for the calculations to be performed.

7. Press key 0 to clear the screen and enter a new set of dates.



92CM-31180

INTERPRETATION

	Physical	Emotional	Intellectual
Positive Period (Up)	strong, vigorous	good moods, cooperative	good judgment, sharp mentally
Negative Period (Down)	tire easily, less stamina	low enthusiasm, feelings subdued	low attentiveness and concentration
Critical Days (Crossover)	susceptible to injury or illness, low endurance	emotionally unstable, upset easily	poor memory, prone to mistakes

0200 A584 I=0584	026E 4400 SKIP;V4 NE 00
0202 6100 V1=00	0270 12B2 GO 02B2
0204 6219 V2=19	0272 4500 SKIP;V5 NE 00
0206 D125 SHOW 5MI@V1V2	0274 12B2 GO 02B2
0208 A588 I=0588	0276 680C V8=0C
020A 620D V2=0D	0278 8805 V8=V8-V0
020C D125 SHOW 5MI@V1V2	027A 4F00 SKIP;VF NE 00
020E A441 I=0441	027C 12B2 GO 02B2
0210 6201 V2=01	027E 680C V8=0C
0212 D125 SHOW 5MI@V1V2	0280 8845 V8=V8-V4
0214 A513 I=0513	0282 4F00 SKIP;VF NE 00
0216 6131 V1=31	0284 12B2 GO 02B2
0218 620E V2=0E	0286 8860 V8=V6
021A D124 SHOW 4MI@V1V2	0288 8825 V8=V8-V2
021C A444 I=0444	028A 4F00 SKIP;VF NE 00
021E 6209 V2=09	028C 12B2 GO 02B2
0220 61FF V1=FF	028E 5620 SKIP;V6 EQ V2
0222 7107 V1+07	0290 12B8 GO 02B8
0224 D122 SHOW 2MI@V1V2	0292 8870 V8=V7
0226 3122 SKIP;V1 EQ 22	0294 8835 V8=V8-V3
0228 1222 GO 0222	0296 4F00 SKIP;VF NE 00
022A 3209 SKIP;V2 EQ 09	0298 12B2 GO 02B2
022C 1232 GO 0232	029A 5730 SKIP;V7 EQ V3
022E 6215 V2=15	029C 12B8 GO 02B8
0230 1220 GO 0220	029E 8840 V8=V4
0232 6300 V3=00	02A0 8805 V8=V8-V0
0234 6500 V5=00	02A2 4F00 SKIP;VF NE 00
0236 6600 V6=00	02A4 12B2 GO 02B2
0238 2500 DO 0500	02A6 5400 SKIP;V4 EQ V0
023A 2518 DO 0518	02A8 12B8 GO 02B8
023C 6000 V0=00	02AA 8850 V8=V5
023E 4400 SKIP;V4 NE 00	02AC 8815 V8=V8-V1
0240 1248 GO 0248	02AE 3F00 SKIP;VF EQ 00
0242 700A V0+0A	02B0 12B8 GO 02B8
0244 74FF V4+FF	02B2 F518 TONE=V5
0246 123E GO 023E	02B4 00E0 ERASE
0248 A608 I=0608	02B6 1200 GO 0200
024A F055 MI=V0:V0	02B8 8800 V8=V0
024C 2500 DO 0500	02BA 8910 V9=V1
024E 2518 DO 0518	02BC 8A80 VA=V8
0250 A608 I=0608	02BE 253C DO 053C
0252 F065 V0:V0=MI	02C0 4B00 SKIP;VB NE 00
0254 8044 V0=V0+V4	02C2 12D2 GO 02D2
0256 A600 I=0600	02C4 3B29 SKIP;VB EQ 29
0258 F31E I=I+V3	02C6 12B2 GO 02B2
025A F055 MI=V0:V0	02C8 8920 V9=V2
025C 7301 V3+01	02CA 8A30 VA=V3
025E 3308 SKIP;V3 EQ 08	02CC 2554 DO 0554
0260 1238 GO 0238	02CE 3B03 SKIP;VB EQ 03
0262 A600 I=0600	02D0 12B2 GO 02B2
0264 F765 V0:V7=MI	02D2 8950 V9=V5
0266 4000 SKIP;V0 NE 00	02D4 8A40 VA=V4
0268 12B2 GO 02B2	02D6 253C DO 053C
026A 4100 SKIP;V1 NE 00	02D8 4B00 SKIP;VB NE 00
026C 12B2 GO 02B2	02DA 12EA GO 02EA

02DC 3B29 SKIP;VB EQ 29	034A 0714
02DE 12B2 GO 02B2	034C 1BD4
02E0 8960 V9=V6	034E 2448 DO 0448
02E2 8A70 VA=V7	0350 A600 I=0600
02E4 2554 DO 0554	0352 F765 V0:V7=MI
02E6 3B03 SKIP;VB EQ 03	0354 75FF V5+FF
02E8 12B2 GO 02B2	0356 3500 SKIP;V5 EQ 00
02EA 6C00 VC=00	0358 137C GO 037C
02EC 6D00 VD=00	035A 74FF V4+FF
02EE 6E00 VE=00	035C 3400 SKIP;V4 EQ 00
02F0 24F2 DO 04F2	035E 1370 GO 0370
02F2 8050 V0=V5	0360 640C V4=0C
02F4 39AA SKIP;V9 EQ AA	0362 77FF V7+FF
02F6 12FE GO 02FE	0364 37FF SKIP;V7 EQ FF
02F8 8015 V0=V0-V1	0366 1370 GO 0370
02FA 24B6 DO 04B6	0368 6763 V7=63
02FC 132A GO 032A	036A 76FF V6+FF
02FE 24B6 DO 04B6	036C 46FF SKIP;V6 NE FF
0300 24DC DO 04DC	036E 1392 GO 0392
0302 8015 V0=V0-V1	0370 8840 V8=V4
0304 1308 GO 0308	0372 8150 V1=V5
0306 24DC DO 04DC	0374 8260 V2=V6
0308 24B6 DO 04B6	0376 8370 V3=V7
030A 7801 V8+01	0378 24DC DO 04DC
030C 380D SKIP;V8 EQ 0D	037A 8500 V5=V0
030E 131C GO 031C	037C 7CFF VC+FF
0310 6801 V8=01	037E 4CFF SKIP;VC NE FF
0312 7301 V3+01	0380 6C16 VC=16
0314 3364 SKIP;V3 EQ 64	0382 7DFF VD+FF
0316 131C GO 031C	0384 4DFF SKIP;VD NE FF
0318 6300 V3=00	0386 6D1B VD=1B
031A 7201 V2+01	0388 7EFF VE+FF
031C 24F2 DO 04F2	038A 4EFF SKIP;VE NE FF
031E 49AA SKIP;V9 NE AA	038C 6E20 VE=20
0320 132A GO 032A	038E A600 I=0600
0322 6003 V0=03	0390 F755 MI=V0:V7
0324 80E2 V0=V0&VE	0392 2448 DO 0448
0326 F018 TONE=V0	0394 680B V8=0B
0328 1306 GO 0306	0396 E8A1 SKIP;V8 NE KEY
032A 246A DO 046A	0398 1342 GO 0342
032C 680B V8=0B	039A 680F V8=0F
032E E8A1 SKIP;V8 NE KEY	039C E8A1 SKIP;V8 NE KEY
0330 1340 GO 0340	039E 1342 GO 0342
0332 680F V8=0F	03A0 132A GO 032A
0334 E8A1 SKIP;V8 NE KEY	03A2 7F00 VF+00
0336 1340 GO 0340	03A4 2448 DO 0448
0338 6800 V8=00	03A6 A600 I=0600
033A E8A1 SKIP;V8 NE KEY	03A8 F765 V0:V7=MI
033C 12R2 GO 02B2	03AA 8840 V8=V4
033E 132C GO 032C	03AC 8260 V2=V6
0340 246A DO 046A	03AE 8370 V3=V7
0342 480B SKIP;V8 NE 0B	03B0 24DC DO 04DC
0344 134E GO 034E	03B2 9050 SKIP;V0 NE V5
0346 13A4 GO 03A4	03B4 6500 V5=00
0348 0100	03B6 7501 V5+01

03B8 4501 SKIP;V5 NE 01	0426 8080
03BA 7401 V4+01	0428 8000
03BC 340D SKIP;V4 EQ 0D	042A 0000
03BE 13D0 GO 03D0	042C 001F
03C0 6401 V4=01	042E 1C1F
03C2 7701 V7+01	0430 1E1F
03C4 3764 SKIP;V7 EQ 64	0432 1E1F
03C6 13D0 GO 03D0	0434 1F1E
03C8 6700 V7=00	0436 1F1E
03CA 7601 V6+01	0438 1F29
03CC 4664 SKIP;V6 NE 64	043A 2E37
03CE 1392 GO 0392	043C 3C2B
03D0 7C01 VC+01	043E 3035
03D2 7D01 VD+01	0440 3AE0
03D4 7E01 VE+01	0442 A0E0
03D6 24C2 DO 04C2	0444 8080
03D8 138E GO 038E	0446 D4D4
03DA 0107	0448 6500 V5=00
03DC 0E0E	044A 6602 V6=02
03DE 1616	044C 6304 V3=04
03E0 160E	044E A600 I=0600
03E2 0E07	0450 F31E I=I+V3
03E4 0100	0452 F065 V0:V0=MI
03E6 050B	0454 A609 I=0609
03E8 0B12	0456 F033 MI=V0(3DD)
03EA 1212	0458 F265 V0:V2=MI
03EC 120B	045A 8410 V4=V1
03EE 0B05	045C 2518 DO 0518
03F0 00EE	045E 8420 V4=V2
03F2 0107	0460 2518 DO 0518
03F4 0E0E	0462 7301 V3+01
03F6 1616	0464 3308 SKIP;V3 EQ 08
03F8 1616	0466 144E GO 044E
03FA 1616	0468 00EE RET
03FC 0E0E	046A 6420 V4=20
03FE 0701	046C 6506 V5=06
0400 0005	046E 6600 V6=00
0402 0B0B	0470 87C0 V7=VC
0404 1212	0472 A3DA I=03DA
0406 1212	0474 249C DO 049C
0408 1212	0476 3400 SKIP;V4 EQ 00
040A 0B0B	0478 1472 GO 0472
040C 0500	047A 6420 V4=20
040E EE00	047C 6506 V5=06
0410 0000	047E 660C V6=0C
0412 0080	0480 87D0 V7=VD
0414 0000	0482 A3F2 I=03F2
0416 0000	0484 249C DO 049C
0418 8080	0486 3400 SKIP;V4 EQ 00
041A 0000	0488 1482 GO 0482
041C 0000	048A 6420 V4=20
041E 8080	048C 6506 V5=06
0420 8000	048E 6618 V6=18
0422 0000	0490 87E0 V7=VE
0424 0080	0492 A562 I=0562

0494 249C DO 049C	0502 E4A1 SKIP;V4 NE KEY
0496 3400 SKIP;V4 EQ 00	0504 150E GO 050E
0498 1492 GO 0492	0506 7401 V4+01
049A 00EE RET	0508 340A SKIP;V4 EQ 0A
049C F71E I=I+V7	050A 1502 GO 0502
049E F065 VO:VO=MI	050C 1500 GO 0500
04A0 30EE SKIP;VO EQ EE	050E F40A V4=KEY
04A2 14A8 GO 04A8	0510 00EE RET
04A4 6700 V7=00	0512 010C
04A6 00EE RET	0514 1290
04A8 A40F I=040F	0516 60D4
04AA F01E I=I+VO	0518 A438 I=0438
04AC D568 SHOW 8MI@V5V6	051A F51E I=I+V5
04AE 74FF V4+FF	051C F165 VO:V1=MI
04B0 7501 V5+01	051E A349 I=0349
04B2 7701 V7+01	0520 F61E I=I+V6
04B4 00EE RET	0522 F065 VO:VO=MI
04B6 8C04 VC=VC+VO	0524 F429 I=V4(LSDP)
04B8 8D04 VD=VD+VO	0526 D105 SHOW 5MI@V1V0
04BA 8E04 VE=VE+VO	0528 4503 SKIP;V5 NE 03
04BC 24C2 DO 04C2	052A 7601 V6+01
04BE 24C2 DO 04C2	052C 4507 SKIP;V5 NE 07
04C0 00EE RET	052E 7601 V6+01
04C2 6B17 VB=17	0530 7501 V5+01
04C4 8CB5 VC=VC-VB	0532 4508 SKIP;V5 NE 08
04C6 4F00 SKIP;VF NE 00	0534 6500 V5=00
04C8 7C17 VC+17	0536 00EE RET
04CA 6B1C VB=1C	0538 416A SKIP;V1 NE 6A
04CC 8DB5 VD=VD-VB	053A 7E51 VE+51
04CE 4F00 SKIP;VF NE 00	053C 6B00 VB=00
04D0 7D1C VD+1C	053E A42C I=042C
04D2 6B21 VB=21	0540 FA1E I=I+VA
04D4 8EB5 VE=VE-VB	0542 F065 VO:VO=MI
04D6 4F00 SKIP;VF NE 00	0544 8095 VO=VO-V9
04D8 7E21 VE+21	0546 4F01 SKIP;VF NE 01
04DA 00EE RET	0548 00EE RET
04DC A42C I=042C	054A 6B29 VB=29
04DE F81E I=I+V8	054C 491D SKIP;V9 NE 1D
04E0 F065 VO:VO=MI	054E 3A02 SKIP;VA EQ 02
04E2 3802 SKIP;V8 EQ 02	0550 6B39 VB=39
04E4 00EE RET	0552 00EE RET
04E6 8920 V9=V2	0554 4A00 SKIP;VA NE 00
04E8 8A30 VA=V3	0556 8A90 VA=V9
04EA 2554 DO 0554	0558 6B03 VB=03
04EC 4B03 SKIP;VB NE 03	055A 8AB2 VA=VA&VB
04EE 7001 VO+01	055C 3A00 SKIP;VA EQ 00
04F0 00EE RET	055E 6B00 VB=00
04F2 69AA V9=AA	0560 00EE RET
04F4 9260 SKIP;V2 NE V6	0562 0107
04F6 5370 SKIP;V3 EQ V7	0564 070E
04F8 6900 V9=00	0566 0E16
04FA 5840 SKIP;V8 EQ V4	0568 1616
04FC 6900 V9=00	056A 1616
04FE 00EE RET	056C 160E
0500 6400 V4=00	056E 0E07

0570 0701	0580 0505
0572 0005	0582 00EE
0574 050B	0584 E040
0576 0B12	0586 4040
0578 1212	0588 E080
057A 1212	058A E080
057C 1212	058C E0D4
057E 0B0B	

14. VIP Programmable Spacefighters

Programmable Spacefighters is a combat game involving 2 to 8 spaceships competing for the domination of a contained field in space. The field of play is a two-dimensional representation of the surface of an oblong spheroid.

The movement and fire of each spacefighter is controlled by programming a series of commands into each fighter's instruction storage table. Once all the spacefighters are programmed they carry out their commands by sequentially executing a single step at a time. The play of the game is divided into rounds. Each spacefighter may execute between 1 and 15 commands per round.

The fighters all have the same appearance and capabilities. Players distinguish between fighters by examining the defense strength and position of their fighter at the beginning of every round.

Each fighter may face in any of 8 directions. All firing and forward movement occurs in the direction a fighter is currently facing. As a spacefighter crosses outside the two-dimensional field of play it wraps around and re-enters on the opposite side of the field. Laser bursts terminate when they travel outside the field or hit a target.

Each round consists of a selected number of steps. Each step is executed in 2 parts. During the first part, every spacefighter wishing to fire may execute a fire operation. The defense strength of any fighter which is hit by a laser burst is reduced by 1 and a small flash appears.

After all fighters have had an opportunity to execute fire instructions, the movement part of the step begins. Any fighter which has had its defense strength reduced to 0 is destroyed and a longer flash appears. The defense strength is changed to a special code so that the fighter will no longer be programmable or take part in the execution phase. The destroyed fighter will still be open to examination during the Defense/Position Check phase. Fighters having a defense strength greater than 0 may execute a movement command if there is one. Breaking each step into 2 such parts removes any strategic advantage to moving first.

The nature of the game, in that there are variable parameters and no fixed victory conditions, allows the players a lot of freedom. Two to eight players can command single fighters. Four or less players can each command multiple fighters. Two fleets could compete to destroy their opponents' flagship first. Handicaps can be implemented through an imbalance of fighters in different fleets. An odd number of players can play in a free-for-all or team

game. In a non-combat approach, a full complement of spacefighters could be programmed to perform in kaleidoscopic or other type formations.

How To Play VIP Programmable Spacefighters

1. Load the CHIP-8 interpreter at 0000-01FF and the game starting at 0200.

2. Turn RUN switch on.

3. Initialization of Game.

Various parameters are entered at the start of the game to determine the number of spacefighters and other aspects of play.

S: Enter number of spacefighters. 1 to 8 spacefighters may be used. The program will adjust invalid entries to the nearest valid number.

D: Enter defense strength. A spacefighter may be hit from 1 to F times by laser fire before being destroyed.

E: Enter number of command entries. A spacefighter may be programmed with 1 to F commands during the programming phase of each round.

C: Enter clock duration/no clock. A timer clock 1 to F phorseks in duration may be selected. Each phorsek equals 4 seconds. The clock is not enabled if a 0 is entered. The clock time is the time allowed for each fighter to be set up.

F: Enter fire power available. A spacefighter may be allowed to fire 1 to F laser bursts per round.

A: Enter accumulation/no accumulation. A spacefighter may be allowed to accumulate all unused laser bursts by entering 1 to F. Accumulation is not allowed if a 0 is entered.

4. Presentation of Field and Spacefighters.

The two-dimensional representation of the playing field consists of 10 vertical by 15 horizontal positions indicated by grid markings around the perimeter. The spacefighters will be in their initial positions.

5. Defense/Position Check.

Enter number of spacefighter to be examined.

S: Current spacefighter being examined.

D: Defense strength of current spacefighter.

Enter 0 to end defense/position check phase.

6. Program Spacefighters.

Surviving spacefighters are programmed in ascending order. Enter 0 to begin programming first spacefighter. Defense strength and position are shown during programming.

E: Indicates number of entries left after current command.

C: Indicates time remaining to program current fighter if clock was selected.

COMMAND	FUNCTION
1	ROTATE 45° CCW, MOVE FWD
2	MOVE FWD
3	ROTATE 45° CW, MOVE FWD
4	ROTATE 45° CCW
5	FIRE
6	ROTATE 45° CW
B	ERASE ALL COMANDS AND REPROGRAM CURRENT SPACEFIGHTER
E	END PROGRAMMING OF CURRENT SPACEFIGHTER
7-A,C,D,F	REST, NO OPERATION
0	REST; BEGIN PROGRAM- MING NEXT SPACEFIGHTER

ENTER 0 TO BEGIN PROGRAMMING EACH
SUCCESSIVE SPACEFIGHTER.

7. Execute Commands

Enter 0 after all spacefighters are programmed to start execution of commands.

8. The recommended starting point when trying the game out is with 1 or 2 spacefighters, any defense, F(1510) entries per round, no clock, F(1510) fire power and any accumulation:

S: 1 or 2
D: 1
E: F
C: 0
F: F
A: 0

Use the above to try out the movement and fire execution of the fighters. Try performing loops, figure 8's, tight turns, maximum fire coverage techniques, etc. Start out simple when first playing the game against an opponent. Eight spacefighters can get very complicated.

9. Changing different parameters creates very different effects on the play of the game. The main effect of a large number of fighters is a more complicated game. A large number of entries per round results in a more lively game involving farsighted planning. Fewer entries involves more thinking and reacting to immediate developments but is not without strategy when there are multiple fighters opposing each other. The clock provides pressure which can be greatly increased by the moves-to-time ratio. More fire power produces a more violent game while less fire power increases the importance of movement and positioning. Accumulation of fire power can have long range effects if there is low fire power and a large number of moves per round.

0200 611E V1=1E	026E 3511 SKIP;V5 EQ 11
0202 620E V2=0E	0270 126A GO 026A
0204 A5D5 I=05D5	0272 6500 V5=00
0206 D123 SHOW 3MV1V2	0274 6100 V1=00
0208 6500 V5=00	0276 6208 V2=08
020A 2570 DO 0570	0278 2592 DO 0592
020C 7501 V5+01	027A 7501 V5+01
020E 3506 SKIP;V5 EQ 06	027C 7206 V2+06
0210 120A GO 020A	027E 3503 SKIP;V5 EQ 03
0212 A5FB I=05FB	0280 1278 GO 0278
0214 F565 V0:V5=MI	0282 A5FE I=05FE
0216 4400 SKIP;V4 NE 00	0284 F065 V0:V0=MI
0218 6401 V4=01	0286 1470 GO 0470
021A 4200 SKIP;V2 NE 00	0288 2592 DO 0592
021C 6201 V2=01	028A 6104 V1=04
021E 4100 SKIP;V1 NE 00	028C 7201 V2+01
0220 6101 V1=01	028E A5D5 I=05D5
0222 4000 SKIP;V0 NE 00	0290 D123 SHOW 3MV1V2
0224 6001 V0=01	0292 72FA V2+FA
0226 6608 V6=08	0294 3203 SKIP;V2 EQ 03
0228 8602 V6=V6&V0	0296 1290 GO 0290
022A 3600 SKIP;V6 EQ 00	0298 6000 V0=00
022C 6008 V0=08	029A 12A6 GO 02A6
022E 8610 V6=V1	029C 2538 DO 0538
0230 8150 V1=V5	029E F065 V0:V0=MI
0232 A5FB I=05FB	02A0 2540 DO 0540
0234 F455 MI=V0:V4	02A2 A5A4 I=05A4
0236 8360 V3=V6	02A4 F065 V0:V0=MI
0238 6400 V4=00	02A6 7001 V0+01
023A 00E0 ERASE	02A8 4064 SKIP;V0 NE 64
023C 6E00 VE=00	02AA 6000 V0=00
023E 8BE0 VB=VE	02AC 2538 DO 0538
0240 6A03 VA=03	02AE F055 MI=V0:V0
0242 A5A5 I=05A5	02B0 2540 DO 0540
0244 255E DO 055E	02B2 FE0A VE=KEY
0246 F265 V0:V2=MI	02B4 4E00 SKIP;VE NE 00
0248 6A05 VA=05	02B6 12D0 GO 02D0
024A A600 I=0600	02B8 7EFF VE+FF
024C 255E DO 055E	02BA 6608 V6=08
024E F455 MI=V0:V4	02BC 86E2 V6=V6&VE
0250 2564 DO 0564	02BE 3600 SKIP;V6 EQ 00
0252 7E01 VE+01	02C0 6E07 VE=07
0254 A5FB I=05FB	02C2 252C DO 052C
0256 F065 V0:V0=MI	02C4 2518 DO 0518
0258 50E0 SKIP;V0 EQ VE	02C6 2506 DO 0506
025A 123E GO 023E	02C8 4710 SKIP;V7 NE 10
025C A5BD I=05BD	02CA 12C6 GO 02C6
025E 653E V5=3E	02CC 2518 DO 0518
0260 6601 V6=01	02CE 12B2 GO 02B2
0262 D56D SHOW DMV5V6	02D0 A5F5 I=05F5
0264 6610 V6=10	02D2 F965 V0:V9=MI
0266 D56D SHOW DMV5V6	02D4 252C DO 052C
0268 661F V6=1F	02D6 43F0 SKIP;V3 NE F0
026A 75F7 V5+F7	02D8 1362 GO 0362
026C D561 SHOW 1MV5V6	02DA FA0A VA=KEY

02DC 2518 DO 0518	034A 252C DO 052C
02DE A5FD I=05FD	034C 4600 SKIP;V6 NE 00
02E0 F065 V0:V0=MI	034E 1356 GO 0356
02E2 8D00 VD=V0	0350 8544 V5=V5+V4
02E4 24FC DO 04FC	0352 4F01 SKIP;VF NE 01
02E6 6800 V8=00	0354 65FF V5=FF
02E8 600E V0=0E	0356 8450 V4=V5
02EA F055 MI=V0:V0	0358 6A05 VA=05
02EC 7801 V8+01	035A A600 I=0600
02EE 380F SKIP;V8 EQ 0F	035C 24D8 DO 04D8
02F0 12EA GO 02EA	035E EA9E SKIP;VA EQ KEY
02F2 24DE DO 04DE	0360 135E GO 035E
02F4 7DFF VD+FF	0362 A5FB I=05FB
02F6 24E4 DO 04E4	0364 F065 V0:V0=MI
02F8 252C DO 052C	0366 7E01 VE+01
02FA 2506 DO 0506	0368 50E0 SKIP;V0 EQ VE
02FC 3710 SKIP;V7 EQ 10	036A 12D0 GO 02D0
02FE F70A V7=KEY	036C A5F0 I=05F0
0300 A5FE I=05FE	036E FD65 V0:VD=MI
0302 F065 V0:V0=MI	0370 7DFF VD+FF
0304 4000 SKIP;V0 NE 00	0372 6E00 VE=00
0306 131A GO 031A	0374 252C DO 052C
0308 F807 V8=TIME	0376 43F0 SKIP;V3 NE F0
030A 3800 SKIP;V8 EQ 00	0378 1384 GO 0384
030C 131A GO 031A	037A 24FC DO 04FC
030E 24E4 DO 04E4	037C FD1E I=I+VD
0310 79FF V9+FF	037E F065 V0:V0=MI
0312 24DE DO 04DE	0380 4005 SKIP;V0 NE 05
0314 4900 SKIP;V9 NE 00	0382 1412 GO 0412
0316 133C GO 033C	0384 7E01 VE+01
0318 24E4 DO 04E4	0386 A5FB I=05FB
031A 4710 SKIP;V7 NE 10	0388 F065 V0:V0=MI
031C 12F8 GO 02F8	038A 50E0 SKIP;V0 EQ VE
031E 370B SKIP;V7 EQ 0B	038C 1374 GO 0374
0320 1326 GO 0326	038E 6E00 VE=00
0322 24E4 DO 04E4	0390 6900 V9=00
0324 12DE GO 02DE	0392 252C DO 052C
0326 370E SKIP;V7 EQ 0E	0394 4300 SKIP;V3 NE 00
0328 132E GO 032E	0396 1406 GO 0406
032A 24E4 DO 04E4	0398 43F0 SKIP;V3 NE F0
032C 133C GO 033C	039A 13BA GO 03BA
032E 24FC DO 04FC	039C 24FC DO 04FC
0330 FD1E I=I+VD	039E FD1E I=I+VD
0332 8070 V0=V7	03A0 F065 V0:V0=MI
0334 F055 MI=V0:V0	03A2 300E SKIP;V0 EQ 0E
0336 24E4 DO 04E4	03A4 69FF V9=FF
0338 3D00 SKIP;VD EQ 00	03A6 4002 SKIP;V0 NE 02
033A 12F4 GO 02F4	03A8 13E4 GO 03E4
033C 252C DO 052C	03AA 4001 SKIP;V0 NE 01
033E 2518 DO 0518	03AC 13D6 GO 03D6
0340 A5FC I=05FC	03AE 4003 SKIP;V0 NE 03
0342 F065 V0:V0=MI	03B0 13D6 GO 03D6
0344 8600 V6=V0	03B2 4004 SKIP;V0 NE 04
0346 A5FA I=05FA	03B4 13DE GO 03DE
0348 F565 V0:V5=MI	03B6 4006 SKIP;V0 NE 06

03B8 13DE GO 03DE	0426 8B70 VB=V7
03BA 7E01 VE+01	0428 8B62 VB=VB&V6
03BC A5FB I=05FB	042A 6A03 VA=03
03BE F065 V0:V0=MI	042C A5DF I=05DF
03C0 6C00 VC=00	042E 255E DO 055E
03C2 FC15 TIME=VC	0430 6F02 VF=02
03C4 FC07 VC=TIME	0432 FF18 TONE=VF
03C6 3C00 SKIP;VC EQ 00	0434 D123 SHOW 3MV1V2
03C8 13C4 GO 03C4	0436 8CF0 VC=VF
03CA 5E00 SKIP;VE EQ V0	0438 D123 SHOW 3MV1V2
03CC 1392 GO 0392	043A 8070 V0=V7
03CE 3900 SKIP;V9 EQ 00	043C 3C01 SKIP;VC EQ 01
03D0 4D00 SKIP;VD NE 00	043E 141E GO 041E
03D2 129C GO 029C	0440 8510 V5=V1
03D4 1370 GO 0370	0442 8620 V6=V2
03D6 7003 V0+03	0444 6B00 VB=00
03D8 8500 V5=V0	0446 9BE0 SKIP;VB NE VE
03DA 24C0 DO 04C0	0448 1464 GO 0464
03DC 13E8 GO 03E8	044A 252E DO 052E
03DE 8500 V5=V0	044C 43F0 SKIP;V3 NE F0
03E0 24C0 DO 04C0	044E 1464 GO 0464
03E2 13FC GO 03FC	0450 5150 SKIP;V1 EQ V5
03E4 252C DO 052C	0452 1464 GO 0464
03E6 2564 DO 0564	0454 5260 SKIP;V2 EQ V6
03E8 8600 V6=V0	0456 1464 GO 0464
03EA 248E DO 048E	0458 3300 SKIP;V3 EQ 00
03EC A5C8 I=05C8	045A 73FF V3+FF
03EE 6F00 VF=00	045C 24D4 DO 04D4
03F0 D122 SHOW 2MV1V2	045E 2482 DO 0482
03F2 4F01 SKIP;VF NE 01	0460 2482 DO 0482
03F4 1400 GO 0400	0462 1384 GO 0384
03F6 8060 V0=V6	0464 7B01 VB+01
03F8 D122 SHOW 2MV1V2	0466 A5FB I=05FB
03FA 24D2 DO 04D2	0468 F065 V0:V0=MI
03FC 2564 DO 0564	046A 50B0 SKIP;V0 EQ VB
03FE 13BA GO 03BA	046C 1446 GO 0446
0400 D122 SHOW 2MV1V2	046E 1384 GO 0384
0402 252C DO 052C	0470 3000 SKIP;V0 EQ 00
0404 13FC GO 03FC	0472 1288 GO 0288
0406 63F0 V3=F0	0474 72FA V2+FA
0408 24D2 DO 04D2	0476 128A GO 028A
040A 2478 DO 0478	0478 6F03 VF=03
040C 2564 DO 0564	047A A5DF I=05DF
040E 2478 DO 0478	047C D123 SHOW 3MV1V2
0410 13BA GO 03BA	047E A5E2 I=05E2
0412 252C DO 052C	0480 D123 SHOW 3MV1V2
0414 4400 SKIP;V4 NE 00	0482 FF18 TONE=VF
0416 1384 GO 0384	0484 A5E8 I=05E8
0418 74FF V4+FF	0486 D123 SHOW 3MV1V2
041A 24D2 DO 04D2	0488 A5E5 I=05E5
041C 8700 V7=V0	048A D123 SHOW 3MV1V2
041E 248E DO 048E	048C 00EE RET
0420 4FFF SKIP;VF NE FF	048E A5F1 I=05F1
0422 1384 GO 0384	0490 F01E I=I+V0
0424 6603 V6=03	0492 F065 V0:V0=MI

0494 8204 V2=V2+V0	0502 255E DO 055E
0496 6001 V0=01	0504 00EE RET
0498 F01E I=I+V0	0506 2564 DO 0564
049A F065 V0:V0=MI	0508 6700 V7=00
049C 8104 V1=V1+V0	050A E7A1 SKIP;V7 NE KEY
049E 6F00 VF=00	050C 1514 GO 0514
04A0 310E SKIP;V1 EQ 0E	050E 7701 V7+01
04A2 14A8 GO 04A8	0510 3710 SKIP;V7 EQ 10
04A4 613B V1=3B	0512 150A GO 050A
04A6 6FFF VF=FF	0514 2564 DO 0564
04A8 313E SKIP;V1 EQ 3E	0516 00EE RET
04AA 14B0 GO 04B0	0518 7E01 VE+01
04AC 6111 V1=11	051A 6507 V5=07
04AE 6FFF VF=FF	051C 6608 V6=08
04B0 32FD SKIP;V2 EQ FD	051E FE29 I=VE(LSDP)
04B2 14B8 GO 04B8	0520 D565 SHOW 5MV5V6
04B4 621B V2=1B	0522 660E V6=0E
04B6 6FFF VF=FF	0524 F329 I=V3(LSDP)
04B8 321E SKIP;V2 EQ 1E	0526 D565 SHOW 5MV5V6
04BA 00EE RET	0528 7EFF VE+FF
04BC 6200 V2=00	052A 00EE RET
04BE 14B6 GO 04B6	052C 8BE0 VB=VE
04C0 252C DO 052C	052E 6A05 VA=05
04C2 8600 V6=V0	0530 A600 I=0600
04C4 2564 DO 0564	0532 255E DO 055E
04C6 8060 V0=V6	0534 F465 V0:V4=MI
04C8 4504 SKIP;V5 NE 04	0536 00EE RET
04CA 70FE V0+FE	0538 A5A4 I=05A4
04CC 7001 V0+01	053A 6500 V5=00
04CE 6607 V6=07	053C 6601 V6=01
04D0 8062 V0=V0&V6	053E 00EE RET
04D2 8BE0 VB=VE	0540 A630 I=0630
04D4 6A05 VA=05	0542 F033 MI=V0(3DD)
04D6 A600 I=0600	0544 F265 V0:V2=MI
04D8 255E DO 055E	0546 F129 I=V1(LSDP)
04DA F455 MI=V0:V4	0548 D565 SHOW 5MV5V6
04DC 00EE RET	054A F229 I=V2(LSDP)
04DE 68F0 V8=F0	054C 7505 V5+05
04E0 F815 TIME=V8	054E D565 SHOW 5MV5V6
04E2 00EE RET	0550 00EE RET
04E4 6507 V5=07	0552 6C00 VC=00
04E6 6614 V6=14	0554 4A00 SKIP;VA NE 00
04E8 FD29 I=VD(LSDP)	0556 00EE RET
04EA D565 SHOW 5MV5V6	0558 8CB4 VC=VC+VB
04EC A5FE I=05FE	055A 7AFF VA+FF
04EE F065 V0:V0=MI	055C 1554 GO 0554
04F0 4000 SKIP;V0 NE 00	055E 2552 DO 0552
04F2 00EE RET	0560 FC1E I=I+VC
04F4 661A V6=1A	0562 00EE RET
04F6 F929 I=V9(LSDP)	0564 6A03 VA=03
04F8 D565 SHOW 5MV5V6	0566 8B00 VB=V0
04FA 00EE RET	0568 A5C8 I=05C8
04FC 8BE0 VB=VE	056A 255E DO 055E
04FE 6A0F VA=0F	056C D123 SHOW 3MV1V2
0500 A628 I=0628	056E 00EE RET

0570 620D V2=0D	05B6 0000
0572 611A V1=1A	05B8 351B
0574 2592 D0 0592	05BA 0417
0576 6121 V1=21	05BC 0049
0578 259E D0 059E	05BE 0000
057A A5FB I=05FB	05C0 4000
057C F51E I=I+V5	05C2 0040
057E F055 MI=V0:V0	05C4 0000
0580 6678 V6=78	05C6 4000
0582 F615 TIME=V6	05C8 0040
0584 F607 V6=TIME	05CA A000
0586 3600 SKIP;V6 EQ 00	05CC C040
0588 1584 GO 0584	05CE 8040
058A 611A V1=1A	05D0 8040
058C 2592 D0 0592	05D2 C000
058E 6121 V1=21	05D4 A040
0590 15A0 GO 05A0	05D6 0040
0592 A5EB I=05EB	05D8 6000
0594 F51E I=I+V5	05DA 2040
0596 F065 V0:V0=MI	05DC 2000
0598 F029 I=V0(LSDP)	05DE 6040
059A D125 SHOW 5MV1V2	05E0 4040
059C 00EE RET	05E2 2040
059E F30A V3=KEY	05E4 8000
05A0 8030 V0=V3	05E6 E000
05A2 1598 GO 0598	05E8 8040
05A4 0106	05EA 2005
05A6 3B0F	05EC 0D0E
05A8 0211	05EE 0C0F
05AA 0C00	05F0 0AFD
05AC 291B	05F2 FD00
05AE 0423	05F4 0303
05B0 0000	05F6 0300
05B2 1D1B	05F8 FDFD
05B4 042F	05FA FDD4

15. VIP Lunar Lander

You are descending to the floor of a 250-foot crater. The right side of the TV display shows amount of fuel, feet from the bottom, and fall rate per cycle. Length of fall rate cycle changes from about $\frac{1}{4}$ second to one second. The fall rate increases by one foot per second/per cycle. The computer will update the display only at the end of each cycle.

The left side of the display shows the Lunar Lander descending from 250 feet. The Lander will first appear at one of sixteen locations. It will then slowly drop down the crater. The crater walls have rock formations protruding from them which must be avoided. If either rocket motor should touch any part of the crater, the Lander will explode in a cloud of smoke, and disintegrate. (Remember, these are atomic thrusters and react like miniature atomic bombs upon impact.)

When you reach 32 feet, the display will change, and you will see the crater floor. You must now land between the rock formations on the floor, and maintain a minimum fall rate. As you drop your fall rate to zero, you soon discover that the Lander becomes more and more unstable just as any hovering object would. And now with perfect skill you guide the ship in for a perfect touch down, or?

How To Play VIP Lunar Lander

1. Load the CHIP-8 interpreter at 0000-01FF and the game starting at 0200.
2. Key 2 controls the thrust of the Lunar Lander. One tone beep equals one pound of fuel and one foot of thrust.
3. Key 4 controls the horizontal stabilizing engine, and moves the Lander one foot to the left per one pound of fuel.
4. Key 6 controls stabilization to the right.
5. Stabilization controls only react after: (a) a complete fall cycle, or (b) after the key 1 thrust control is pressed. You must be aware of this at all times or you will crash even though either key 4 or 6 is pressed.
6. At the end of each cycle, the Lunar Lander will move randomly at the rate of one foot either right or left. Therefore, as the fall rate approaches zero, the Lander becomes more uncontrollable, and your horizontal stabilizers react more quickly. (Just like the real thing.)
7. If you land too fast, the Lander will bounce and flip over.
8. If you run out of fuel, the Lander will crash.

9. You will not be allowed to go above 250 feet. If you try to do so you will just waste fuel.

10. Once you reach 32 feet and move into the landing display, you will not be allowed to rise above 26 feet. Trying to do so will waste fuel.

11. Game Options

You may select one of three options at the beginning of the game.

Option: 1—You start at 250 feet. You are given 150 pounds of fuel. You must land at 5 feet per second or less. The initial descent display is easy to maneuver through.

Option: 2—You start at 250 feet. You have 200 pounds of fuel. You must land at 3 feet per second or less. The initial descent display is hard to maneuver through.

Option: 3—You start at 32 feet. You have 100 pounds of fuel. You must land at 3 feet per second or less. This display allows you to practice landing. You should consider Option: 2 as the complete game when trying for Astronaut Ratings.

12. Astronaut Ratings

The computer will award you with ratings depending on how good a lander you are:

You will obtain the rating of Astronaut by landing without regard to fall rate or fuel. You must not exceed fall rate, or zero fuel.

You will obtain the rating of Astronaut Pilot, by landing with regard to fuel. 80 pounds or more if you land between the two rock formations on the floor, and 50 pounds or more if you land between the crater wall and a rock formation.

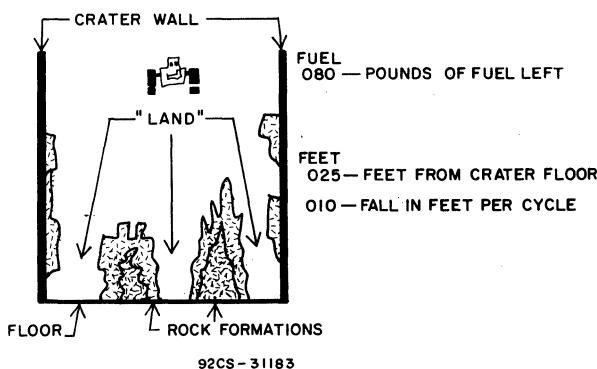
You will obtain the rating of Astronaut Captain by landing the ship with regard to fuel as per above, and if the fall rate is two feet per second or less. (Not an easy task, as you will soon discover.)

13. About Graphics

This game has some interesting graphic displays when you run out of fuel, crash, land too fast, when you land successfully. I will leave them to your discovery, as they are fun to watch.

14. Landing Sites

The final landing display will appear somewhat like the illustration below. You may land in any of the three locations pointed to. To land between the crater walls and the rock formations, you will have to first bring the Lander to a zero fall rate while hovering in the center landing area. Then bring the ship up and just over the rock formation, and then let it drop down to the landing site. At the last moment, a few



taps on the thruster button will slow the Lander to the required fall rate. It will take you many tries to land here, but don't give up, it can be done!!

NOTE: VIP Lunar Lander requires at least 3K of RAM. RAM memories are available to increase your VIP from 2K to 3K at your local computer store or by contacting:

RCA VIP Marketing
New Holland Avenue
Lancaster, PA 17604

0200	1202	6330	F315	A414	6105	6200	256C	A438;
0210	6108	6212	2568	A456	6100	621A	2542	2542;
0220	1798	0000	0000	A4E1	6100	6200	D121	7201;
0230	321F	1220	612E	6200	D121	7201	321F	1238;
0240	15B6	A4D1	6100	6200	D125	A570	FA33	F265;
0250	6331	6406	2258	00EE	F029	D345	7305	F129;
0260	D345	7305	F229	D345	00EE	0000	A4D6	6118;
0270	6200	D125	A573	FB33	F265	6331	6413	2258;
0280	00EE	0000	A4CC	6130	6200	D125	A576	FC33;
0290	F265	6331	641A	2258	00EE	0000	6AFA	6BFA;
02A0	A570	F265	6331	6406	2258	00EE	A573	F265;
02B0	6331	6413	2258	00EE	A576	F265	6331	641A;
02C0	2258	00EE	0000	0000	6602	C70F	6800	770B;
02D0	6E02	6302	E3A1	23D2	6304	E3A1	257C	6306;
02E0	E3A1	236E	12E6	7C01	8EC0	7BFF	4B00	165E;
02F0	4B1A	2394	7EFF	7801	23EA	3E00	12EA	C001;
0300	3000	1308	7701	130A	77FF	22A0	224A	22AC;
0310	2274	23EA	22B8	228C	12D0	0000	6302	E3A1;
0320	13D2	00EE	6300	6A96	6BFA	6C04	A346	6130;
0330	6200	252E	A355	6130	620D	252E	224A	2274;
0340	228C	12C8	0000	EA8A	EA8A	8EE8	88E8	88EE;
0350	0000	0000	00EE	88EE	888E	EE84	E484	E400;
0360	0000	0000	7AFF	3A00	13D6	1854	0000	F618;
0370	7701	7AFF	4A00	1854	23EA	6306	E3A1	136E;
0380	00EE	77FF	C0F8	FEFF	E080	A384	6101	620C;
0390	D136	00EE	25BE	A4E2	6100	6201	D12F	A4F1;
03A0	720F	D12F	A500	6126	6201	D12F	720F	D12F;
03B0	A51E	610D	6218	D127	A525	611F	6218	D127;
03C0	A4DE	6100	621F	D121	7108	3130	1306	00EE;
03D0	0000	F618	1364	3C00	7CFF	4BFA	13E6	4B1A;
03E0	13E6	7B01	78FF	3E00	7EFF	A4DB	D785	6F00;
03F0	A4E1	8980	7905	8D70	DD91	4F01	16D4	DD91;

0400	6F00	7D07	DD91	4F01	17F4	DD91	A4DB	D785;
0410	131C	0000	8A8A	8A8A	EE8B	CRAA	9A8A	B2B4;
0420	BCA8	A047	4547	4575	4564	544C	45EE	A8AE;
0430	A8EE	F0D0	F0A0	B000	97A4	C7A4	9751	5471;
0440	2521	C341	D901	C1AB	2B3B	2A2A	D555	D594;
0450	D1DC	08C8	48C8	97A4	C7A4	9751	5571	2420;
0460	4342	EB42	4383	02BB	8083	BB12	9392	92BD;
0470	959D	95BD	4544	4444	75EE	284E	88EE	EF8D;
0480	8F8A	EB77	5477	5157	5555	7550	5500	EE8A;
0490	8E8A	EAEE	A4E4	8484	EEAB	EEAA	AA20	20A0;
04A0	6020	EEA8	EEA2	EEEF	4D4F	4A4B	7456	5554;
04B0	745D	555D	D555	5C48	4848	C806	EEA4	E484;
04C0	8E8E	8A8A	8AEE	E040	4040	4000	EE88	EE82;
04D0	8EE8	88E8	888E	EE84	E484	8418	3C95	FFBD;
04E0	0080	4040	4040	4040	6060	6060	6060	6070;
04F0	7060	6060	6060	6070	7060	4040	0000	0000;
0500	0301	0F0F	0101	0101	0000	0000	0000	0007;
0510	0F0F	0F0F	0F0F	0F0F	0F0F	8F8F	8F8F	28F8;
0520	FC7C	787C	7C10	3030	78F8	F0F8	0000	6300;
0530	6405	D125	7301	F41E	7108	3303	1532	00EE;
0540	0000	6300	6405	D125	7301	F41E	7108	3304;
0550	1546	00EE	0000	6300	6405	D125	7301	F41E;
0560	7108	3305	155A	00EE	252E	152E	252E	1542;
0570	0104	0900	0407	0002	0100	B3BF	F618	77FF;
0580	7AFF	4A00	1854	23EA	6304	E3A1	157C	00EE;
0590	5848	A59E	6126	6214	159A	D126	00EE	030F;
05A0	FF7F	0701	FF00	A5A4	6109	620F	D121	610B;
05B0	6210	D121	1772	2592	238A	25A6	1326	2592;
05C0	238A	25A6	00EE	4747	80FF	A8AB	A8AE	88FF;
05D0	F080	A080	A080	F000	22A0	224A	22AC	2274;
05E0	22B8	228C	A76C	D786	4701	163A	4702	163A;
05F0	4703	163A	4704	163A	4705	163A	4706	163A;
0600	4724	1612	4725	1612	4726	1612	6DFF	163A;
0610	0000	6E00	7702	A5C8	D781	78FF	7E01	3E0D;
0620	1618	A5C9	77F4	7801	D787	7708	A5D0	D787;
0630	17FC	F888	A888	A8A8	F800	6E00	7702	A5C8;
0640	D781	78FF	7E01	3E0D	1640	A5C9	7701	7801;
0650	D787	7708	A632	D787	3DFF	17FC	1816	6F00;
0660	6605	86C5	3F01	1680	15D8	0000	0000	0000;
0670	0000	B0FF	A53C	1838	1078	D8D8	7810	3800;
0680	A677	7702	78FD	D788	26A8	168C	A677	D788;
0690	A672	77FE	7804	D785	A47E	610C	6200	252E;
06A0	6D02	FD18	1698	25C4	22A0	224A	22AC	2274;
06B0	22B8	228C	00EE	414A	AE5D	BBBD	BEBO	B2B4;
06C0	4C40	484D	4741	4342	B56A	292C	E3C4	DF2F;
06D0	1F2F	8820	2748	6E02	26DC	1740	A4DB	D786;
06E0	A6C8	D786	78FF	FE18	A47E	610C	6200	252E;
06F0	7D01	3D0A	16DE	6D00	00EE	A6D2	7702	7800;

0700	8570	8680	8070	8980	D781	D781	273A	78FF;
0710	7001	75FF	76FE	79FE	D782	D782	D092	D092;
0720	D562	D562	7D01	273A	A47E	610C	6200	252E;
0730	A6D2	3D05	170E	1738	1756	6E02	FE18	00EE;
0740	780A	26E0	16FA	1742	6D00	F818	26A8	8A70;
0750	8B80	7B05	00EE	A47E	610C	6200	252E	A76A;
0760	1762	DAB2	6E02	FE18	1756	C000	183C	A5FF;
0770	BD24	611F	6217	D121	00EE	EEAA	AEA8	E8EB;
0780	4A4A	4A4B	A2B2	AAA6	A230	9013	9038	7010;
0790	7640	70E0	20E0	20E0	1892	6109	6208	2568;
07A0	F00A	4001	17B0	4002	17CE	4003	17D8	17A0;
07B0	18A0	600B	F055	6096	A327	F055	A329	60FA;
07C0	F055	A2CD	6000	F055	17EA	17EC	0000	A5AF;
07D0	600E	F055	A661	18AA	18B2	6064	F055	A329;
07E0	6020	F055	A2CD	601A	F055	F307	3300	17EA;
07F0	00E0	1226	2748	7A07	16D6	BFBB	6F00	6031;
0800	80A5	3F00	1832	4C00	1842	4C01	1842	4C02;
0810	1842	1836	0000	6F00	604F	80A5	3F00	1832;
0820	1806	0000	A4A2	6103	6200	2556	6E02	FE18;
0830	00EE	2824	1832	2824	A4BC	610B	6206	252E;
0840	1836	2824	A48E	6108	6206	2542	1842	6RA1;
0850	A4DB	D785	H677	7702	78FD	D788	26A8	A677;
0860	D788	77FE	7803	A672	D785	D785	A346	6130;
0870	6200	252E	6E02	FE18	7BFF	7C01	7801	4B1B;
0880	2394	3B00	1866	26A8	2748	7A03	6E02	26E0;
0890	1740	A673	611B	620F	D121	A77A	179A	0000;
08A0	A661	6005	F055	A5AF	17B2	6003	F055	60C8;
08B0	17B8	A661	6003	F055	A327	17D8	76F6	327F;
08C0	0010	1800	FF7E	C7FD	8050	35C9	A42E	6780;
08D0	0080	1000	6FFF	7F73	3800	C917	8727	A33F;
08E0	0000	94C8	FFEF	FFED	0890	FEFC	FF27	2930;
08F0	9058	8C12	FF7F	7F77	9180	1FE9	62D7	3B2B;

16. VIP Blockout

VIP Blockout is a fast action two-player game of skill, strategy, coordination, and excitement!

Two players each using their own keypad control the movement of their respective lines (one solid and one checkered).

The object is for each player to maneuver his/her line in such a manner as to avoid collision with another line while at the same time trying to cause the opponent to collide with one. As the play continues, the speed of movement increases demanding faster thought and response.

How To Play VIP Blockout

1. **DO NOT** load the CHIP-8 interpreter! The entire game listing starting at location 0000 is provided. Load game in location 0000 through 048F.
2. Turn RUN switch on.
3. Movement of each player's line is controlled by pressing 2 to move line up, 8 down, 4 left and 6 right.

4. If the program is executed in a normal manner, by flipping the toggle switch to run, the playing field is defined by a border around its perimeter. However, if key 0 on either keypad is pressed while the run switch is flipped, the border is not generated and then the lines can wrap around the screen.

5. A match consists of nine games, the winner getting the most points.

NOTES: 1. This game is programmed in color and has sound effects. It can be used with the VP590 Color board and VP595 Simple Sound board, or it will run on a standard VIP without color and sound enhancement.

2. This game requires a minimum of one VIP expansion keyboard (VP580) or two expansion keyboards for exciting "dual action". Expansion keyboards plug directly into the VP590 color graphics board or into the VP585 expansion keyboard interface. For these and other VIP accessories, contact your local computer store or:

RCA VIP Marketing
New Holland Avenue
Lancaster, PA 17604

0000	91BB	FF01	E2B6	F8CF	A2F8	81B1	F846	A190;
0010	B4F8	1BA4	F802	85F8	FAA5	D496	B7E2	94BC;
0020	45AF	F6F6	F6F6	3244	F950	AC8F	FA0F	F9F0;
0030	A605	F6F6	F6F6	F9F0	A74C	B38C	FC0F	AC0C;
0040	A3D3	301B	8FFA	0FB3	4530	4022	6912	D400;
0050	0001	0101	0100	0101	0101	0102	0100	0101;
0060	007C	7583	8BFE	B4B7	BC91	EB00	D970	9905;
0070	06FA	07BE	06FA	3FFF	F6F6	2252	07FA	1FFE;
0080	FEFE	F1AC	9BBC	45FA	0FAD	A7F8	D0A6	93AF;
0090	8732	F327	4ABD	9EAE	8E32	A49D	F6BD	8F76;
00A0	AF2E	3098	9D56	168F	5616	308E	00EC	F8D0;
00B0	A693	A78D	32D9	06F2	2D32	BEF8	01A7	46F3;
00C0	5C02	FB07	32D2	1C06	F232	CEF8	01A7	06F3;
00D0	5C2C	168C	FC08	AC3B	B3F8	FFA6	8756	12D4;
00E0	9BBF	F8FF	AF93	5F8F	32DF	2F30	E500	42B5;
00F0	42A5	D48D	A787	32AC	2A27	30F5	0000	05F6;

0100	33A4	3095	0045	A393	56D4	F881	BCF8	95AC;
0110	22DC	1256	D406	B8D4	06A8	D464	0A01	E68A;
0120	F4AA	3B28	9AFC	01BA	D4F8	81BA	06FA	0FAA;
0130	0AAA	D4E6	06BF	93BE	F81B	AE2A	1AF8	005A;
0140	0EF5	3B4B	560A	FC01	5A30	404E	F63B	3C9F;
0150	562A	2AD4	0022	8652	F8F0	A707	5A87	F317;
0160	1A3A	5B12	D422	8652	F8F0	A70A	5787	F317;
0170	1A3A	6B12	D415	8522	7395	5225	45A5	86FA;
0180	0FB5	D445	E6F3	3A82	1515	D445	E6F3	3A88;
0190	D445	0730	8C45	0730	84E6	6226	45A3	3688;
01A0	D43E	88D4	E606	FA77	5607	FA77	F4FA	7756;
01B0	15D4	0000	4556	D445	E6F4	56D4	45FA	0F3A;
01C0	C407	56D4	AF22	F8D3	738F	F9F0	52E6	07D2;
01D0	56F8	FFA6	F800	7E56	D419	89AE	93BE	99EE;
01E0	F456	76E6	F4B9	5645	F256	D445	AA86	FA0F;
01F0	BAD4	3788	D43F	88D4	E663	D4E6	3FFC	6BD4;
0200	92BD	F89F	AD0D	320A	45D4	0045	FA0F	AF32;
0210	3146	FA3F	F6F6	F622	52E2	06FA	1FFE	FEFE;
0220	F1AC	12F8	D0BC	075C	8CFC	08AC	2F8F	3A26;
0230	D407	BD46	AC06	BC8C	FA07	2252	E2F8	C0BE;
0240	9CF6	F6F6	F6FA	07AD	90FE	FEFE	FEFE	F4AE;
0250	8CF6	F6F6	F6FA	07AF	9EB7	8EA7	8DB0	F804;
0260	AC9D	5787	FC08	A72C	8C3A	619C	3273	FF01;
0270	BC30	5E1E	8EFA	E7AE	8F32	7E2F	3058	12D4;
0280	92BD	F89F	ADF8	C0BC	94AC	F8AA	5C94	BCAC;
0290	0CFF	9132	9CF8	915C	F801	5DD4	F800	5DD4;
02A0	E265	22D4	0000	0000	0000	0000	0000	0000;
02B0	0000	0000	0000	0000	0000	0000	0000	0000;
02C0	0000	0000	0000	0000	0000	0000	0000	0000;
02D0	0000	0000	0000	0000	0000	0000	0000	0000;
02E0	0000	0000	0000	0000	0000	0000	0000	0000;
02F0	0000	0000	0000	0000	0000	0280	00E0	004B;
0300	6609	6700	1486	6701	A490	6000	6100	F155;
0310	2424	6EFF	2360	2424	6C05	6170	6270	B1C0;
0320	6880	6920	3701	244C	6104	6204	6C08	633A;
0330	641A	6D02	CA01	6500	4A00	2376	4A01	23AE;
0340	3F00	13E6	236A	7501	3502	1338	2350	1336;
0350	F8F8	6E02	FE18	4902	135E	79FF	78FE	8E90;
0360	FE15	FE07	3E00	1362	00EE	3A00	1372	6A01;
0370	00EE	6A00	00EE	6B02	EBA1	1384	7B02	3B0A;
0380	1378	8BC0	8CB0	4B02	1398	4B04	139E	4B06;
0390	13A4	7100	7202	13A8	7100	72FE	13A8	71FE;
03A0	7200	13A8	7102	7200	A481	D122	00EE	6B02;
03B0	EBF5	13BC	7B02	3B0A	13B0	8BD0	8DB0	4B02;
03C0	13D0	4B04	13D6	4B06	13DC	7300	7402	13E0;
03D0	7300	74FE	13E0	73FE	7400	13E0	7302	7400;
03E0	A483	D342	00EE	6EFF	FE15	FE18	4A00	D122;
03F0	4A01	D342	FE07	3E00	13EC	A490	F165	A490;

