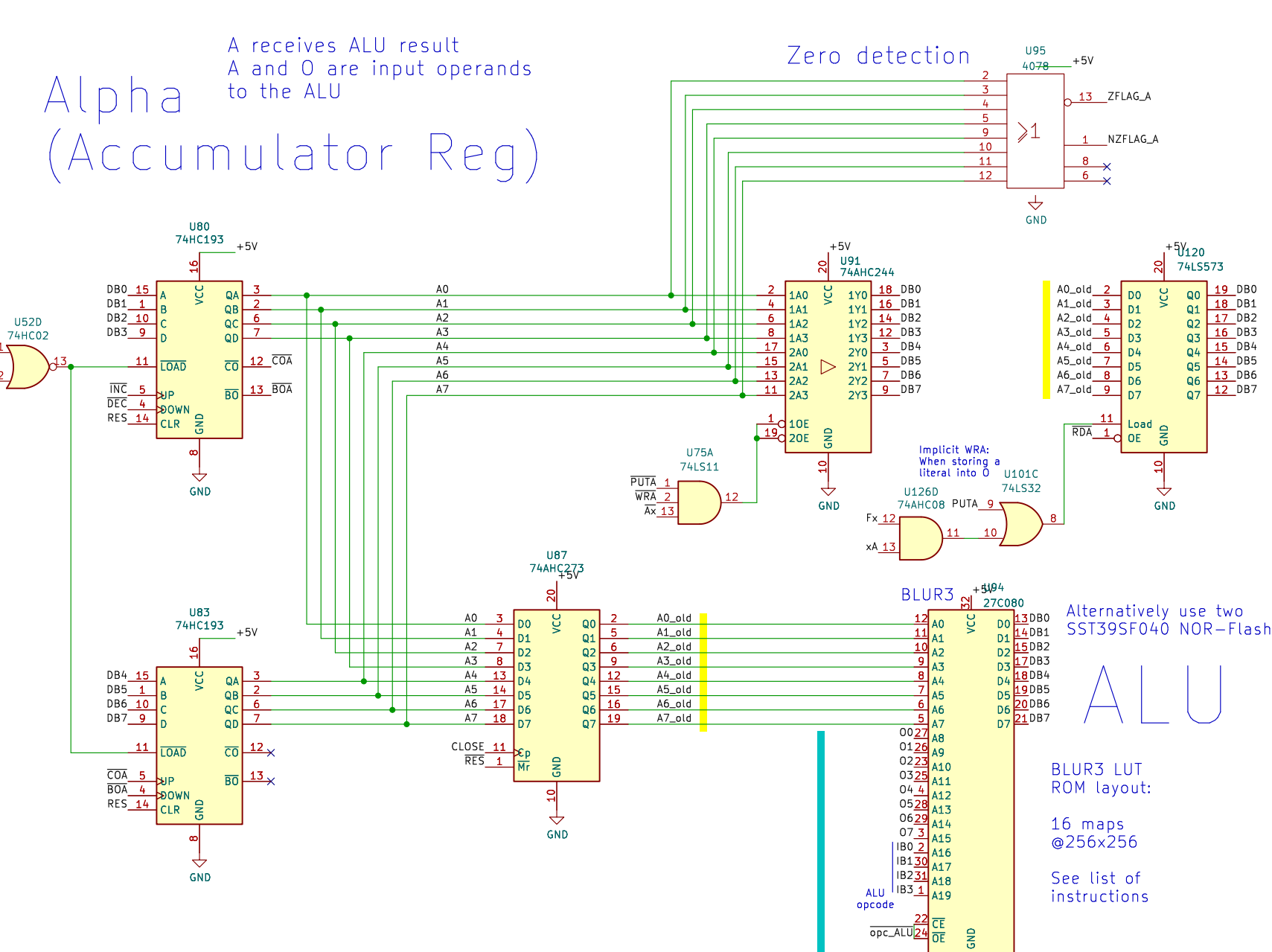


D(OWN) COUNTER

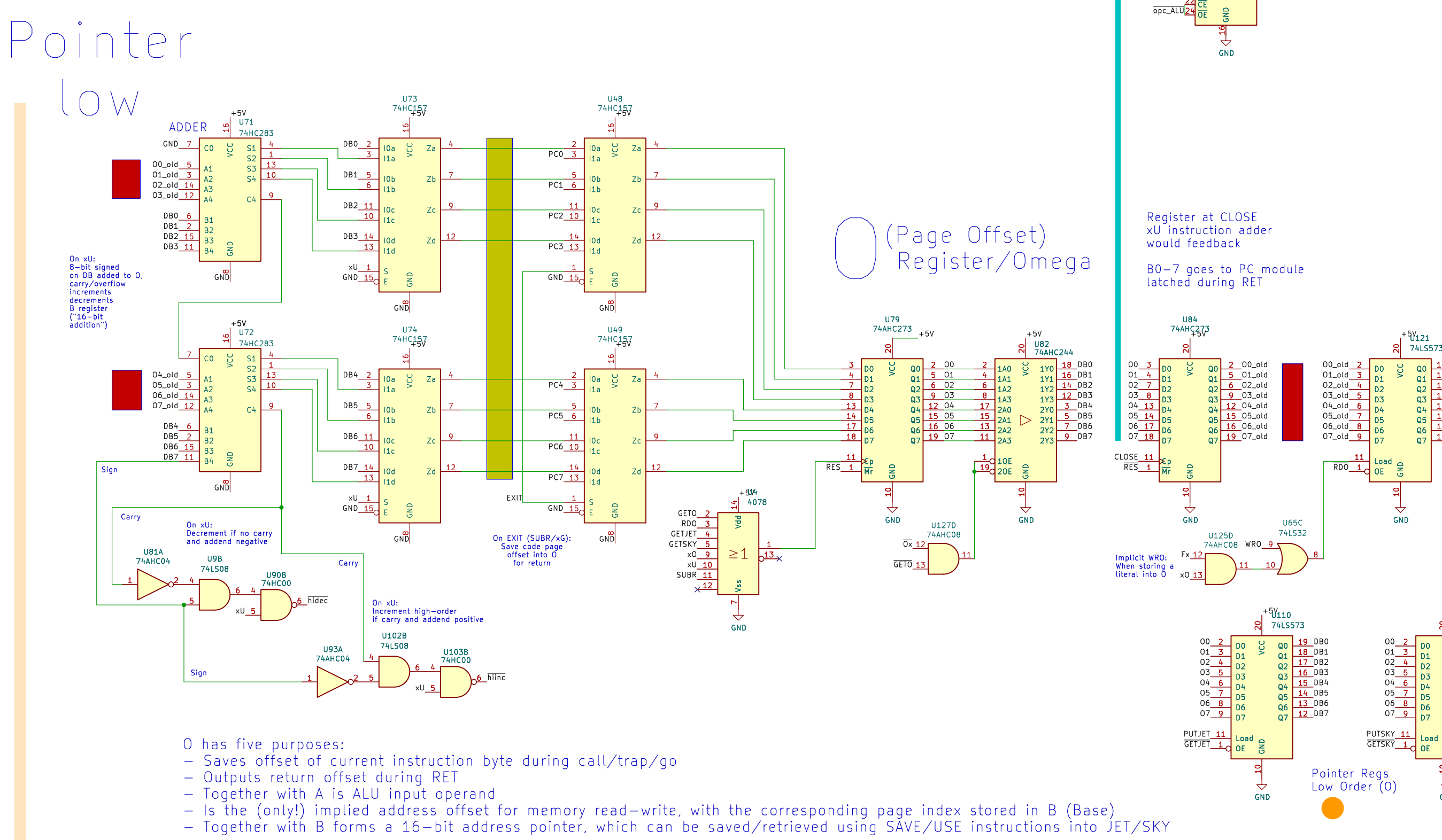
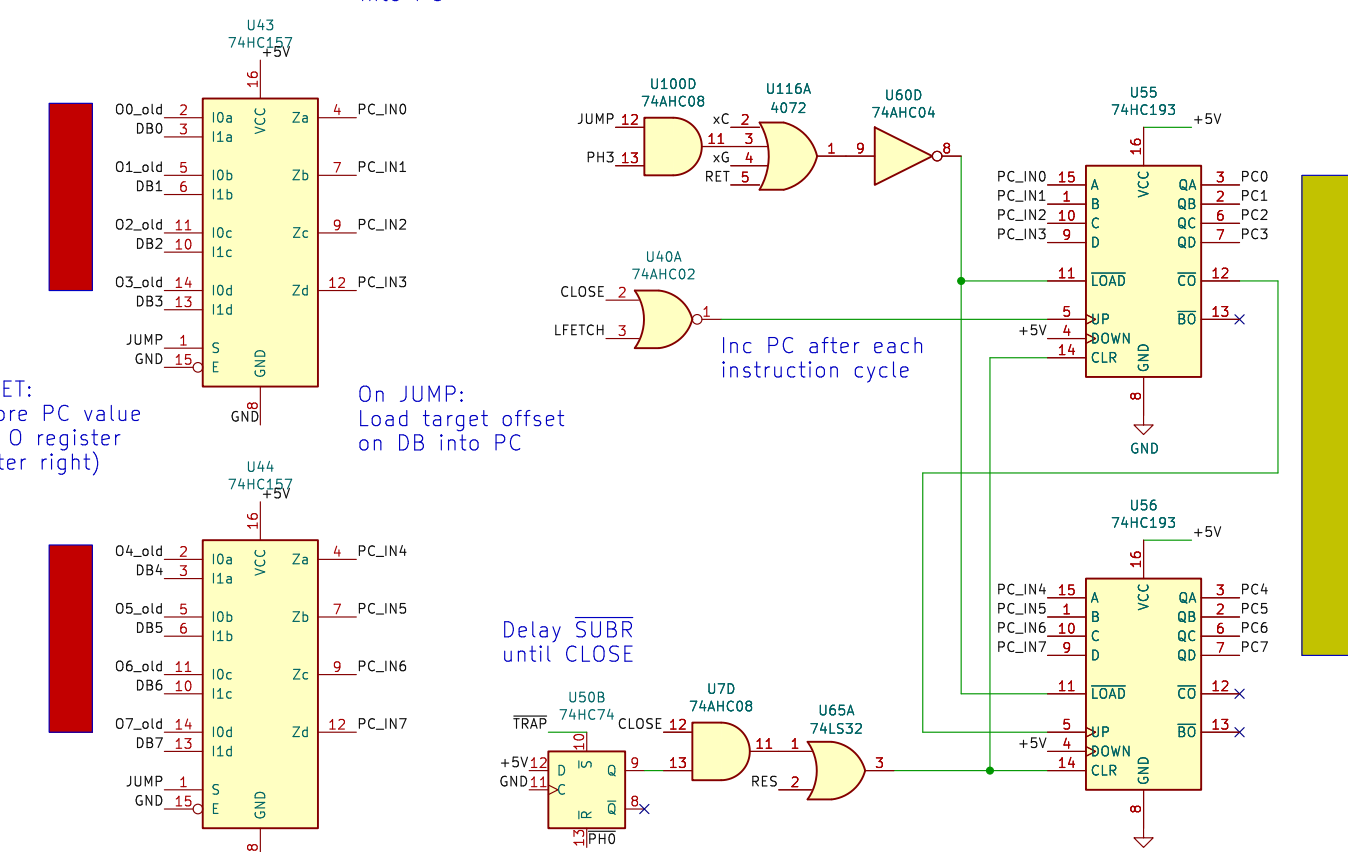


- 1 OCA ("One's Complement A")
- 2 OCB ("One's Complement B")
- 3 ASL ("A shifted left")
- 4 ASR ("A shifted right")
- 5 ASR ("A shifted right")
- 6 OSR ("O shifted right")
- 7 SBA ("Sign bit A")
- 8 SBO ("Sign bit B")
- 9 AND ("A boolean-and O")
- 10 IOR ("A inclusive-or O")
- 11 EOR ("A exclusive-or O")
- 12 ADD ("Add O to A")
- 13 CAR ("Carry bit of A plus O")
- 14 ALD ("Is A less than O")
- 15 AEO ("Is A equal to O")
- 16 AGO ("Is A greater than O")



Scrounger

Remap ("scrounge") inherent NOPs such as AA, EE etc, and impracticable opcodes such as NM to other instructions



Input/Output

