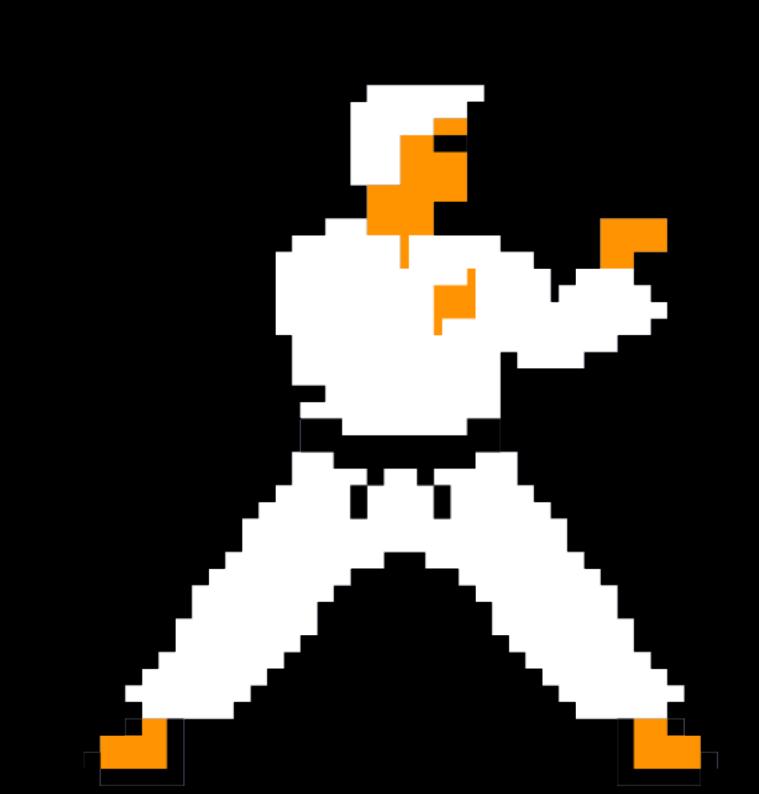
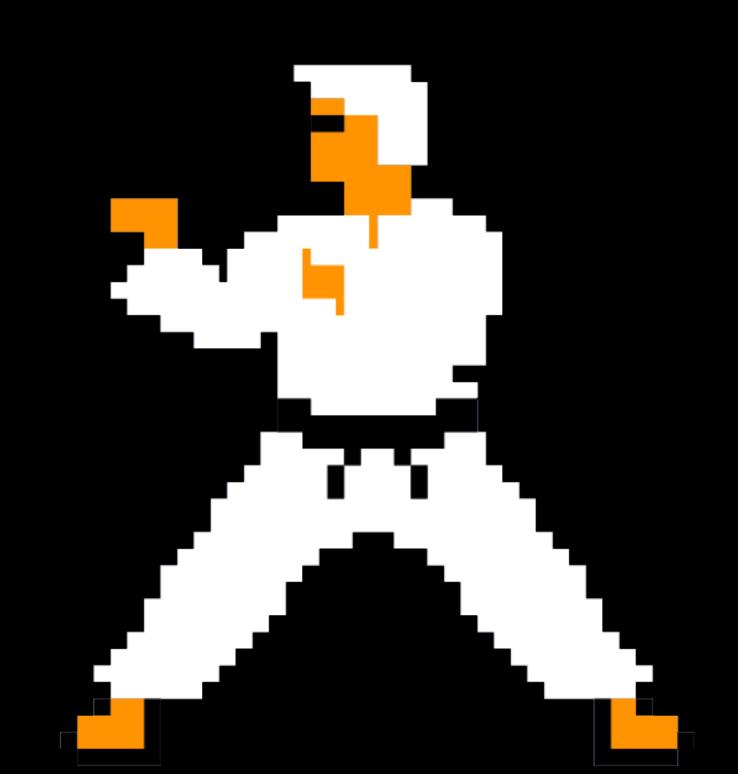
"People who know what they're talking about don't need PowerPoint"

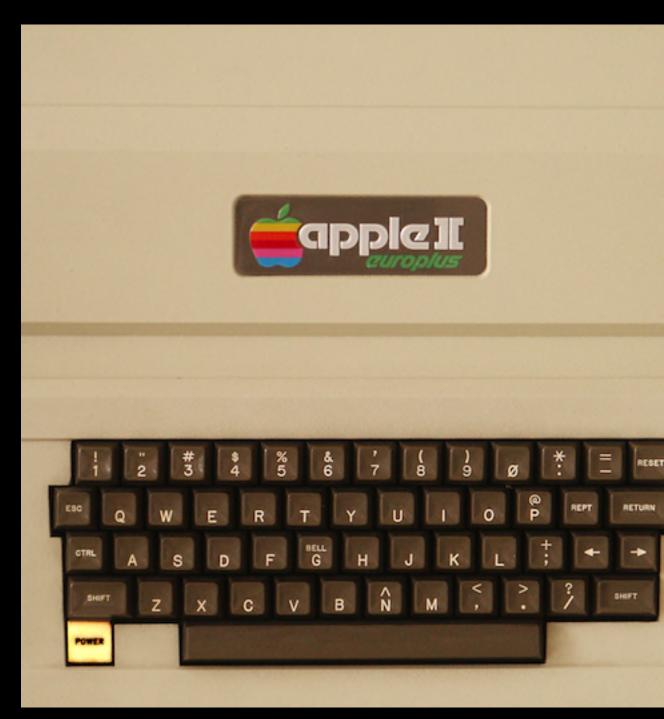
— Steve Jobs

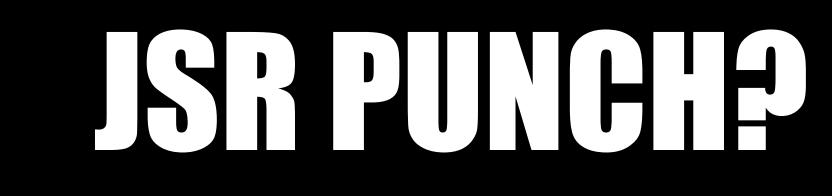
Ready Player Two player vs player Karateka





BUT FIST, VERTUALI





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Resume Ste	ep Over Step Into	Step Out	* ~	Break
65C02	Disassembly		Memory	
A: DD S: F6	Show	Current PC	Show Find (hex)	First Nex
X: 04 PC: 1992		LDA COCO V		2
Y: BD	1992: B9 C0 08	LDA \$08C0,Y	0000 DD 33 D5 18 0B 0D B9 20 71 02 06 00 00 07 01 01	.3 q
	1995: 18	CLC	0010 00 AA D5 AA 0D 01 00 FF 09 00 00 12 0B 00 00 00	••••••
N V - B D I Z C 10100000	1996: 65 07	ADC \$07	0020 18 06 0D 16 00 5C 16 FF 00 00 00 FF 01 00 00 00	
TOTOOOOO	1998: 85 01	STA \$01	0030 00 00 02 09 FE 00 00 00 00 00 00 00 00 00 00 00 01	•••••
Cycle count	199A: A5 03	LDA \$03	0040 03 00 01 00 00 01 80 00 24 00 00 00 00 00 00 01	\$
62356216	199C: 18	CLC	0050 02 25 27 02 00 00 00 00 00 01 19 01 01 00	.%'
02000210	199D: 65 16	ADC \$16	0060 18 06 0D 00 00 5C 16 FF 00 00 00 FF 01 00 00 00	
Stack	199F: 85 03	STA \$03	0070 02 02 18 00 01 02 02 01 01 00 FF 00 FF 00 00 00	•••••
01FE: B7C3 JSR	19A1: 90 02	BCC \$19A5	0080 F7 00 00 00 07 00 01 00 00 07 00 00 00 00 00 00 00	•••••
01FC: BA18 JSR	19A3: E6 04	INC \$04	0090 05 47 10 00 50 00 00 00 07 00 00 80 00 0F FF 0E	.GP
01FA: 0B5F JSR	19A5: A4 16	LDY \$16	00A0 05 00 00 01 02 02 00 00 00 00 00 25 25 00 00 00	
01F8: 1A47 JSR	19A7: F0 27	BEQ \$19D0	00B0 0E 0E 01 06 00 26 0B 0E 1E 1E 1E 00 00 00 00 00	&
01F7: 04	19A9: A5 03	LDA \$03	00C0 00 00 00 01 00 00 00 00 00 00 00 00 00	•••••
-Top of stack-	19AB: 38	SEC	00D0 01 00 01 00 00 00 00 E0 E0 FF 00 00 00 00 00 00	•••••
	19AC: E9 01	SBC #\$01	00E0 27 27 0F 0F 18 18 00 00 00 00 00 00 00 00 00 00 00	••••••
	19AE: 85 03	STA \$03	00F0 00 00 00 00 00 00 4A 40 10 01 01 01 53 00 00 00	J@S
	19B0: B0 02	BCS \$19B4	0100 FF F	•••••
	19B2: C6 04	DEC \$04	0110 FF	•••••
	19B4: A0 00	LDY #\$00	0120 FF	•••••
	19B6: B1 03	LDA (\$03),Y	0130 FF	•••••
	19B8: 20 84 1A	JSR \$1A84	0140 FF	•••••
	19BB: A6 1A	LDX \$1A	0150 FF	
	19BD: 86 19	STX \$19	0160 FF	
	19BF: A5 03	LDA \$03	0170 FF	
	19C1: 18	CLC	0180 FF	

Inspector - Untitled



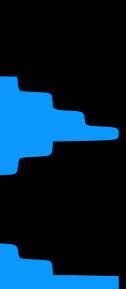


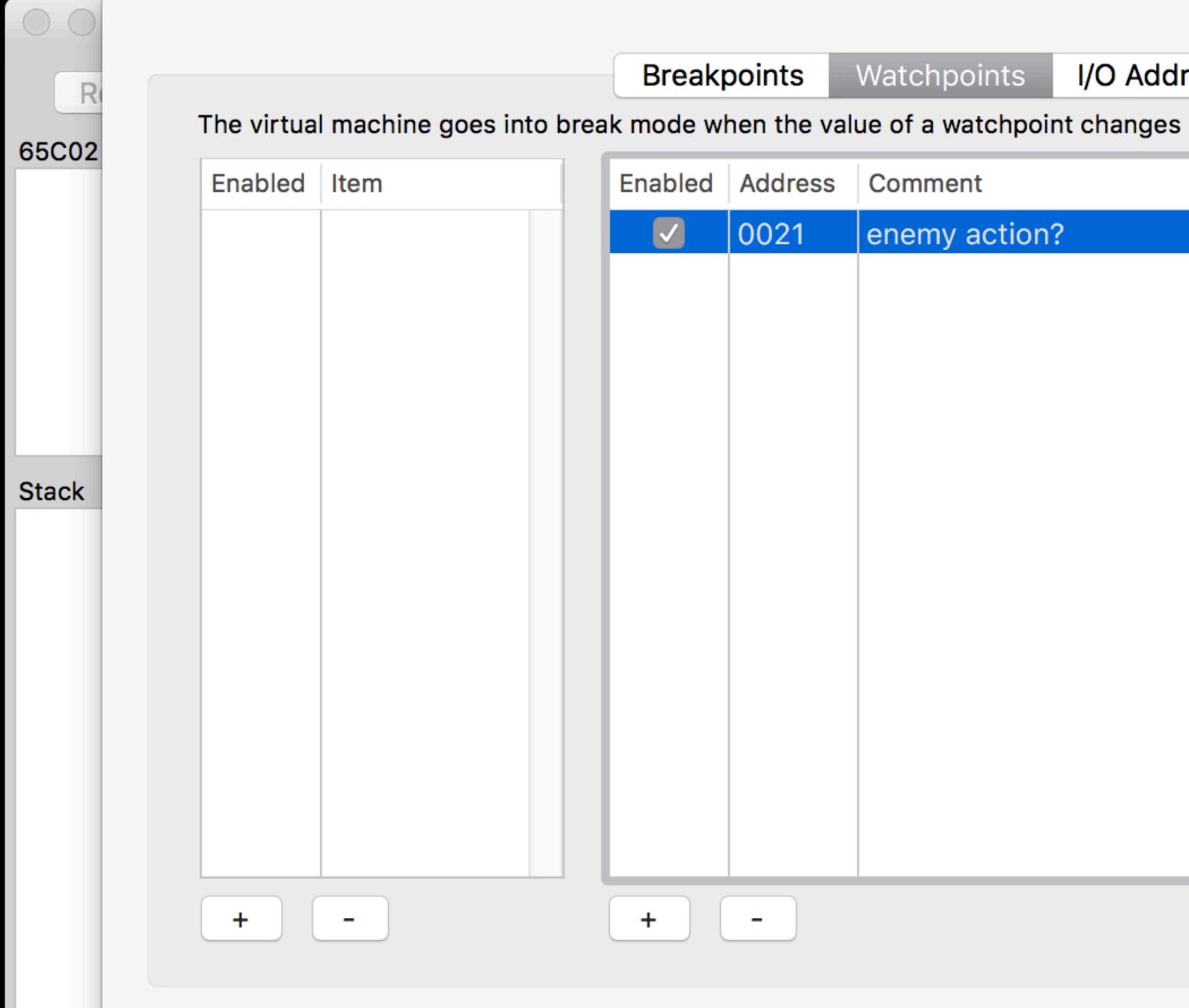
Watch Zero Page?

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000	E4	5F	D5	12	0 B	12	B9	40	71	06	01	00	00	07	01	01		000	E4	3F	D5	12	0 B	12	B9	20	71	06	01	00	00	07	01
010	02	AA	D5	AA	14	01	00	00	0 D	00	80	12	0 B	00	00	00		010	02	AA	D5	AA	14	01	00	00	0 D	00	80	12	0 B	00	00
020	06	06	0 F	00	00	59	16	00	00	00	00	FF	01	00	00	00		020	06	06	0 F	00	00	59	16	00	00	00	00	FF	01	00	00
030	00	00	05	0 A	FE	00	00	00	00	00	00	00	00	60	00	01		030	00	00	01	0 A	FE	00	00	00	00	00	00	00	00	60	00
040	00	00	00	00	00	00	00	00	EA	00	00	00	00	00	00	01		040	00	00	00	00	00	00	00	00	7C	00	00	00	00	00	00
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0B0																		0B0															
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0F0	00	00	00	00	00	00	4A	40	10	01	01	01	53	00	00	00		0F0	00	00	00	00	00	00	4A	40	10	01	01	01	53	00	90
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01 01 00 00 00 00 00 01 00 01 00 10 00 00 00 00 00 00 F 0E 00 20 00 00 00 00 00 00 00 00 00 00

FOLOWING WATCHED BIG EAG G





Cancel

Watchpoints I/O Addresses

Comment

enemy action?





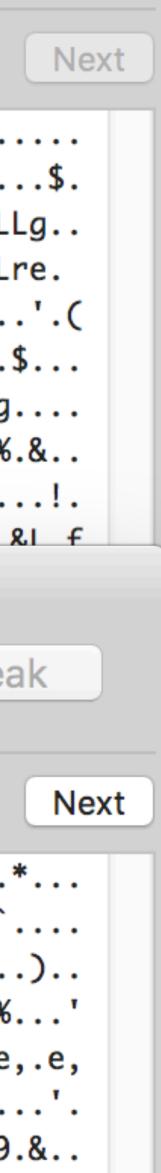
Next	

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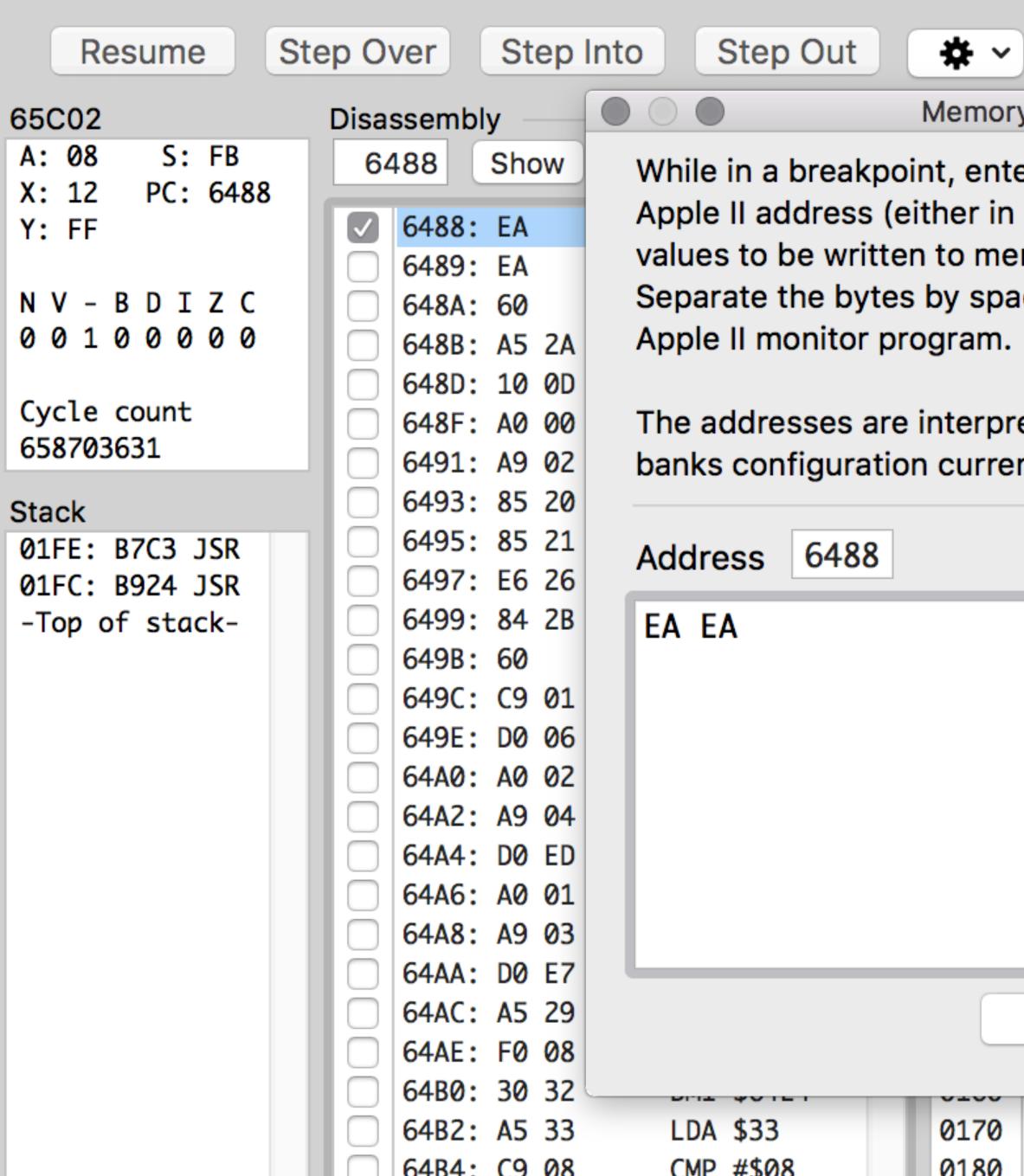
Resume St	ep Over Step Into	Step Out	★ ~	Break
65C02	Disassembly		Memory	
A: 80 S: F6 X: 00 PC: 19E8	6647 Show	Current PC	Show Find (hex) a5 21	First
Y: 00	 6647: A5 21 6649: C9 06 	LDA \$21 CMP #\$06	6640 0D D0 04 A9 37 D0 EF A5 21 C9 06 F0 08 C9 1C F0 6650 04 C9 1D D0 C0 A9 06 C5 20 D0 13 A9 00 85 24 A9	7 <mark>. !</mark>
N V – B D I Z C 0 0 1 0 0 0 1 0	664B: F0 08 664D: C9 1C 664F: F0 04	BEQ \$6655 CMP #\$1C	6660 01 85 27 85 28 A9 0A 85 25 85 26 4C 4C 67 A9 01 6670 85 24 85 28 A9 38 85 26 20 4C 67 4C 72 65 A5 20 6680 C9 06 D0 13 A9 07 85 25 85 26 A9 01 85 27 85 28	'.(%.&LLg .\$.(.8.& LgLre
Cycle count 87106077	6651: C9 1D 6653: D0 C0	BEQ \$6655 CMP #\$1D BNE \$6615	6680 C9 66 15 A9 67 85 26 A9 61 85 27 85 28 6690 A9 00 85 24 4C 41 67 C9 01 D0 11 A5 24 C9 03 B0 6690 A9 00 85 24 4C 41 67 C9 01 D0 11 A5 24 C9 03 B0 66A0 1F E6 24 A9 01 85 25 85 26 4C 41 67 C9 17 90 10	\$LAg\$. \$%. &LAg.
Stack 01FE: B7C3 JSR	6655: A9 06 6657: C5 20 6659: D0 13	LDA #\$06 CMP \$20 RNE \$666E	66B0 C9 1B D0 0C A5 27 30 08 A9 FF 85 25 85 26 D0 CA 66C0 4C 72 65 A5 2F F0 19 A9 07 C5 20 D0 F3 C5 21 D0 66D0 FF A9 01 85 27 85 28 A9 11 85 25 85 26 4C F2 66	'0%.٤ Lre./
Resume St	ep Over Step Into	Step Out	Inspector - Untitled	Break
65C02	Disassembly		Memory	
A: 80 S: F6 X: 00 PC: 19E8	6488 Show	Current PC	Show Find (hex) 85 21	First
Y: 00	6488: 85 21 6488: 60	STA \$21 RTS	6480 D0 05 E6 45 4C 1F 65 60 85 21 60 A5 2A 10 0D A0 6490 00 A9 02 85 20 85 21 E6 26 84 2B 60 C9 01 D0 06	EL.e` <mark>.!</mark> `.* !. &.+`.
N V – B D I Z C 0 0 1 0 0 0 1 0	648B: A5 2A 648D: 10 0D	LDA \$2A BPL \$649C LDY #\$00	64A0 A0 02 A9 04 D0 ED A0 01 A9 03 D0 E7 A5 29 F0 08 64B0 30 32 A5 33 C9 08 B0 1D A9 3A 85 25 A9 FF 85 27 64C0 A9 01 85 28 A9 39 85 26 A5 22 18 65 2C 18 65 2C	02.3
Cycle count 87106077	 648F: A0 00 6491: A9 02 6493: 85 20 	LDT #\$00 LDA #\$02 STA \$20		(.9.& .".e, ."L.d.9. %.& (L.d%9.8
Stack	6495: 85 21	STA \$21	64F0 85 27 A9 30 85 25 4C 00 64 A5 2A 10 09 A0 06 A9	.'.0.%L. d.*

Inspector - Untitled





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Inspector - Untitled

Break

Memory Editor - Untitled

While in a breakpoint, enter hexadecimal values for the Apple II address (either in RAM or ROM) and the byte values to be written to memory, starting at that location. Separate the bytes by space characters, just like in the

The addresses are interpreted according to the memory banks configuration currently selected in the Inspector.

												0	0
												5	2
												0	Q
												0	0
												0	0
												0	0
												1	5
												F	F
												F	F
												F	F
												F	F
A	ppl	у										F	F
	-	-										F	F
								_				-F	F
FF	FF	FF	FF	FF	FF	FF	FF		FF	FF	FF	FF	F
FF	FF	FF	FF	FF	FF	FF	FF		FF	FF	FF	FF	F

					First
0	00	02	02	01	@ q
4	A6	00	00	00	
F	FF	00	00	00	
0	00	60	00	01	
0	00	00	00	01	
F	ØF	01	01	00	.%'
F	01	00	00	00	0
F	FF	00	00	FF	
0	00	00	00	00	·
0	00	0 F	\mathbf{FF}	0 E	.GP
5	26	0 6	03	00	
0	00	00	00	00	&
0	00	00	00	00	
0	00	00	00	00	
0	00	00	00	00	'('(
1	53	00	00	00	J@S
F	FF	\mathbf{FF}	\mathbf{FF}	FF	
F	FF	\mathbf{FF}	\mathbf{FF}	\mathbf{FF}	
F	FF	\mathbf{FF}	\mathbf{FF}	FF	
F	FF	\mathbf{FF}	\mathbf{FF}	\mathbf{FF}	
F	FF	\mathbf{FF}	\mathbf{FF}	\mathbf{FF}	
F	FF	\mathbf{FF}	\mathbf{FF}	\mathbf{FF}	
F	FF	\mathbf{FF}	\mathbf{FF}	FF	
F	\mathbf{FF}	\mathbf{FF}	\mathbf{FF}	FF	
F	FF	FF	FF	FF	



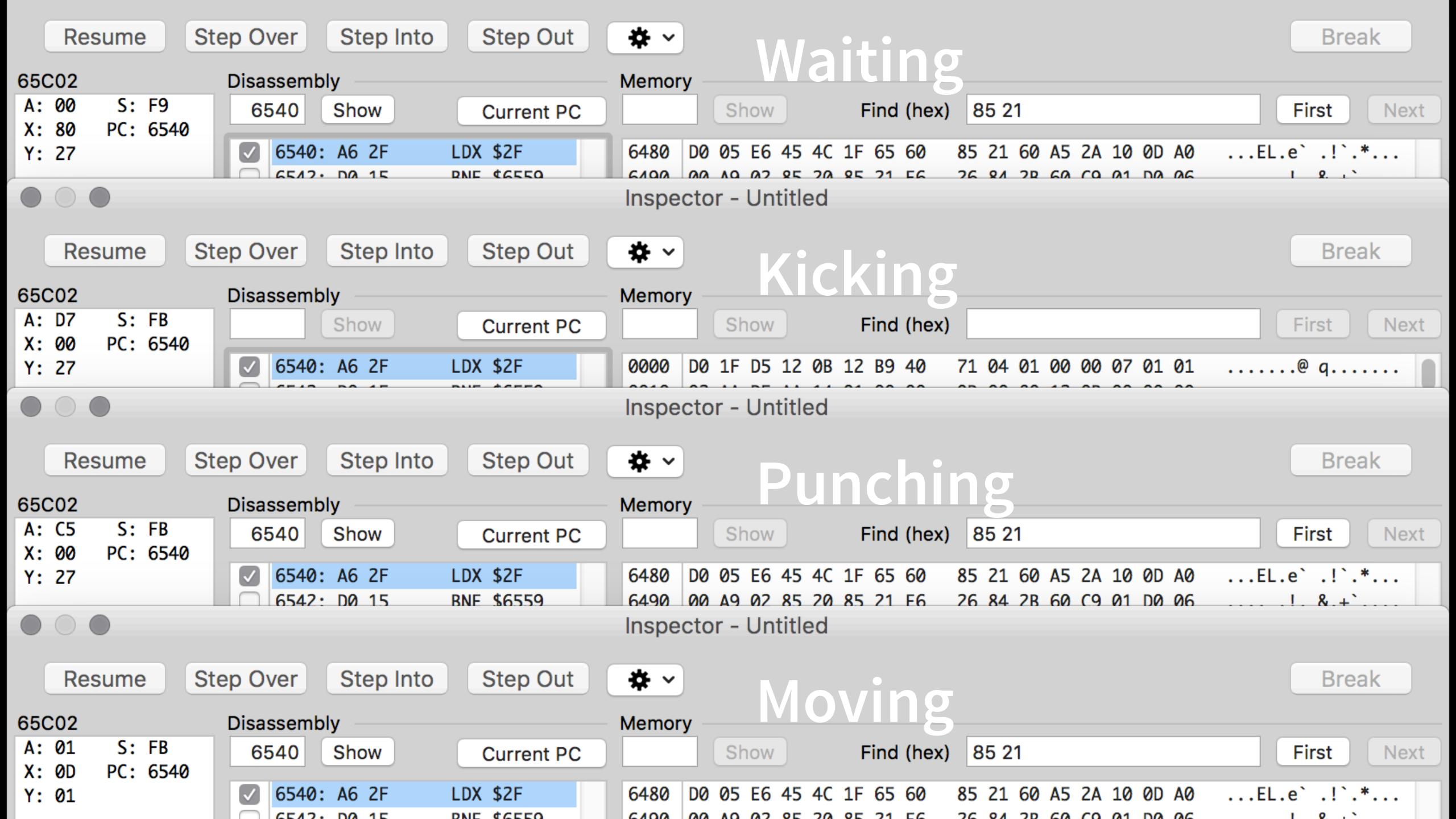


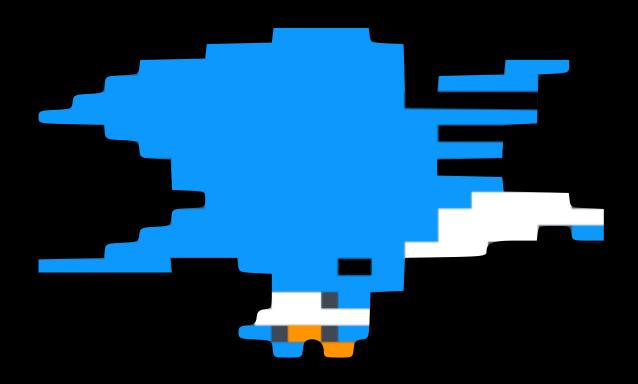


Don't do something! Just stand there!

What's Happening Herep







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Remember last			1000	inst	ructions		Save As				
Cycle count	Execu	ted	instructi	on		Α	Х	Υ	Р	S	
39949378	6C8C:	A9	00	LDA	#\$00	00	00	27	62	FS	
39949380	6C8E:	F0	02	BEQ	\$6C92	00	00	27	62	FS	
39949383	6C92:	85	2A	STA	\$2A	00	00	27	62	F9	
39949386	6C94:	60		RTS		00	00	27	62	FE	
39949392	6BF9:	A5	26	LDA	\$26	16	00	27	60	FE	
39949395	6BFB:	C9	0D	CMP	#\$0D	16	00	27	61	FE	
39949397	6BFD:	D0	08	BNE	\$6C07	16	00	27	61	FE	
39949401	6C07:	A5	20	LDA	\$20	06	00	27	61	FE	
39949404	6C09:	C9	16	CMP	#\$16	06	00	27	E0	FE	
39949406	6C0B:	F0	0 A	BEQ	\$6C17	06	00	27	E0	FE	
39949408	6C0D:	A9	06	LDA	#\$06	06	00	27	60	FE	
39949410	6C0F:	C5	20	CMP	\$20	06	00	27	63	FE	
39949413	6C11:	D0	1C	BNE	\$6C2F	06	00	27	63	FE	
39949415	6C13:	C5	21	CMP	\$21	06	00	27	63	FE	
39949418	6C15:	D0	18	BNE	\$6C2F	06	00	27	63	FE	
39949420	6C17:	A9	00	LDA	#\$00	00	00	27	63	FE	
39949422	6C19:	85	29	STA	\$29	00	00	27	63	FE	
39949425	6C1B:	A9	D7	LDA	#\$D7	D7	00	27	E1	FE	
39949427	6C1D:	4 C	40 65	JMP	\$6540	D7	00	27	E1	FE	

Instruction Trail - Untitled

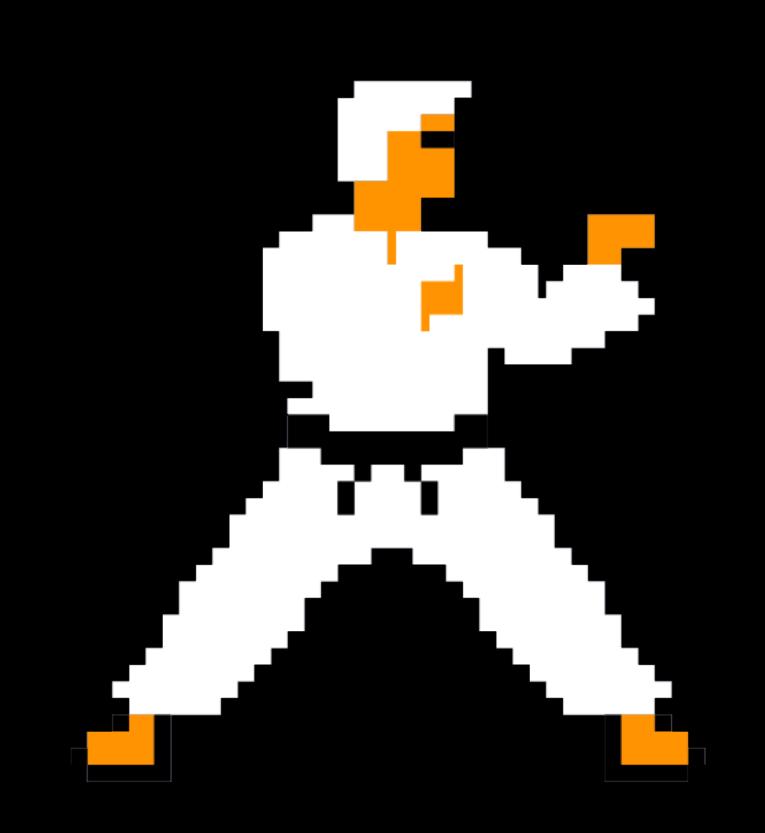
			Inspector - Untitled	
Resume Ste	ep Over Step Into	Step Out	* ~	Brea
65C02	Disassembly		Memory	
A: D7 S: FB X: 00 PC: 6540	Show	Current PC	Show Find (hex)	First
Y: 27	 6540: A6 2F 6542: D0 15 	LDX \$2F BNE \$6559	0000 D0 1F D5 12 0B 12 B9 40 71 04 01 00 00 07 01 01 0010 02 AA D5 AA 14 01 00 00 0D 00 80 12 0B 00 00 00	@ q
N V – B D I Z C 1 0 1 0 0 0 0 1	6544: C9 D1 6546: D0 03	CMP #\$D1 BNE \$654B	0020 06 06 16 00 1 3D 3B 01 00 00 01 FF FF 00 <t< td=""><td>=;</td></t<>	=;
Cycle count 57749768	 6548: 4C F4 65 654B: C9 D7 654D: D0 03 	JMP \$65F4 CMP #\$D7 BNE \$6552		· · · · · · · · · · · · · · · · · · ·
Stack 01FE: B7C3 JSR	654F: 4C 18 66 6552: C9 C5	JMP \$6618 CMP #\$C5	0070 06 06 16 00 01 3D 3B 01 00 00 0FF FF 00 00 00 0080 16 02 00 07 00 01 00 07 00	=;
01FC: B921 JSR -Top of stack-	 6554: D0 03 6556: 4C 7E 66 6559: C9 C6 	BNE \$6559 JMP \$667E CMP #\$C6	00A0 05 00 00 01 02 02 00 00 00 00 00 27 27 02 02 00	.IP''
	 655B: D0 03 655D: 4C 17 67 	BNE \$6560 JMP \$6717		· · · · · · · · · · · · · · · · · · ·
	 6560: C9 9B 6562: D0 03 6564: 4C C3 66 	CMP #\$9B BNE \$6567 JMP \$66C3))J@S
	6567: A6 2F	LDX \$2F	0110 FF	

D7 = Kicking





Difficulty Level: Easy





Resume Step Over Step Into Step Out While in a Apple II ac values to I Separate to Apple II m A: 80 S: F6 Stack 6c11 Show Current PC Separate to Apple II m Y: 00 6c11 AD 00 C0 LDA \$C000 6C14: C9 CD CMP #\$CD Separate to Apple II m N V - B D I Z C 0 6C11: AD 00 C0 BNE \$6C1A Separate to Apple II m 0 6C14: C9 CD CMP #\$CD Secare to Apple II m M 0 6C16: D0 02 BNE \$6C1A Stack Stack Stack GC2A: A9 D7 LDA #\$D7 01F6: B7C3 JSR 6C22: 20 95 GC JSR \$6C95 GC2A: A9 C5 LDA #\$C5 AD 00 C0 01F7: 17 GC2F: A5 25 LDA \$25 GC33: D0 13 BNE \$6C48 GC33: D0 13 SNE \$6C95 01F7: 17 GC3B: B0 04 BCS \$6C41 GC3B: B0 04 BCS \$6C41 0120 FF FF 01F7: 17 GC3B: B0 04 BCS \$6C43 0130 FF FF 0130 FF FF GC3B: B0 04 BCS \$6C43 GC35: 20 95 GC				
A: 80 S: F6 X: 00 PC: 19D9 Y: 00 6C11 Show Current PC N V - B D I Z C 6C16: D0 02 BNE \$6C1A 1 0 1 0 0 0 0 0 6C18: A9 D7 LDA #\$D7 Cycle count 6C10: 4C 40 65 JMP \$6540 98219014 6C23: C5 D7 CMP \$D7 Cycle count 6C23: C5 D7 CMP \$D7 6C23: C5 D7 CMP \$D7 6C27: 20 71 6C JSR \$6C95 6C31: C9 03 CMP #\$03 01F8: 1A47 JSR 6C22: 20 95 6C JSR \$6C71 01F7: 17 6C21: A5 25 LDA \$25 -Top of stack- 6C31: C9 03 CMP #\$03 6C33: D0 13 BNE \$6C48 6C36: B0 04 BCS \$6C41 6C38: DD F2 BF CMP \$BF72,X 6C38: DD F2 BF CMP \$BF72,X 6C38: DD F2 BF CMP \$BF72,X 6C37: D0 02 BNE \$6C43 6C41: A9 00 LDA #\$01 0120 FF FF 6C41: A9 00 LDA #\$00 0140 FF FF 6C43: 85 29 STA \$29 0150	Resume St	tep Over Step Into	Step Out	Apple II ac
X: 00 PC: 19D9 Y: 00 6C111 AD 00 Current PC N V - B D I Z C 6C16: D0 02 BNE \$6C1A 1 0 1 0 0 0 0 6C18: A9 D7 LDA #\$D7 6C101: 4C 40 65 JMP \$6540 98219014 6C22: 20 95 6C JSR \$6C95 6C17: 20 71 6C JSR \$6C95 01F6: B7C3 JSR 6C22: 20 71 6C JSR \$6C71 01F7: 17 6C22: 4C 40 65 JMP \$6540 01F7: 17 6C22: A95 6C JSR \$6C95 6C31: C9 03 CMP #\$03 6C32: 20 95 6C JSR \$6C95 6C31: C9 03 CMP #\$03 6C31: C9 03 CMP #\$03 6C33: D0 13 BNE \$6C48 6C33: D0 13 BNE \$6C43 6C36: A9 01 LDA #\$01 0120 FF FF 6C31: A9 00 LDA #\$01 0120 FF FF 0120 FF FF 0120 FF FF 0140 FF FF 0150 FF FF 0140 FF FF 0120 FF FF 0140 FF FF	65C02	Disassembly		· ·
Y: 00 6C11: AD 00 C0 LDA \$C000 The address N V - B D I Z C 6C14: C9 CD CMP #\$CD BNE \$6C1A 1 0 1 0 0 0 0 6C18: A9 D7 LDA #\$D7 Address Cycle count 6C10: 4C 40 65 JMP \$6540 AD 00 C0 98219014 6C20: 20 95 6C JSR \$6C95 AD 00 C0 Stack 6C23: C5 D7 CMP \$D7 01FE: B7C3 JSR 6C27: 20 71 6C JSR \$6C71 01FA: B170 JSR 6C22: 4C 40 65 JMP \$6540 01F7: 17 6C2F: A5 25 LDA #\$C5 -Top of stack- 6C33: D0 13 BNE \$6C48 6C35: 20 95 6C JSR \$6C95 6C38: DD F2 BF CMP \$BF72,X 6C38: DD F2 BF CMP \$BF72,X 6C38: DD F2 BF CMP \$BF72,X 6C38: DD F2 BF O120 FF FF 6C43: 85 29 STA \$29 0120 FF FF 6C43: 85 29 6C43: 85 29 STA \$29 0150 FF FF 6C45: 4C 58 6C JMP \$6C58			Current PC	Apple II m
N V - B D I Z C 6C16: D0 02 BNE \$6C1A 1 0 1 0 0 0 0 0 6C18: A9 D7 LDA #\$D7 Cycle count 6C1A: 8D 10 C0 STA \$C010 98219014 6C1D: 4C 40 65 JMP \$6540 6C20: 20 95 6C JSR \$6C95 6C23: C5 D7 CMP \$D7 01FE: B7C3 JSR 6C27: 20 71 6C JSR \$6C71 01FA: B170 JSR 6C2C: 4C 40 65 JMP \$6540 01F7: 17 6C2F: A5 25 LDA #\$C5 01F7: 17 6C31: C9 03 CMP #\$03 6C33: D0 13 BNE \$6C48 6C35: 20 95 6C JSR \$6C95 6C38: DD F2 BF CMP \$BFF2,X 6C38: DD F2 BF CMP \$BFF2,X 6C36: D0 02 BNE \$6C43 0120 FF FF 6C37: D0 02 BNE \$6C43 0120 FF FF 6C41: A9 00 LDA #\$01 0140 FF FF 6C41: A9 00 LDA #\$00 0150 FF FF				
Cycle count 6C10: AS D1 CO STA \$C010 98219014 6C11: 4C 40 65 JMP \$6540 6C23: 20 95 6C JSR \$6C95 6C23: C5 D7 CMP \$D7 01FE: B7C3 JSR 6C27: 20 71 6C JSR \$6C71 01FC: B9DB JSR 6C22: 4C 40 65 JMP \$6540 01FA: B170 JSR 6C27: 20 71 6C JSR \$6C71 01F8: 1A47 JSR 6C27: 4C 40 65 JMP \$6540 01F7: 17 6C2F: A5 25 LDA \$25 -Top of stack- 6C31: C9 03 CMP \$\$86295 6C31: C9 04 BCS \$6C41 6C31: C9 05 GC31: C9 5 6C31: D0 13 BNE \$6C48 6C31: A9 01 LDA \$\$01 0120 FF FF 6C31: A9 00 LDA \$\$01 0130 FF FF 6C41: A9 00 LDA \$\$00 0130 FF FF 6C43: 85 29 STA \$29 0150 FF FF 6C43: 4C 58 6C JMP \$6	NV-BDIZC	GC16: DØ Ø2	BNE \$6C1A	
Cycle count 6C1A: 8D 10 C0 STA \$C010 98219014 6C1D: 4C 40 65 JMP \$6540 6C20: 20 95 6C JSR \$6C95 01FE: B7C3 JSR 6C25: B0 08 BCS \$6C2F 01FC: B9DB JSR 6C27: 20 71 6C JSR \$6C71 01FA: B170 JSR 6C22: 4C 40 65 JMP \$6540 01F8: 1A47 JSR 6C2F: A5 25 LDA #\$C5 01F7: 17 6C2F: A5 25 LDA \$25 -Top of stack- 6C31: C9 03 CMP #\$03 6C33: D0 13 BNE \$6C48 6C35: 20 95 6C JSR \$6C95 6C38: DD F2 BF CMP \$BFF2,X 6C38: DD F2 BF CMP \$BFF2,X 6C36: D0 02 BNE \$6C43 6C31: A9 00 LDA #\$01 0120 FF FF 6C41: A9 00 LDA #\$01 0130 FF FF 6C43: 85 29 STA \$29 0150 FF FF 6C45: 4C 58 6C JMP \$6C58	10100000	6C18: A9 D7	LDA #\$D7	Address
98219014 6C20: 20 95 6C JSR \$6C95 6C23: C5 D7 CMP \$D7 01FE: B7C3 JSR 6C25: B0 08 BCS \$6C2F 01FC: B9DB JSR 6C27: 20 71 6C JSR \$6C71 01FA: B170 JSR 6C26: 4C 40 65 JMP \$6540 01F7: 17 6C2F: A5 25 LDA #\$C5 -Top of stack- 6C31: C9 03 CMP \$803 6C35: 20 95 6C JSR \$6C95 6C38: DD F2 BF CMP \$8FF2,X 6C38: DD F2 BF CMP \$8FF2,X 6C36: D0 92 BNE \$6C43 0120 FF FF 6C41: A9 00 LDA #\$00 0140 FF FF 6C43: 85 29 STA \$29 0150 FF FF 6C45: 4C 58 6C JMP \$6C58	Cycle count			Address
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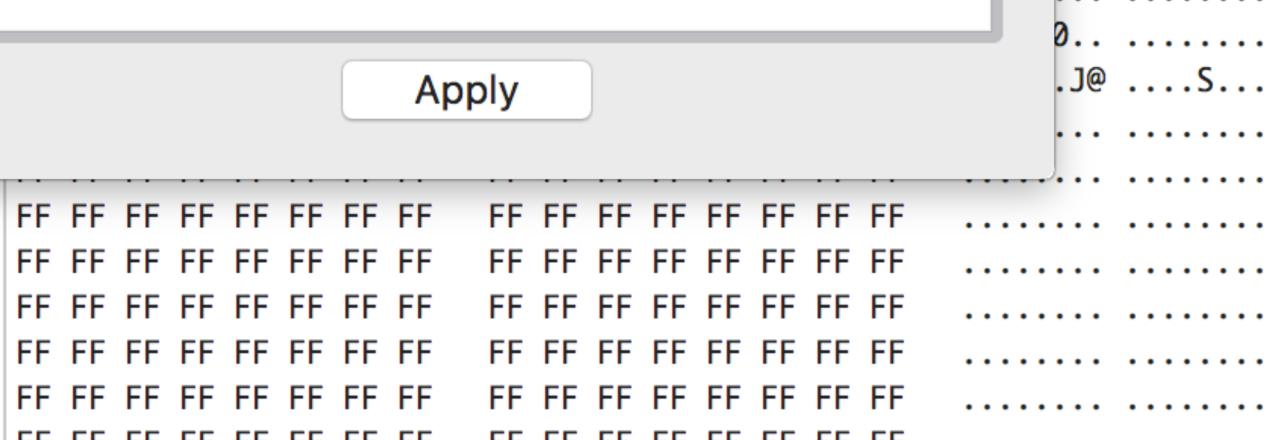
Memory Editor - Untitled

ile in a breakpoint, enter hexadecimal values for the ole II address (either in RAM or ROM) and the byte ues to be written to memory, starting at that location. parate the bytes by space characters, just like in the ple II monitor program.

e addresses are interpreted according to the memory nks configuration currenity selected in the inspector.

00 C0 C9 CD D0 02 A9 D7 8D 10 C0

6C11





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https://archive.org/details/karateka-two-player

