

# SHAKE YOUR GRÜF THING

[illegible]

B sim. DIG  
8

C sim.  
① OUT  
8

A sim.  
8

INT 7x7 7x7 x }  
{ , { | FILL OUT

Diagram showing four 8-bit registers (B, C, A, BR) and their contents:

- Register B: Contains "Sim." (8 bits).
- Register C: Contains "Sim." (8 bits).
- Register A: Contains "Sim." (8 bits).
- Register BR: Contains "Sim." (8 bits).

Diagram showing four memory locations, each an 8-bit square. The first contains 'INT' with 'sim. DIG' to its right. The second contains 'C' with 'sim' and 'OUT' to its right. The third contains 'A' with 'sim.' to its right. The fourth contains 'INT' with 'sim.' to its right. Each square has an '8' below it.

Diagram 1: A box labeled "INT" with "8" below it and "sim." to its right.

Diagram 2: A box labeled "INT" with "8" below it. Above the box is "BELL THING". Below the box are "2", "3", and "4" with arrows pointing to the box.

Diagram 3: A box labeled "INT" with "9" below it. Above the box is "sim. FULL". Below the box is "1 out".

Sim.

INT

① out

9



# Loop



# ON CUE

6 | 76r 476 | 76r 1 ||  
FIN