

SD-8516 Assembly Language

Here you can learn all about writing Assembly Language programs for the SD-8516.

Tutorials

For complete beginners, [Introduction to SD-8516 Assembly Language](#) is intended as a tutorial to the system and the architecture with practical examples.

Level	Guide	Contents
1	Introduction to SD-8516 Assembly Language	Basic Architecture and Opcodes
2	SD-8516 Programmer's Reference Guide Chapter 5. Machine Language	Using ASSEMBLE and HEXMON
3	Part II Writing Games in Assembly Language	Practical Examples
3	Appendix 7 Kernal Functions	Function libraries provided by the operating system/kernal
5	Appendix 4 Instruction Set Architecture	Detailed info on the ISA
5	Appendix 3 Memory Map	Memory map info

May 2026 update: Some of this information remains incomplete. I've been working on the PPU and ASU units, i.e. graphics and sound, and have left this on the back burner for now. I'll return to finish this side of the documentation, likely in June. Stay tuned!

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