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Lore

- [History](#) - The History of the SD-8516.
- [Code Gremlins](#)
- [Zero Page Technology](#) VC-2 Part I
- [The SD-8510 Unveiled](#) VC-2 Part II
- [Mode 6 Test Chamber](#) VC-3 series

Director Commentary

- [This machine does not exist](#)
- [Flag Operations are Free](#) - A discussion of flag operations via profiling various instructions
- [AssemblyScript in C](#) - A practical, real-world look at how C can be used to compliment AssemblyScript
- [Music File Format](#) - Star Tracker v1.0
- [SD-8516 ISA Review](#) - A critical review of the decisions that went into the SD-8516 ISA
- [One Instruction Per Cycle](#) - "flag operations are free" part II
- [What's a Language](#) - What's a programming language, anyways?
- [TinyC-1](#) - Bootstrapping 'tc1', a typical Tiny C compiler, on the SD-8516
- [256k vs 512k](#)
- [TinyC for the SD-8516](#)
- [SD-8516 PPU](#)
- [Should I release the SD-8516 as open source?](#)
- [LLVM Backend for SD-8516](#)
- [SD-8516 Extended Register Layout](#)
- [The paradox of the perfect virtual computer](#)

Other

- [Rob Pike's 5 Rules of Programming](#)
- [r/SD8516 on Reddit](#)
- [March 2026 Closed Beta](#)
- [Hall of Fame](#)
- [SD-8516 Summer Game Jam \(2026\)](#)
- [The SD-8516 Blog](#)
- [Elden Ring](#)

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