

SD-8516

The SD-8516 is the next CPU design, based on the 8-bit SD-8510.

- Start here: [Introduction to the SD-8516](#)

Books

- [SD-8516 User's Guide](#)
- [SD-8516 Programmer's Reference Guide](#)
 - [Appendix 4 Instruction Set Architecture](#)

Tutorials and Guides

- [SD-8516 Stellar BASIC](#)
- [Write your own Adventure Games in BASIC SD-8516 edition](#) (under construction)
- [SD-8516 Assembly Language](#)
- [Writing Games in Assembly Language](#)
- [A Guide to Graphics Programming on the SD-8516](#)
- [A Guide to Sound and Music on the SD-8516](#)
- [How to write Retro games on the SD-8516](#) – A guide to period-accurate retro game design.
 - [Emulation Benchmarks](#) – How well SD-8516 emulates various systems
- [ed](#) - The classic text editor.

Program Listings

- [Stellar BASIC Programs](#) A collection of free programs available for the SD-8516.
- [Assembly Language Programs](#) A list of example machine language programs that you can run on your SD-8516.

More Information

- [Star Forth](#) Information about SD/FORTH 1.0
 - [Star Forth Dictionary](#) – All the words.
- [SD-8516 WordPress](#) More rambling.
- [SD-8516 Page 2](#) Not as interesting as Page 1.

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