TIS-100 Ativador Download [hack]

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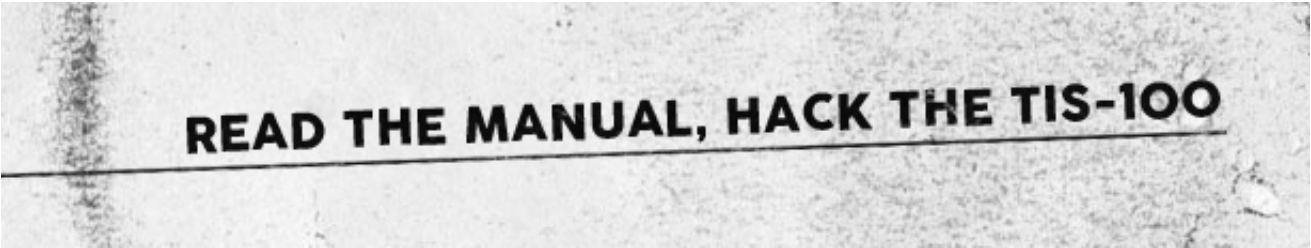
About This Game
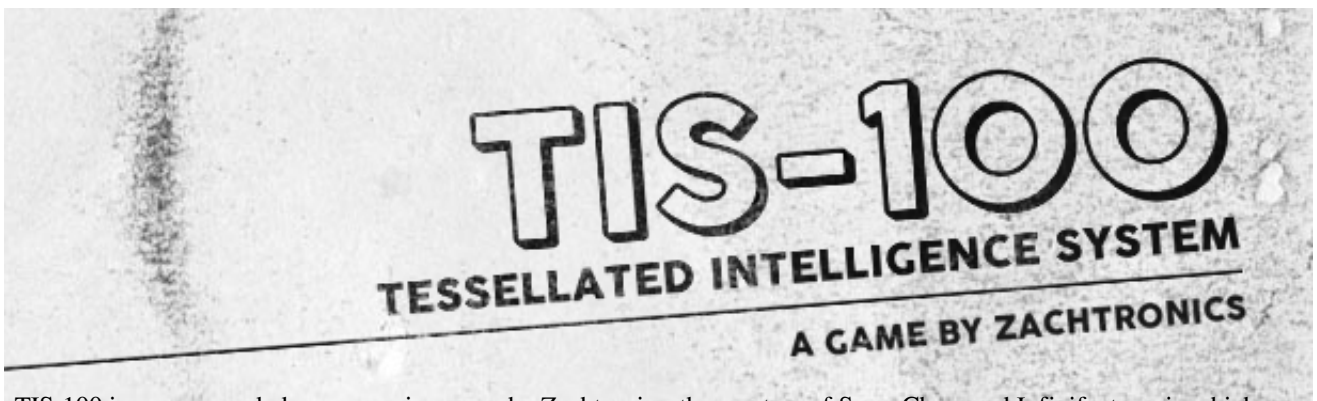
TIS-100 is an open-ended programming game by Zachtronics, the creators of SpaceChem and Infinifactory, in which you rewrite corrupted code segments to repair the TIS-100 and unlock its secrets. It's the assembly language programming game you never asked for!

INTRODUCING THE TIS-100

The Tessellated Intelligence Systems TIS-100 is a massively parallel computer architecture comprised of non-uniformly interconnected heterogeneous nodes. The TIS-100 is ideal for applications requiring complex data stream processing, such as automated financial trading, bulk data collection, and civilian behavioral analysis.

READ THE MANUAL, HACK THE TIS-100

Despite its appearances, TIS-100 is a game!

- Print and explore the TIS-100 reference manual, which details the inner-workings of the TIS-100 while evoking the aesthetics of a 1980's computer manual!

- Solve more than 45 puzzles, competing against your friends and the world to minimize your cycle, instruction, and node counts.

- Design your own challenges in the TIS-100's 3 sandboxes, including a "visual console" that lets you create your own games within the game!

- Uncover the mysteries of the TIS-100… who created it, and for what purpose?

Title: TIS-100
Genre: Indie, Simulation
Developer:
Zachtronics
Publisher:
Zachtronics
Release Date: 20 Jul, 2015

a09c17d780

English

NODE TYPE T21 – BASIC EXECUTION NODE

1. Architecture

The Basic Execution Node is responsible for coordinating the behavior of the Tessellated Intelligence System. Processing can occur within the Basic Execution Node, or can be delegated to specialized processing and storage nodes.

The Basic Execution Node executes a program specified in the Basic Execution Node Instruction Set. A Basic Execution Node program specifies computational and communication operations to perform. Operations are performed sequentially, beginning with the first instruction in the program. After executing the last instruction of the program, execution automatically continues to the first instruction. This behavior supports the common usage of Basic Execution Nodes, in which programs are written to operate in a continuous loop.

In addition to the communication ports common to all Tessellated Intelligence System nodes, the Basic Execution Node contains a number of registers that are used in the execution of its program. No additional memory is available on the Basic Execution Node; if additional storage is required, the node should coordinate with another Basic Execution Node or a storage node.

All registers store integer values between -999 and 999 (inclusive). The representation of register values is implementation-defined, and knowledge of the representation is not required to program the Basic Execution Node.
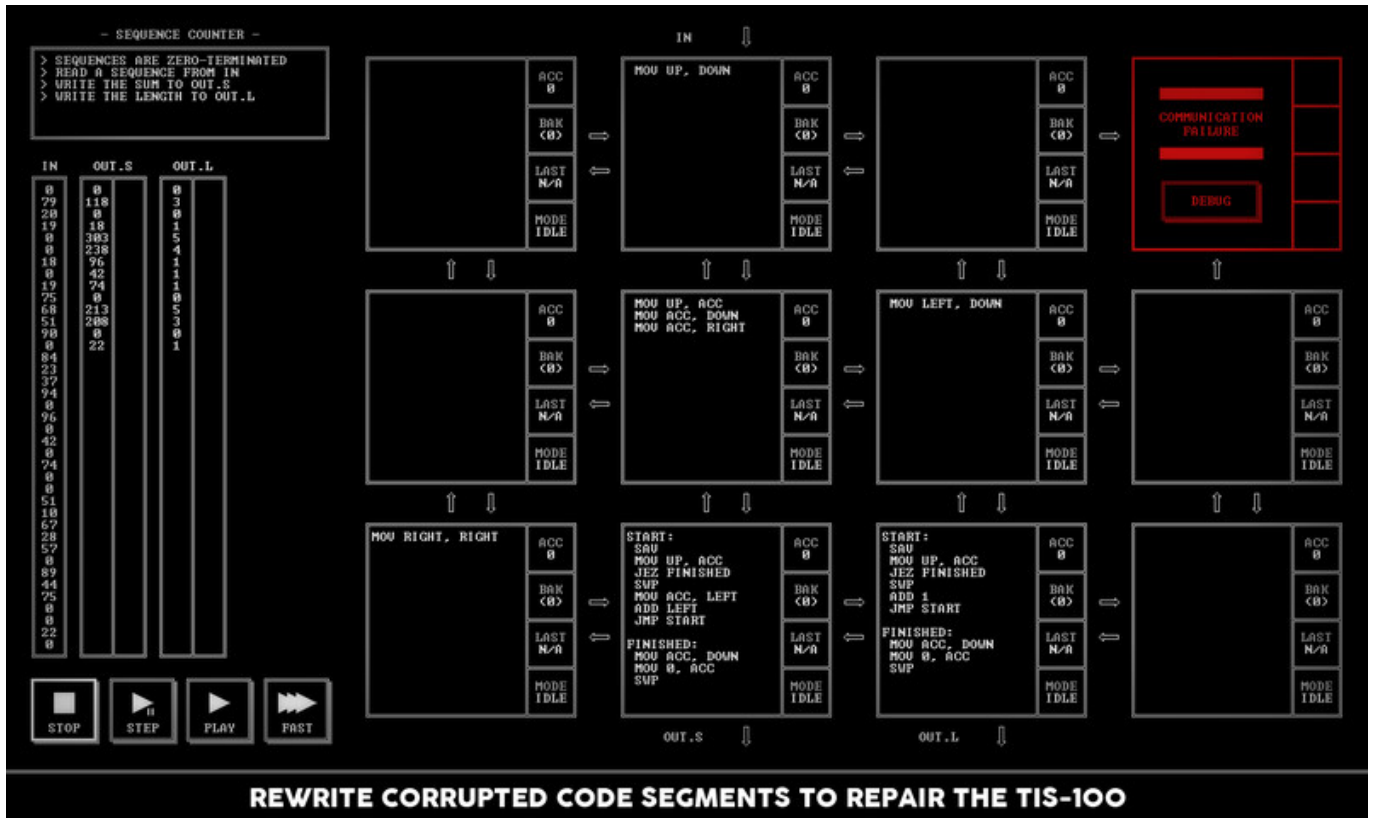
1-1. ACC

Type: Internal

Description: ACC is the primary storage register for a Basic Execution Node. ACC is used as the implicit source or destination operand of many instructions, including arithmetic and conditional instructions.

1-2. BAK

- SEQUENCE COUNTER -

> SEQUENCES ARE ZERO-TERMINATED
> READ A SEQUENCE FROM IN
> WRITE THE SUM TO OUT.S
> WRITE THE LENGTH TO OUT.L

IN	OUT.S	OUT.L
0	0	0
79	118	3
20	0	0
19	18	1
0	303	5
18	238	4
0	96	1
19	42	1
75	74	1
68	0	0
51	213	5
90	208	3
0	0	0
84	22	1
23		
37		
94		
0		
96		
0		
42		
0		
74		
0		
0		
51		
10		
67		
28		
57		
0		
89		
44		
75		
0		
0		
22		
0		

STOP STEP PLAY FAST

IN

```
MOV UP, DOWN
```

ACC 0 / BAK (0) / LAST N/A / MODE IDLE

COMMUNICATION FAILURE

DEBUG

```
MOV UP, ACC
MOV ACC, DOWN
MOV ACC, RIGHT
```

```
MOV LEFT, DOWN
```

```
MOV RIGHT, RIGHT
```

```
START:
SAV
MOV UP, ACC
JEZ FINISHED
SWP
MOV ACC, LEFT
ADD LEFT
JMP START
FINISHED:
MOV ACC, DOWN
MOV 0, ACC
SWP
```

```
START:
SAV
MOV UP, ACC
JEZ FINISHED
SWP
ADD 1
JMP START
FINISHED:
MOV ACC, DOWN
MOV 0, ACC
SWP
```

ACC 0 / BAK (0) / LAST N/A / MODE IDLE

OUT.S   OUT.L

REWRITE CORRUPTED CODE SEGMENTS TO REPAIR THE TIS-100

CONSOLE ↓ ?

CONSOLE

```
START:
MOV ACC, RIGHT
ADD 4
SAV
SUB 35
JGZ RESET
SWP
JMP START

RESET:
MOV 0, ACC
JMP START
```

```
ACC
28
BAK
(-7)
LAST
N/A
MODE
WRTE
```

28 →

```
MOV -1, ACC
SAV
START:
MOV LEFT, ACC
MOV ACC, RIGHT
JEZ INCREMENT
SWP
CONTINUE:
MOV ACC, RIGHT
SAV
JMP START
INCREMENT:
SWP
ADD 1
JMP CONTINUE
```

```
ACC
24
BAK
(22)
LAST
N/A
MODE
WRTE
```

24 →

```
MOV UP, ACC
MOV LEFT, DOWN
MOV LEFT, DOWN
MOV ACC, DOWN
MOV ACC, DOWN
MOV ACC, DOWN
MOV ACC, DOWN
MOV -1, DOWN
```

MOV UP, RIGHT

```
ACC
0
BAK
(0)
LAST
N/A
MODE
IDLE
```

```
ACC
0
BAK
(0)
LAST
N/A
MODE
READ
```

⇒

STACK MEMORY NODE

```
ACC
0
BAK
(0)
LAST
N/A
MODE
IDLE
```

↓ ?

```
ACC
0
BAK
(0)
LAST
N/A
MODE
READ
```

```
ACC
0
BAK
(0)
LAST
N/A
MODE
IDLE
```

↓ ?

```
ACC
0
BAK
(0)
LAST
N/A
MODE
IDLE
```

STACK MEMORY NODE

MOV UP, DOWN

```
ACC
0
BAK
(0)
LAST
N/A
MODE
READ
```

```
ACC
0
BAK
(0)
LAST
N/A
MODE
IDLE
```

7 8 9
4 5 6
1 2 3
0 ENTER

STOP PAUSE PLAY FAST

CONSOLE ⇓

CREATE YOUR OWN PROGRAMS IN THE SANDBOX

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