

0x0F	Return Address
0x0E	Return Address
0x0D	Return Address
0x0C	Return Address
0x0B	Return Address
0x0A	Return Address
0x09	Return Address
0x08	Return Address
0x07	Return Address
0x06	Return Address
0x05	Return Address
0x04	Return Address
0x03	Return Address
0x02	Return Address
0x01	Return Address
0x00	Return Address

When the stack is full, the next `CALL` or an interrupt will set the Stack Pointer to 0x10. This is identical to address 0x00 so the stack will wrap and overwrite the return address at 0x00. If the Stack Overflow/Underflow Reset is enabled, a Reset will occur and location 0x00 will not be overwritten.

TOSH:TOSL



STKPTR = 0x10

