

* = ZX80 ONLY	BASIC STATEMENTS	* = ZX81 ONLY
STATEMENT • DESCRIPTION		
CLEAR • Clear all program variables.		
CLS • Clear screen.		
DIM var (num) • Define array "var" with "num" entries.		
*DIM var (num [, num...]) • Define array "var" with "num" entries.		
FOR var = num1 TO num2 • Loop thru NEXT until var exceeds num2.		
*FOR var = num1 TO num2 STEP incr • Loop thru NEXT, stepping "incr".		
GOSUB line • Perform rtn at "line" until RETURN.		
GOTO line • Branch to "line".		
IF cond THEN action • Execute action based on condition.		
INPUT var • Capture keyed response into "var".		
LET var = value • Assign a value to variable.		
*LPRINT item [: [, item...]] • Print data.		
*LPRINT TAB num; item [: [, (TAB...)] • Print with tabs.		
*LPRINT AT line, col; item [: [, (AT...)] • Print at position.		
NEXT var • End of FOR loop. Increment var.		
*PAUSE frames • Halt execution until time-out.		
*PAUSE 40000 • Halt execution until key pressed.		
*PLOT (horiz, vert) • Turn on graphics block at this location.		
POKE addr, num • Store number at address.		
PRINT item [: [, item...]] • Display data.		
*PRINT TAB num; item [: [, (TAB...)] • Display with tabs.		
*PRINT AT line, col; item [: [, (AT...)] • Display at position.		
RAND num • Re-seed random number generator.		
REM • Remarks follow this statement.		
RETURN • Return from a GOSUB.		
*SCROLL • Scroll 1 line toward top of screen.		
STOP • Interrupt program execution.		
*UNPLOT (horiz, vert) • Turn off graphics block at this location.		
PARENS NOT REQUIRED FOR PLOT/UNPLOT.		

* = ZX80 ONLY	BASIC COMMANDS	* = ZX81 ONLY
COMMAND • DESCRIPTION		
BREAK		
CONT		
*COPY		
EDIT		
*FAST		
*FUNCTION		
*GRAPHICS		
LIST (lineno)		
*LLIST (lineno)		
*LOAD		
*LOAD "name"		
NEW		
RUN (lineno)		
*SAVE		
*SAVE "name"		
*SLOW		
EDIT SUBCOMMANDS		
C		
C		
O		
O		
lineno		
*DELETE		
*HOME		
*RUBOUT		
CURSORS AND MARKERS		
>		
*F		
*G		
K		
L		
S		



* = ZX80 ONLY      BASIC FUNCTIONS      * = ZX81 ONLY	
FUNCTION	RETURNS
<b>CHARACTER/STRING FUNCTIONS</b>	
CHR\$(num)	Character whose decimal value is num. (*A = 38)
*LEN(string)	Length of string.
STR\$(num)	Character string of num.
*TL\$(string)	String without the first character.
*MID\$(string, [(n1)] TO [(n2)])	Substr of string from pos. n1 to n2.
<b>NUMERIC FUNCTIONS</b>	
ABS(num)	Absolute value of number. (-3.25 = 3.25)
CODE(string)	Decimal value of first char in string.
*INT(num)	Nearest whole number after rounding down. (2.5 = 2) (-2.5 = -3)
*RND	Random number between 0 and 1.
*RND(num)	Random number between 0 and num + 1.
*RND(0)	1.
*SGN(num)	0 (Zero), 1 (Positive), -1 (Negative).
*VAL(String)	Number extracted from character string.
<b>MATH FUNCTIONS</b>	
*ACS(num)	Angle whose cosine is num, in radians.
*ASN(num)	Angle whose sine is num, in radians.
*ATN(num)	Angle whose tangent is num, in radians.
*COS(angle)	Cosine of angle radians.
*EXP(num)	Inverse LN of num.
*LN(num)	Natural logarithm of num. (Base 2.718281828)
*PI	3.14159265.
*SIN(angle)	Sine of angle radians.
*SQR(num)	Square root of num.
*TAN(angle)	Tangent of angle radians.
Radians = Degrees/57.29577951      Degrees = Radians*57.29577951	
<b>I/O AND OTHER FUNCTIONS</b>	
*INKEY\$	Character value of key pressed on keyboard.
PEEK(addr)	Decimal value of byte at location "addr".
USR(addr)	Branch to machine language rtn at "addr".
PARENS IN FUNCTIONS ABOVE ARE OPTIONAL IN MOST CASES.	

<b>DERIVED FUNCTIONS (X is in radians.)</b>	
FUNCTION	EXPRESSION
SECANT	1/COS(X)
COSECANT	1/SIN(X)
COTANGENT	1/TAN(X)
<b>INVERSE</b>	
SINE	ATN(X/SQR(1-X*X + 1))
COSINE	-ATN(X/SQR(-X*X + 1)) + 1.570796
SECANT	ATN(SQR(X*X - 1)) + (SGN(X) - 1) * 1.570796
COSECANT	ATN(1/SQR(X*X - 1)) + (SGN(X) - 1) * 1.570796
COTANGENT	-ATN(X) + 1.570796
<b>HYPERBOLIC</b>	
SINE	(EXP(X) - EXP(-X))/2
COSINE	(EXP(X) + EXP(-X))/2
TANGENT	-EXP(-X)/(EXP(X) + EXP(-X)) + 2 + 1
SECANT	2/(EXP(X) + EXP(-X))
COSECANT	2/(EXP(X) - EXP(-X))
COTANGENT	EXP(-X)/(EXP(X) - EXP(-X)) + 2 + 1
<b>INVERSE HYPERBOLIC</b>	
SINE	LN (X + SQR(X*X + 1))
COSINE	LN (X + SQR(X*X - 1))
TANGENT	LN ((1 + X)/(1 - X))/2
SECANT	LN ((SQR(-X*X + 1) + 1)/X)
COSECANT	LN ((SGN(X)*SQR(X*X + 1) + 1)/X)
COTANGENT	LN ((X + 1)/(X - 1))/2

<b>BASIC SPECIAL CHARACTERS AND OPERATORS</b>	
:	Suppress tab after PRINT.
blank	Tab to next column after PRINT.
blank	Tab to next line after PRINT.
" "	Double-quote char. in a string.
' '	Character-string delimiter.
\$	Identifies character-string variable. (A\$)
blank	Identifies a numeric variable. (A)
E	Scientific notation. (1.7E38)
( )	Denotes priority in order of operations.
=	Equal or assignment.
+	Addition, concatenation.
-	Subtraction or minus sign.
*	Multiplication.
**	Exponentiation.
/	Division.
>	Greater than.
<	Less than.
>=	Greater than or equal to.
<=	Less than or equal to.
<>	Not equal.
NOT	Reverses true/false result.
AND	If both expr are true, result is true.
OR	If either or both expr are true, result is true.
NON-ZERO	True.
ZERO	False.
Order of operations: ( ), **, - (negation), *, /, +, -, =, >, <, >=, <=, NOT, AND, OR.	

<b>SCREEN LAYOUT</b>					
LINE	DISPLACEMENT	Y-COORD	LINE	DISPLACEMENT	Y-COORD
0	0	43	12	396	19
		42			18
1	33	41	13	429	17
		40			16
2	66	39	14	462	15
		38			14
3	99	37	15	495	13
		36			12
4	132	35	16	528	11
		34			10
5	165	33	17	561	9
		32			8
6	198	31	18	594	7
		30			6
7	231	29	19	627	5
		28			4
8	264	27	20	660	3
		26			2
9	297	25	21	693	1
		24			0
10	330	23	22	726	
		22			
11	363	21	23	759	
		20			



DEC	HEX	ZX80	ZX81	DEC	HEX	ZX80	ZX81
0	00	SPACE	SPACE	64	40		RND
1	01	"	"	65	41		INKEY\$
2	02	▣	▣	66	42		PI
3	03	▣	▣	67	43		
4	04	▣	▣	68	44		
5	05	▣	▣	69	45		
6	06	▣	▣	70	46		
7	07	▣	▣	71	47		
8	08	▣	▣	72	48		
9	09	▣	▣	73	49		
10	0A	▣	▣	74	4A		
11	0B	▣	▣	75	4B		
12	0C	£	£	76	4C		
13	0D	\$	\$	77	4D		
14	0E	:	:	78	4E		
15	0F	?	?	79	4F		
16	10	(	(	80	50		
17	11	)	)	81	51		
18	12	-	-	82	52		
19	13	+	+	83	53		
20	14	*	=	84	54		
21	15	/	+	85	55		
22	16	=	-	86	56		
23	17	>	*	87	57		
24	18	<	/	88	58		
25	19	:	:	89	59		
26	1A	.	.	90	5A		
27	1B	.	.	91	5B		
28	1C	0	0	92	5C		
29	1D	1	1	93	5D		
30	1E	2	2	94	5E		
31	1F	3	3	95	5F		
32	20	4	4	96	60		
33	21	5	5	97	61		
34	22	6	6	98	62		
35	23	7	7	99	63		
36	24	8	8	100	64		
37	25	9	9	101	65		
38	26	A	A	102	66		
39	27	B	B	103	67		
40	28	C	C	104	68		
41	29	D	D	105	69		
42	2A	E	E	106	6A		
43	2B	F	F	107	6B		
44	2C	G	G	108	6C		
45	2D	H	H	109	6D		
46	2E	I	I	110	6E		
47	2F	J	J	111	6F		
48	30	K	K	112	70		◊
49	31	L	L	113	71		◊
50	32	M	M	114	72		◊
51	33	N	N	115	73		◊
52	34	O	O	116	74	HOME	GRAPHICS
53	35	P	P	117	75	EDIT	EDIT
54	36	Q	Q	118	76	NEWLINE	ENTER
55	37	R	R	119	77	RUBOUT	DELETE
56	38	S	S	120	78		W/L mode
57	39	T	T	121	79		FUNCTION
58	3A	U	U	122	7A		
59	3B	V	V	123	7B		
60	3C	W	W	124	7C		
61	3D	X	X	125	7D		
62	3E	Y	Y	126	7E		number
63	3F	Z	Z	127	7F		cursor

ZX80 ONLY: 16-26, 64-212 Not available from keyboard.

DEC	HEX	ZX80	ZX81	DEC	HEX	ZX80	ZX81
128	80	▣	▣	192	C0		"
129	81	"	"	193	C1		AT
130	82	▣	▣	194	C2		TAB
131	83	▣	▣	195	C3		
132	84	▣	▣	196	C4		CODE
133	85	▣	▣	197	C5		VAL
134	86	▣	▣	198	C6		LEN
135	87	▣	▣	199	C7		SIN
136	88	▣	▣	200	C8		COS
137	89	▣	▣	201	C9		TAN
138	8A	▣	▣	202	CA		ASN
139	8B	▣	▣	203	CB		ACS
140	8C	£	£	204	CC		ATN
141	8D	\$	\$	205	CD		LN
142	8E	:	:	206	CE		EXP
143	8F	?	?	207	CF		INT
144	90	(	(	208	D0		SQR
145	91	)	)	209	D1		SGN
146	92	-	-	210	D2		ABS
147	93	+	+	211	D3		PEEK
148	94	*	=	212	D4	"	USR
149	95	/	+	213	D5	THEN	STR\$
150	96	=	-	214	D6	TO	CHRS
151	97	>	*	215	D7	:	NOT
152	98	<	/	216	D8	,	••
153	99	:	:	217	D9	)	OR
154	9A	.	.	218	DA	(	AND
155	9B	.	.	219	DB	NOT	(=
156	9C	0	0	220	DC	-	)=
157	9D	1	1	221	DD	+	( )
158	9E	2	2	222	DE	*	THEN
159	9F	3	3	223	DF	/	TO
160	A0	4	4	224	E0	AND	STEP
161	A1	5	5	225	E1	OR	LPRINT
162	A2	6	6	226	E2	••	LLIST
163	A3	7	7	227	E3	=	STOP
164	A4	8	8	228	E4	)	SLOW
165	A5	9	9	229	E5	(	FAST
166	A6	A	A	230	E6	LIST	NEW
167	A7	B	B	231	E7	RET	SCROLL
168	A8	▣	▣	232	E8	CLS	CONT
169	A9	▣	▣	233	E9	DIM	DIM
170	AA	▣	▣	234	EA	SAVE	REM
171	AB	▣	▣	235	EB	FOR	FOR
172	AC	▣	▣	236	EC	GOTO	GOTO
173	AD	▣	▣	237	ED	POKE	GOSUB
174	AE	▣	▣	238	EE	INPUT	INPUT
175	AF	▣	▣	239	EF	RAND	LOAD
176	B0	▣	▣	240	F0	LET	LIST
177	B1	▣	▣	241	F1		LET
178	B2	▣	▣	242	F2		PAUSE
179	B3	▣	▣	243	F3	NEXT	NEXT
180	B4	▣	▣	244	F4	PRINT	POKE
181	B5	▣	▣	245	F5		PRINT
182	B6	▣	▣	246	F6		PLOT
183	B7	▣	▣	247	F7	NEW	RUN
184	B8	▣	▣	248	F8	STOP	SAVE
185	B9	▣	▣	249	F9	CONT	RAND
186	BA	▣	▣	250	FA	IF	IF
187	BB	▣	▣	251	FB	GOSUB	CLS
188	BC	▣	▣	252	FC	LOAD	UNPLOT
189	BD	▣	▣	253	FD	CLEAR	CLEAR
190	BE	▣	▣	254	FE	REM	RETURN
191	BF	▣	▣	255	FF		COPY



## ZX81 - SELECTED ROM CALLS

TO USE, POKE BYTES INTO ANY SAFE RAM, AND CALL VIA USR FUNCTION (LET A=USR(addr)). RESULTS RETURNED AS FUNCTION VALUE, AND IN BC REGISTER.

### TO SCAN KEYBOARD FASTER THAN INKEYS

HEX	DEC	CODE
CD 88 02	205 187 2	CALL 02BBH
7C	124	LD A,H
06 02	196 2	ADD A,2
38 09	56 9	JR C,+9
44	68	LD B,H
4D	77	LD C,L
CD BD 07	205 189 7	CALL 07BDH
06 00	6 0	LD B,0
4E	78	LD C,(HL)
D8	216	RET C
01 00 00	1 0 0	LD BC,0
C9	201	RET

### TO MOVE CURSOR TO A ROW, COLUMN

01 cl rw	1 cl rw	LD BC,row col
CD F5 06	205 245 6	CALL 06F5H
C9	201	RET

### TO OUTPUT A CHARACTER TO SCREEN

3E nn	62 nn	LD A,nn (nn=character)
D7	215	RST 0010H
C9	201	RET

### TO OUTPUT CHARACTER STRING TO SCREEN

11 dd dd	17 dd dd	LD DE,addr of string (low byte first)
01 dd dd	1 dd dd	LD BC,length of string (low byte first)
CD 6B 0B	205 107 11	CALL 0B6BH
C9	201	RET

### TO PLOT

01 xx yy	1 xx yy	LD BC,yyxx
3E 9B	62 155	LD A,9BH
CD B2 0B	205 178 11	CALL 0BB2H
C9	201	RET

### TO UNPLOT

01 xx yy	1 xx yy	LD BC,yyxx
3E A0	62 160	LD A,A0H
CD B2 0B	205 178 11	CALL 0BB2H
C9	201	RET

### TO SET "FAST"

CD 20 0F	205 32 15	CALL 0F20H
C9	201	RET

### TO SET "SLOW"

CD 28 0F	205 40 15	CALL 0F28H
C9	201	RET

## HOW TO USE FOR ... NEXT

The FOR statement sets up conditions for executing a series of BASIC lines over and over again until the ending conditions are met.

A SAMPLE OF USAGE: 10 FOR A = 0 TO 30

20 Z = Z + Y

30 R = R + Z

40 NEXT A

50 PRINT M

When you enter: FOR A = 0 TO 30

You are really saying:

Assign the value "0" to A.

Execute code beginning at line 20.

When you get to the "NEXT A" statement, add 1 to A.

Then, if A is greater than 30, go to the next line (50).

Otherwise, go back to line 20.

YOU CAN ENTER THE STATEMENT MANY WAYS:

FOR C = A TO B

FOR X = 1 TO W

FOR P = L TO 10

## HOW TO USE FOR ... STEP ... NEXT

USAGE IS THE SAME AS FOR ... NEXT ABOVE.

EXCEPT: FOR A = 0 TO 30 STEP 2

WHEN YOU GET TO THE "NEXT A" STATEMENT,

2 IS ADDED TO A.

OTHER FORMS CAN STEP IN A NEGATIVE INCREMENT.

FOR EXAMPLE:

FOR A = 30 TO 0 STEP -2

## HOW TO USE MORE THAN 1 FOR AT A TIME

WHEN YOU USE MORE THAN ONE FOR AT A TIME, IT IS CALLED

"NESTING".

WHEN NESTING, EACH FOR HAS ITS OWN NEXT.

THE LAST FOR ENTERED MUST FIND ITS OWN NEXT FIRST, OR YOU HAVE BAD PROCESSING.

FOR A = 1 TO 4

FOR B = 1 TO 7

FOR C = 5 TO 10

NEXT C

NEXT B

NEXT A

What happens here, is:

The A loop is entered. It loops 4 times.

The B loop is called 4 times by the A loop.

Each time the A loop calls it, the B loop goes 7 times.

The C loop is called 7 times by the B loop.

Each time the B loop calls it, the C loop goes 6 times.

So, A loops 4 times, B loops 28 times, C loops 168 times.

## HOW TO USE IF ... THEN

The IF statement allows you to compare items against each other and THEN take an action based upon the results of the compare.

You can test for equal, less than, greater than, or any combination of the three.

You can also combine tests for a complex compare.

You can also combine IFs by making the next one the action.

This is called "NESTING".

Example of a simple IF statement:

IF A = B THEN LET C = D

IF A NOT = B THEN GOTO 1000

IF A > B THEN PRINT L1:

IF A < B THEN STOP

IF A <> B THEN GOSUB 2000

Example of a complex IF statement:

IF A = B AND C = D THEN GOSUB 3000 (Both required)

IF A = B OR C = D THEN GOTO 4000 (Only one required)

IF A = B AND C = D OR E = F THEN PRINT M5:

(First two, or last one required)

When using AND, then every test must be true to take the action.

When using OR, then only one of the tests must be true.

Of course, if there are ANDs, then they must all be true before the OR makes its decision.

When none of the tests fits the condition for the THEN, control of your program falls through to the next line.

Example of combined IFs:

IF A = B THEN IF C = D THEN IF E = F THEN GOTO 5000

This is easier to see if written as follows:

IF A = B THEN

IF C = D THEN

IF E = F THEN

GOTO 5000

At each level, when the condition is not true, then the next IF is not tested. Instead, all of this code is skipped, and the computer goes to the next line.

When "NESTING" IFs, it is the same as using AND without the nesting.

Another example:

IF A = B THEN IF C NOT = D OR E > F THEN PRINT R5:

If A equals B then we ask the next IF question, otherwise we go to the next line.

In the next IF question, if C is not equal to D then we will print.

If C is equal to D, then we ask if E is greater than F.

If E is greater than F, then we will print.

Otherwise, we will go to the next line.



# ZX80 MEMORY MAP

ADDRESS		DESCRIPTION
DECIMAL	HEX	
16384	4000H	ERROR-CODE MINUS ONE.
16385	4001H	*BASIC SYSTEM CONTROL FLAG BITS.
16386	4002H	CURRENT BASIC STATEMENT NUMBER.
16388	4004H	ADDRESS OF $\Sigma$ OR $\downarrow$ CURSOR.
16390	4006H	BASIC STATEMENT NUMBER AT $\downarrow$ CURSOR.
16392	4008H	*ADDRESS OF PROGRAM VARIABLES.
16394	400AH	*ADDRESS OF WORKING STORAGE (KEY INPUT).
16396	400CH	*ADDRESS OF UPPER SCREEN.
16398	400EH	*ADDRESS OF LOWER SCREEN.
16400	4010H	*ADDRESS OF END-OF-SCREEN.
16402	4012H	*NUMBER OF LOWER-SCREEN LINES.
16403	4013H	NUMBER OF FIRST BASIC STMT ON SCREEN.
16405	4015H	ADDRESS OF $\Sigma$ MARK MINUS ONE.
16407	4017H	NUMBER OF STMT TO "CONTINUE" AT.
16409	4019H	SYNTAX FLAG BITS.
16410	401AH	SYNTAX TABLE POINTER.
16412	401CH	RANDOM NUMBER SEED.
16414	401EH	SCREEN FRAME DISPLAY COUNT.
16416	4020H	ADDRESS OF FIRST CHAR OF FIRST VAR NAME IN LAST DIM, FOR, INPUT, LET, NEXT.
16418	4022H	VALUE OF LAST VAR OR EXPRESSION.
16420	4024H	*LINE POS OF NEXT SCREEN CHAR: FROM 33 (LEFT) TO 2 (RIGHT) 1 = FIRST COL, NEXT LINE (LINE FULL) 0 = FIRST COL, (E-O-LINE.)
16421	4025H	*CURRENT SCREEN LINE (0 = BOT, 23 = TOP)
16422	4026H	*ADDRESS OF CHAR AFTER PEEK OR POKE STMT.
16424	4028H	USER PROGRAM AREA.

\* = DO NOT POKE. UNPREDICTABLE RESULTS.

# ERROR CODES

ERROR CODES APPEAR AS: xx/yy  
WHERE: xx is the error code,  
AND: yy is the number of the last statement executed.

CODE	MEANING
0	Successful execution, or, GOTO-line too big.
1	NEXT has invalid variable, but, variable is assigned.
2	Variable not assigned, or, DIMensioned.
3	Bad subscript.
4	Memory exhausted.
5	Screen full.
6	Arithmetic number too large.
7	RETURN before GOSUB.
8	INPUT attempted in command mode. illegal.
9	STOP was executed.

# ZX81 ONLY

A	Invalid parameter.
B	Invalid integer.
C	Invalid data in VAL string.
D	BREAK was pressed.
E	Unused.
F	SAVE name is a null string. illegal.

# ZX81 MEMORY MAP

ADDRESS		DESCRIPTION
DECIMAL	HEX	
0	0000H	MONITOR ROM.
8192	2000H	NOTHING. (USED FOR ROM IN SOME ADD-ON DEVICES).
16384	4000H	ERROR-CODE MINUS ONE.
16385	4001H	*BASIC SYSTEM CONTROL FLAG BITS.
16386	4002H	*ADDR OF NEXT INSTR AFTER "RETURN"ING.
16388	4004H	ADDR OF LAST AVAIL BASIC BYTE + 1.
16390	4006H	CURSOR MODE - $\Sigma$ , $\downarrow$ , F, OR G.
16391	4007H	CURRENT BASIC STMT NUMBER.
16393	4009H	ROM VERSION CODE (0 - 8K).
16394	400AH	BASIC STMT NUMBER AT $\downarrow$ CURSOR.
16396	400CH	*ADDRESS OF SCREEN.
16398	400EH	ADDRESS OF NEXT SCREEN PRINT POS.
16400	4010H	*ADDRESS OF PROGRAM VARIABLES.
16402	4012H	ADDRESS OF ASSIGNMENT VARIABLE.
16404	4014H	*ADDR OF WORKING STORAGE (KEY INPUT).
16406	4016H	*ADDR OF BYTE AFTER PEEK OR POKE.
16408	4018H	ADDRESS OF $\Sigma$ MARK MINUS ONE.
16410	401AH	*ADDRESS OF MATH CALC STACK.
16412	401CH	*ADDR OF END OF MATH CALC STACK.
16414	401EH	B-REGISTER OF CALCULATOR.
16415	401FH	ADDRESS OF CALCULATOR MEMORY.
16417	4021H	NOT USED.
16418	4022H	*NUMBER OF LOWER-SCREEN LINES.
16419	4023H	NUMBER OF FIRST BASIC STMT ON SCREEN.
16421	4025H	LAST KEY PRESSED.
16423	4027H	KEYBOARD DEBOUNCE STATUS.
16424	4028H	NUMBER OF BLANK LINES ABOVE AND BELOW MOVING GRAPHICS.
16425	4029H	*ADDR OF NEXT BASIC STMT LINE.
16427	402BH	NUMBER OF STMT TO "CONTINUE" AT.
16429	402DH	SYSTEM FLAG BITS.
16430	402EH	STRING-TYPE LENGTH IN ASSIGNMENT.
16432	4030H	ADDR OF NEXT SYNTAX TABLE ENTRY.
16434	4032H	RANDOM NUMBER SEED.
16436	4034H	SCREEN FRAME DISPLAY COUNT.
16438	4036H	LAST "PLOT" X-COORDINATE.
16439	4037H	LAST "PLOT" Y-COORDINATE.
16440	4038H	LSB OF ADDR OF NEXT "LPRINT" POSITION.
16441	4039H	***"PRINT" COLUMN NUMBER.
16442	403AH	***"PRINT" LINE NUMBER.
16443	403BH	INTERNAL FLAG BITS.
16444	403CH	PRINTER BUFFER.
16477	405DH	CALCULATOR AUXILIARY MEMORY AREA.
16507	407BH	NOT USED.
16509	407DH	USER PROGRAM AREA.
17407	43FFH	END OF 1K SYSTEMS.
18431	47FFH	END OF 2K SYSTEMS.
32787	7FFFH	END OF 16K SYSTEMS.

\* = DO NOT POKE. UNPREDICTABLE RESULTS.

Addr 16393 (4009H) thru 16508 (407BH) are always SAVED with the program.

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# TIMING (ASSUMING 4MHZ)

MACHINE CYCLES	CLOCK PERIODS	MICRO SECONDS	YOUR TIME
1 A	4	1.00	
B	5	1.25	
C	6	1.50	
2 A	7=4+3	1.75	
B	8=4+4	2.00	
C	8=5+3	2.00	
D	9=4+5	2.25	
E	10=4+6	2.50	
3 A	10=4+3+3	2.50	
A	11=4+3+4	2.75	
C	11=4+4+3	2.75	
D	11=5+3+3	2.75	
E	12=4+3+5	3.00	
F	12=4+4+4	3.00	
G	13=5+3+5	3.25	
4 A	13=4+3+3+3	3.25	
B	14=4+4+3+3	3.50	
C	15=4+4+4+3	3.75	
D	15=4+5+3+3	3.75	
E	16=4+4+3+5	4.00	
F	16=4+5+3+4	4.00	
5 A	16=4+3+3+3+3	4.00	
B	17=4+3+4+3+3	4.25	
C	18=4+4+3+4+3	4.50	
D	19=4+3+4+3+5	4.75	
E	19=4+4+3+5+3	4.75	
F	20=4+4+3+5+4	5.00	
G	21=4+4+3+5+5	5.25	
H	21=4+5+3+4+5	5.25	
6 A	20=4+4+3+3+3+3	5.00	
B	23=4+4+3+4+3+5	5.75	
C	23=4+4+3+5+4+3	5.75	

To Calculate Your Own Timing:

(4MHZ/Your MHZ)\*Micro Sec. = Actual Microsec For Your Computer

(Make entry on right in chart above)

## MATH INSTRUCTIONS

ADC—Add with Carry.

SBC—Subtract with Carry.

OPERANDS: (r = A, B, C, D, E, H, or L)

$r, r^{1A}$   $HL, BC^{4C}$   
 $A, imm^{2A}$   $HL, DE^{4C}$   
 $A, (HL)^{2A}$   $HL, HL^{4C}$   
 $A, (IX+d)^{2E}$   $HL, SP^{4C}$   
 $A, (IY+d)^{2E}$

Condition Set: YES

ADD—Add.

OPERANDS: (r = A, B, C, D, E, H, or L)

$r, r^{1A}$   $HL, BC^{3C}$   $IX, BC^{4C}$   $IY, BC^{4C}$   
 $A, imm^{2A}$   $HL, DE^{3C}$   $IX, DE^{4C}$   $IY, DE^{4C}$   
 $A, (HL)^{2A}$   $HL, HL^{3C}$   $IX, IX^{4C}$   $IY, IY^{4C}$   
 $A, (IX+d)^{2E}$   $HL, SP^{3C}$   $IX, SP^{4C}$   $IY, SP^{4C}$   
 $A, (IY+d)^{2E}$

Condition Set: YES

SUB—Subtract from Accumulator.

OPERANDS: (r = A, B, C, D, E, H, or L)

$r^{1A}$   $imm^{2A}$   $(HL)^{2A}$   $(IX+d)^{2E}$   $(IY+d)^{2E}$

Condition Set: YES

DEC—Decrement.

INC—Increment.

OPERANDS: (r = A, B, C, D, E, H, or L)

$r^{1A}$   $BC^{1C}$   
 $(HL)^{3C}$   $DE^{1C}$   
 $(IX+d)^{6C}$   $HL^{1C}$   
 $(IY+d)^{6C}$   $IX^{2E}$   
 $IY^{2E}$   
 $SP^{1C}$

Condition Set: YES

(Not for Register Pairs)

## STORE REGISTER-INTO-MEMORY INSTRUCTIONS

LD—Store Register into Memory.

OPERANDS: (r = A, B, C, D, E, H, or L)

$(HL), r^{2A}$   $(addr), A^{1A}$   $(addr), IX^{5A}$   $(BC), A^{2A}$   
 $(IX+d), r^{6E}$   $(addr), BC^{5A}$   $(addr), IY^{5A}$   $(DE), A^{2A}$   
 $(IY+d), r^{6E}$   $(addr), DE^{5A}$   $(addr), SP^{5A}$   
 $(addr), HL^{5A}$

Condition Set: NO

PUSH—Store Register into Stack.

OPERANDS:

$AF^{3D}$   $BC^{3D}$   $DE^{3D}$   $HL^{3D}$   $IX^{4D}$   $IY^{4D}$

Condition Set: NO

## LOAD REGISTER INSTRUCTIONS

LD—Load Register.

OPERANDS: (r = A, B, C, D, E, H, or L)

$r, r^{1A}$   $BC, imm^{3A}$   $A, (addr)^{1A}$   $SP, HL^{1C}$   $A, (BC)^{2A}$   $A, I^{2D}$   
 $r, imm^{2A}$   $DE, imm^{3A}$   $BC, (addr)^{1A}$   $SP, IX^{2E}$   $A, (DE)^{2A}$   $A, R^{2D}$   
 $r, (HL)^{2A}$   $HL, imm^{3A}$   $DE, (addr)^{5A}$   $SP, IY^{2E}$   $I, A^{1D}$   $R, A^{2D}$   
 $r, (IX+d)^{6E}$   $IX, imm^{4B}$   $HL, (addr)^{5A}$   $IX, (addr)^{5A}$   
 $r, (IY+d)^{6E}$   $IY, imm^{4B}$   $IX, (addr)^{5A}$   $IY, (addr)^{5A}$   
 $SP, imm^{3A}$   $IY, (addr)^{5A}$   $SP, (addr)^{5A}$

Condition Set: Yes  
(Only for LD A, and LD A, R)

POP—Load Register from Stack.

OPERANDS:

$AF^{3A}$   $BC^{3A}$   $DE^{3A}$   $HL^{3A}$   $IX^{4B}$   $IY^{4B}$

Condition Set: NO

### MOVE MEMORY-TO-MEMORY INSTRUCTIONS

LD—Move to Memory from Immediate.

#### OPERANDS:

(HL),imm<sup>2A</sup> (IX+d),imm<sup>5E</sup> (IY+d),imm<sup>5E</sup> Condition Set: NO

LDD—Move (HL) to (DE). Decrement BC, DE, and HL.<sup>4E</sup>

LDDR—Move (HL) to (DE). Decrement BC, DE, and HL.

Repeat if: BC NOT = 0, <sup>5G</sup> IF BC = 0 THEN 4E1

LDI—Move (HL) to (DE). Decrement BC. Increment DE and HL.<sup>4E</sup>

LDIR—Move (HL) to (DE). Decrement BC. Increment DE and HL.

Repeat if: BC NOT = 0, <sup>5G</sup> IF BC = 0 THEN 4E1

OPERANDS: None Required. Condition Set: YES

### EXCHANGE INSTRUCTIONS

EX—Exchange Register Data with Register or Stack.

#### OPERANDS:

AF,AF<sup>1A</sup> DE,HL<sup>1A</sup> (SP),HL<sup>50</sup> (SP),IX<sup>6B</sup> (SP),IY<sup>6B</sup>  
Condition Set: NO

EXX—Exchange Multiple Registers.

BC with BC', DE with DE', HL with HL'.<sup>1A</sup>

OPERANDS: None Required. Condition Set: NO

### SHIFT INSTRUCTIONS

RL—Shift Left thru Carry Flag.

Bit 7 goes to Carry Flag. Carry Flag goes to Bit 0.

RR—Shift Right thru Carry Flag.

Bit 0 goes to Carry Flag. Carry Flag goes to Bit 7.

RLC—Shift Left thru Carry Flag.

Bit 7 goes to Carry Flag and Bit 0.

RRC—Shift Right thru Carry Flag.

Bit 0 goes to Carry Flag and Bit 7.

SLA—Shift Left Arithmetic.

Zero Forced into Bit 0. Bit 7 goes to Carry Flag.

SRA—Shift Right Arithmetic.

Bit 7 not changed. Bit 0 goes to Carry Flag.

SRL—Shift Right Logical.

Zero Forced into Bit 7. Bit 0 goes to Carry Flag.

OPERANDS: (r = A, B, C, D, E, H, or L)

r<sup>2B</sup> (HL)<sup>4C</sup> (IX+d)<sup>4C</sup> (IY+d)<sup>4C</sup> Condition Set: YES

RLA—Shift Accumulator Left thru Carry Flag.<sup>1A</sup>

Bit 7 goes to Carry Flag. Carry Flag goes to Bit 0.

RRA—Shift Accumulator Right thru Carry Flag.<sup>1A</sup>

Bit 0 goes to Carry Flag. Carry Flag goes to Bit 7.

RLCA—Shift Accumulator Left thru Carry Flag.<sup>1A</sup>

Bit 7 goes to Carry Flag and Bit 0.

RRCA—Shift Accumulator Right thru Carry Flag.<sup>1A</sup>

Bit 0 goes to Carry Flag and Bit 7.

RLD—Shift Left Half-Byte.<sup>5C</sup>

Bits 0-3 of (HL) go into Bits 4-7 of (HL).

Bits 4-7 of (HL) go into Bits 0-3 of A.

Bits 0-3 of A go into Bits 0-3 of (HL).

RRD—Shift Right Half-Byte.<sup>5C</sup>

Bits 4-7 of (HL) go into Bits 0-3 of (HL).

Bits 0-3 of (HL) go into Bits 0-3 of A.

Bits 0-3 of A go into Bits 4-7 of (HL).

OPERANDS: Not Required. Condition Set: YES

### COMPARE INSTRUCTIONS

BIT—Test Bit.

OPERANDS: (b = 0, 1, 2, 3, 4, 5, 6, or 7)

(r = A, B, C, D, E, H, or L)

b,r<sup>2B</sup> b,(HL)<sup>3F</sup> b,(IX+d)<sup>5F</sup> b,(IY+d)<sup>5F</sup> Condition Set: YES

CP—Compare to Accumulator.

OPERANDS: (r = A, B, C, D, E, H, or L)

r<sup>1A</sup> imm<sup>2A</sup> (HL)<sup>2A</sup> (IX+d)<sup>5E</sup> (IY+d)<sup>5E</sup> Condition Set: YES

CPD—Compare (HL) to Accumulator. Decrement HL and BC.<sup>4E</sup>

CPDR—Compare (HL) to Accumulator. Decrement HL and BC.

Repeat if: BC NOT = 0 AND ACCUMULATOR NOT = (HL).

<sup>5G</sup> IF REPEAT, ELSE 4E

CPI—Compare (HL) to Accumulator. Increment HL. Decrement BC.<sup>4E</sup>

CPIR—Compare (HL) to Accumulator. Increment HL. Decrement BC.

Repeat if: BC NOT = 0 AND ACCUMULATOR NOT = (HL).

<sup>5G</sup> IF REPEAT, ELSE 4E

OPERANDS: None Required. Condition Set: YES

### BRANCH INSTRUCTIONS

CALL—Branch and Link for Return.

#### OPERANDS:

UNCOND<sup>5B</sup> COND<sup>5B</sup> IF TRUE, 3A IF NOT TRUE

addr C,addr Z,addr PO,addr P,addr  
NC,addr NZ,addr PE,addr M,addr

Condition Set: NO

DJNZ—Decrement B. Branch if B NOT = 0.

OPERANDS: addr<sup>3G</sup> IF TRUE, 2C IF NOT TRUE Condition Set: NO

JP—Branch.

#### OPERANDS:

UNCOND COND

addr<sup>3A</sup> C,addr<sup>3A</sup> Z,addr<sup>3A</sup> PO,addr<sup>3A</sup> P,addr<sup>3A</sup>  
(HL)<sup>1A</sup> NC,addr<sup>3A</sup> NZ,addr<sup>3A</sup> PE,addr<sup>3A</sup> M,addr<sup>3A</sup>  
(IX)<sup>2B</sup>  
(IY)<sup>2B</sup>

Condition Set: NO

JR—Branch.

#### OPERANDS:

UNCOND<sup>3E</sup> COND<sup>3E</sup> IF TRUE, 3A IF NOT TRUE

addr C,addr Z,addr  
NC,addr NZ,addr

Condition Set: NO

RET—Return from Call.

#### OPERANDS:

UNCOND<sup>3A</sup> COND<sup>3D</sup> IF TRUE, 1B IF NOT TRUE

None C Z PO P  
Required NC NZ PE M

Condition Set: NO

RST—Branch to Special Address.

#### OPERANDS:

00H -or- 0 20H -or- 32  
08H -or- 8 28H -or- 40  
10H -or- 16 30H -or- 48  
18H -or- 24 38H -or- 56

<sup>3D</sup>

Condition Set: NO



# DATA ALTERATION INSTRUCTIONS

AND — 'AND' the Accumulator.  
OR — 'OR' the Accumulator.  
XOR — Exclusive 'OR' the Accumulator.

OPERANDS: (r = A, B, C, D, E, H, or L)

r<sup>1A</sup> imm<sup>1A</sup> (HL)<sup>1A</sup> (IX+d)<sup>1A</sup> (IY+d)<sup>1A</sup> Condition Set: YES

RES — Reset Bit. (Set Bit off or Set Bit to 0).  
SET — Set Bit. (Set Bit on or Set Bit to 1).

OPERANDS: (b = 0, 1, 2, 3, 4, 5, 6, or 7)  
(r = A, B, C, D, E, H, or L)

b<sub>r</sub><sup>2B</sup> b<sub>(HL)</sub><sup>4C</sup> b<sub>(IX+d)</sub><sup>8C</sup> b<sub>(IY+d)</sub><sup>8C</sup> Condition Set: NO

CCF — Reverse the Carry Flag Bit.<sup>1A</sup> Condition Set: YES  
CPL — Reverse the Accum Bits.<sup>1A</sup> Condition Set: NO  
DAA — Convert Accum from Binary to BCD.<sup>1A</sup> Condition Set: YES  
NEG — Reverse the Accum Numeric Value.<sup>2B</sup> Condition Set: YES  
NOP — No Operation.<sup>1A</sup> Condition Set: NO  
SCF — Turn on Carry Flag Bit (Set Bit to 1).<sup>1A</sup> Condition Set: NO

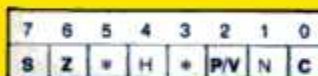
OPERANDS: None Required.

# FLAGS

S = Sign Flag  
Z = Zero Flag  
H = Half-Carry Flag  
P/V = Parity/Oflo Flag  
N = Add/Subtract Flag  
C = Carry Flag

# CONDITIONS

NC = No Carry  
C = Carry  
PO = Parity Odd/No Oflo  
PE = Parity Even/Oflo  
NZ = Not Zero  
Z = Zero  
P = Positive  
M = Negative



BIT = 0		BIT = 1	
COND	CODE	COND	CODE
NC	010	C	011
PO	100	PE	101
NZ	000	Z	001
P	110	M	111

\*NOT USED

# I/O INSTRUCTIONS

DI — Disable Maskable Interrupts.<sup>1A</sup>  
EI — Enable Maskable Interrupts.<sup>1A</sup>  
HALT — Halt CPU until Interrupt or Reset is Received.<sup>1A</sup>  
IM0 — Set Interrupt Mode 0.<sup>2B</sup>  
IM1 — Set Interrupt Mode 1.<sup>2B</sup>  
IM2 — Set Interrupt Mode 2.<sup>2B</sup>  
RETI — Return from Interrupt.<sup>2B</sup>  
(EI Must Be Executed First to Re-Enable Interrupts.)  
RETN — Return from Non-Maskable Interrupt.<sup>4B</sup>

OPERANDS: None Required. Condition Set: NO

IND — Read Device (C) into (HL). Decrement B and HL.<sup>4F</sup>  
OUTD — Write (HL) to Device (C). Decrement B and HL.<sup>4F</sup>  
INI — Read Device (C) into (HL). Decrement B. Increment HL.<sup>4F</sup>  
OUTI — Write (HL) to Device (C). Decrement B. Increment HL.<sup>4F</sup>

INDR — Read Device (C) into (HL). Decrement B and HL.  
Repeat If: B NOT = 0.<sup>5H 1IF B = 0, 4F</sup>  
OTDR — Write (HL) to Device (C). Decrement B and HL.  
Repeat If: B NOT = 0.<sup>5H 1IF B = 0, 4F</sup>

INIR — Read Device (C) into (HL). Decrement B. Increment HL.  
Repeat If: B NOT = 0.<sup>5H 1IF B = 0, 4F</sup>  
OTIR — Write (HL) to Device (C). Decrement B. Increment HL.  
Repeat If: B NOT = 0.<sup>5H 1IF B = 0, 4F</sup>

OPERANDS: Not Required. Condition Set: YES

IN — Read Device (C) into Specified Register.

OPERANDS: (r = A, B, C, D, E, H, or L)

r<sub>(C)</sub><sup>3F</sup> Condition Set: YES

OUT — Write to Device (C) from Specified Register.

OPERANDS: (r = A, B, C, D, E, H, or L)

(C)<sub>r</sub><sup>3F</sup> Condition Set: NO

IN — Read Device Specified into Accumulator.

OPERANDS: A(addr)<sup>3B</sup> Condition Set: NO

OUT — Write to Specified Device from Accumulator.

OPERANDS: (addr)<sub>A</sub><sup>3B</sup> Condition Set: NO

TYPE OF INSTRUCTION	INSTRUCTIONS WHICH SET FLAGS	CONDITIONS TO TEST							
		NC	C	PO	PE	NZ	Z	P	M
MATH	ADC, ADD, SBC, SUB	•	•	•	•	•	•	•	•
	DEC, INC (Excluding register pairs)	•	•	•	•	•	•	•	•
COMPARE	BIT	•	•	•	•	•	•	•	•
	CP	•	•	•	•	•	•	•	•
LOAD	CPD, CPDR, CPI, CPIR	•	•	•	•	•	•	•	•
	LD A, J	•	•	•	•	•	•	•	•
MOVE	LD A, R	•	•	•	•	•	•	•	•
	LDD, LDI	•	•	•	•	•	•	•	•
DATA	LDDR, LDIR	•	•	•	•	•	•	•	•
	AND, OR, XOR	•	•	•	•	•	•	•	•
I/O	CCF, RLA, RLCA, RRA, RRCA	•	•	•	•	•	•	•	•
	DAA, NEG, RL, RLC, RR, RRC	•	•	•	•	•	•	•	•
	SLL, SRA, SRL	•	•	•	•	•	•	•	•
	RLD, RRD	•	•	•	•	•	•	•	•
	IN (Except when dev. not spec. by (C))	•	•	•	•	•	•	•	•
	IND, INI, OUTD, OUTI	•	•	•	•	•	•	•	•
	INDR, INIR, OTDR, OTIR	•	•	•	•	•	•	•	•
		•	•	•	•	•	•	•	•

# HEX/DEC CONVERSION CHART

8 4 2 1		8 4 2 1		8 4 2 1		8 4 2 1	
HEX	DEC	HEX	DEC	HEX	DEC	HEX	DEC
0	0	0	0	0	0	0	0
1	4096	1	256	1	16	1	1
2	8192	2	512	2	32	2	2
3	12288	3	768	3	48	3	3
4	16384	4	1024	4	64	4	4
5	20480	5	1280	5	80	5	5
6	24576	6	1536	6	96	6	6
7	28672	7	1792	7	112	7	7
8	32768	8	2048	8	128	8	8
9	36864	9	2304	9	144	9	9
A	40960	A	2560	A	160	A	10
B	45056	B	2816	B	176	B	11
C	49152	C	3072	C	192	C	12
D	53248	D	3328	D	208	D	13
E	57344	E	3584	E	224	E	14
F	61440	F	3840	F	240	F	15
65535		4095		255		15	



## OP-CODE SEQUENCE

INSTRUCTION	HEX	DECIMAL	INSTRUCTION	HEX	DECIMAL
LD R, R	00	000	LD R, R	50	080
LD R, imm	01	001	LD R, C	51	081
LD (R), R	02	002	LD R, D	52	082
LD R, R	03	003	LD R, E	53	083
LD R, R	04	004	LD R, H	54	084
LD R, R	05	005	LD R, L	55	085
LD R, imm	06	006	LD R, (HL)	56	086
LD R, R	07	007	LD R, A	57	087
LD R, R	08	008	LD R, B	58	088
LD R, R	09	009	LD R, C	59	089
LD R, (R)	0A	010	LD R, D	60	090
LD R, R	0B	011	LD R, E	61	091
LD R, C	0C	012	LD R, H	62	092
LD R, C	0D	013	LD R, L	63	093
LD C, imm	0E	014	LD R, (HL)	64	094
LD C, R	0F	015	LD R, A	65	095
LD R, imm	10	016	LD R, B	66	096
LD R, imm	11	017	LD R, C	67	097
LD R, imm	12	018	LD R, D	68	098
LD R, imm	13	019	LD R, E	69	099
LD R, imm	14	020	LD R, H	70	100
LD R, imm	15	021	LD R, L	71	101
LD R, imm	16	022	LD R, (HL)	72	102
LD R, imm	17	023	LD R, A	73	103
LD R, imm	18	024	LD R, B	74	104
LD R, imm	19	025	LD R, C	75	105
LD R, imm	1A	026	LD R, D	76	106
LD R, imm	1B	027	LD R, E	77	107
LD R, imm	1C	028	LD R, H	78	108
LD R, imm	1D	029	LD R, L	79	109
LD R, imm	1E	030	LD R, (HL)	7A	110
LD R, imm	1F	031	LD R, A	7B	111
LD R, imm	20	032	LD R, B	7C	112
LD R, imm	21	033	LD R, C	7D	113
LD R, imm	22	034	LD R, D	7E	114
LD R, imm	23	035	LD R, E	7F	115
LD R, imm	24	036	LD R, H	80	116
LD R, imm	25	037	LD R, L	81	117
LD R, imm	26	038	LD R, (HL)	82	118
LD R, imm	27	039	LD R, A	83	119
LD R, imm	28	040	LD R, B	84	120
LD R, imm	29	041	LD R, C	85	121
LD R, imm	2A	042	LD R, D	86	122
LD R, imm	2B	043	LD R, E	87	123
LD R, imm	2C	044	LD R, H	88	124
LD R, imm	2D	045	LD R, L	89	125
LD R, imm	2E	046	LD R, (HL)	8A	126
LD R, imm	2F	047	LD R, A	8B	127
LD R, imm	30	048	LD R, B	8C	128
LD R, imm	31	049	LD R, C	8D	129
LD R, imm	32	050	LD R, D	8E	130
LD R, imm	33	051	LD R, E	8F	131
LD R, imm	34	052	LD R, H	90	132
LD R, imm	35	053	LD R, L	91	133
LD R, imm	36	054	LD R, (HL)	92	134
LD R, imm	37	055	LD R, A	93	135
LD R, imm	38	056	LD R, B	94	136
LD R, imm	39	057	LD R, C	95	137
LD R, imm	3A	058	LD R, D	96	138
LD R, imm	3B	059	LD R, E	97	139
LD R, imm	3C	060	LD R, H	98	140
LD R, imm	3D	061	LD R, L	99	141
LD R, imm	3E	062	LD R, (HL)	9A	142
LD R, imm	3F	063	LD R, A	9B	143
LD R, imm	40	064	LD R, B	9C	144
LD R, imm	41	065	LD R, C	9D	145
LD R, imm	42	066	LD R, D	9E	146
LD R, imm	43	067	LD R, E	9F	147
LD R, imm	44	068	LD R, H	00	148
LD R, imm	45	069	LD R, L	01	149
LD R, imm	46	070	LD R, (HL)	02	150
LD R, imm	47	071	LD R, A	03	151
LD R, imm	48	072	LD R, B	04	152
LD R, imm	49	073	LD R, C	05	153
LD R, imm	4A	074	LD R, D	06	154
LD R, imm	4B	075	LD R, E	07	155
LD R, imm	4C	076	LD R, H	08	156
LD R, imm	4D	077	LD R, L	09	157
LD R, imm	4E	078	LD R, (HL)	0A	158
LD R, imm	4F	079	LD R, A	0B	159
LD R, imm	50	080	LD R, B	0C	160
LD R, imm	51	081	LD R, C	0D	161
LD R, imm	52	082	LD R, D	0E	162
LD R, imm	53	083	LD R, E	0F	163
LD R, imm	54	084	LD R, H	10	164
LD R, imm	55	085	LD R, L	11	165
LD R, imm	56	086	LD R, (HL)	12	166
LD R, imm	57	087	LD R, A	13	167

## OP-CODE SEQUENCE

INSTRUCTION	HEX	DECIMAL	INSTRUCTION	HEX	DECIMAL
LD R, R	80	128	LD R, C	C0	288
LD R, R	81	129	LD R, D	C1	289
LD R, R	82	130	LD R, E	C2	290
LD R, R	83	131	LD R, H	C3	291
LD R, R	84	132	LD R, L	C4	292
LD R, R	85	133	LD R, (HL)	C5	293
LD R, R	86	134	LD R, A	C6	294
LD R, R	87	135	LD R, B	C7	295
LD R, R	88	136	LD R, C	C8	296
LD R, R	89	137	LD R, D	C9	297
LD R, R	8A	138	LD R, E	CA	298
LD R, R	8B	139	LD R, H	CB	299
LD R, R	8C	140	LD R, L	CC	300
LD R, R	8D	141	LD R, (HL)	CD	301
LD R, R	8E	142	LD R, A	CE	302
LD R, R	8F	143	LD R, B	CF	303
LD R, R	90	144	LD R, C	D0	304
LD R, R	91	145	LD R, D	D1	305
LD R, R	92	146	LD R, E	D2	306
LD R, R	93	147	LD R, H	D3	307
LD R, R	94	148	LD R, L	D4	308
LD R, R	95	149	LD R, (HL)	D5	309
LD R, R	96	150	LD R, A	D6	310
LD R, R	97	151	LD R, B	D7	311
LD R, R	98	152	LD R, C	D8	312
LD R, R	99	153	LD R, D	D9	313
LD R, R	9A	154	LD R, E	DA	314
LD R, R	9B	155	LD R, H	DB	315
LD R, R	9C	156	LD R, L	DC	316
LD R, R	9D	157	LD R, (HL)	DD	317
LD R, R	9E	158	LD R, A	DE	318
LD R, R	9F	159	LD R, B	DF	319
LD R, R	00	160	LD R, C	E0	320
LD R, R	01	161	LD R, D	E1	321
LD R, R	02	162	LD R, E	E2	322
LD R, R	03	163	LD R, H	E3	323
LD R, R	04	164	LD R, L	E4	324
LD R, R	05	165	LD R, (HL)	E5	325
LD R, R	06	166	LD R, A	E6	326
LD R, R	07	167	LD R, B	E7	327
LD R, R	08	168	LD R, C	E8	328
LD R, R	09	169	LD R, D	E9	329
LD R, R	0A	170	LD R, E	EA	330
LD R, R	0B	171	LD R, H	EB	331
LD R, R	0C	172	LD R, L	EC	332
LD R, R	0D	173	LD R, (HL)	ED	333
LD R, R	0E	174	LD R, A	EE	334
LD R, R	0F	175	LD R, B	EF	335
LD R, R	10	176	LD R, C	F0	336
LD R, R	11	177	LD R, D	F1	337
LD R, R	12	178	LD R, E	F2	338
LD R, R	13	179	LD R, H	F3	339
LD R, R	14	180	LD R, L	F4	340
LD R, R	15	181	LD R, (HL)	F5	341
LD R, R	16	182	LD R, A	F6	342
LD R, R	17	183	LD R, B	F7	343
LD R, R	18	184	LD R, C	F8	344
LD R, R	19	185	LD R, D	F9	345
LD R, R	1A	186	LD R, E	FA	346
LD R, R	1B	187	LD R, H	FB	347
LD R, R	1C	188	LD R, L	FC	348
LD R, R	1D	189	LD R, (HL)	FD	349
LD R, R	1E	190	LD R, A	FE	350
LD R, R	1F	191	LD R, B	FF	351
LD R, R	20	192	LD R, C	00	352
LD R, R	21	193	LD R, D	01	353
LD R, R	22	194	LD R, E	02	354
LD R, R	23	195	LD R, H	03	355
LD R, R	24	196	LD R, L	04	356
LD R, R	25	197	LD R, (HL)	05	357
LD R, R	26	198	LD R, A	06	358
LD R, R	27	199	LD R, B	07	359
LD R, R	28	200	LD R, C	08	360
LD R, R	29	201	LD R, D	09	361
LD R, R	2A	202	LD R, E	0A	362
LD R, R	2B	203	LD R, H	0B	363
LD R, R	2C	204	LD R, L	0C	364
LD R, R	2D	205	LD R, (HL)	0D	365
LD R, R	2E	206	LD R, A	0E	366
LD R, R	2F	207	LD R, B	0F	367
LD R, R	30	208	LD R, C	10	368
LD R, R	31	209	LD R, D	11	369
LD R, R	32	210	LD R, E	12	370
LD R, R	33	211	LD R, H	13	371
LD R, R	34	212	LD R, L	14	372
LD R, R	35	213	LD R, (HL)	15	373
LD R, R	36	214	LD R, A	16	374
LD R, R	37	215	LD R, B	17	375
LD R, R	38	216	LD R, C	18	376
LD R, R	39	217	LD R, D	19	377
LD R, R	3A	218	LD R, E	1A	378
LD R, R	3B	219	LD R, H	1B	379
LD R, R	3C	220	LD R, L	1C	380
LD R, R	3D	221	LD R, (HL)	1D	381
LD R, R	3E	222	LD R, A	1E	382
LD R, R	3F	223	LD R, B	1F	383
LD R, R	40	224	LD R, C	20	384
LD R, R	41	225	LD R, D	21	385
LD R, R	42	226	LD R, E	22	386
LD R, R	43	227	LD R, H	23	387
LD R, R	44	228	LD R, L	24	388
LD R, R	45	229	LD R, (HL)	25	389
LD R, R	46	230	LD R, A	26	390
LD R, R	47	231	LD R, B	27	391
LD R, R	48	232	LD R, C	28	392
LD R, R	49	233	LD R, D	29	393
LD R, R	4A	234	LD R, E	2A	394
LD R, R	4B	235	LD R, H	2B	395
LD R, R	4C	236	LD R, L	2C	396
LD R, R	4D	237	LD R, (HL)	2D	397
LD R, R	4E	238	LD R, A	2E	398
LD R, R	4F	239	LD R, B	2F	399
LD R, R	50	240	LD R, C	30	400
LD R, R	51	241	LD R, D	31	401
LD R, R	52	242	LD R, E	32	402
LD R, R	53	243	LD R, H	33	403
LD R, R	54	244	LD R, L	34	404
LD R, R	55	245	LD R, (HL)	35	405
LD R, R	56	246	LD R, A	36	406
LD R, R	57	247	LD R, B	37	407
LD R, R	58	248	LD R, C	38	408
LD R, R	59	249	LD R, D	39	409
LD R, R	5A	250	LD R, E	3A	410
LD R, R	5B	251	LD R, H	3B	411
LD R, R	5C	252	LD R, L	3C	412
LD R, R	5D	253	LD R, (HL)	3D	413
LD R, R	5E	254	LD R, A	3E	414
LD R, R	5F	255	LD R, B	3F	415



### OP-CODE SEQUENCE

OPERATION	REG	ORIGINAL	OPERATION	REG	ORIGINAL
REG 3,1	CMOV	203,153	REG 6,1	CMOV	203,245
REG 3,1,HL3	CMOV	203,156	REG 6,1,HL3	CMOV	203,248
REG 3,1	CMOV	203,159	REG 6,1	CMOV	203,247
REG 4,1	CMOV	203,160	REG 7,1	CMOV	203,248
REG 4,1	CMOV	203,161	REG 7,1	CMOV	203,249
REG 4,1	CMOV	203,162	REG 7,1	CMOV	203,250
REG 4,1	CMOV	203,163	REG 7,1	CMOV	203,251
REG 4,1	CMOV	203,164	REG 7,1	CMOV	203,252
REG 4,1	CMOV	203,165	REG 7,1	CMOV	203,253
REG 4,1,HL3	CMOV	203,166	REG 7,1,HL1	CMOV	203,254
REG 4,1	CMOV	203,167	REG 7,1	CMOV	203,255
REG 5,1	CMOV	203,168	CALL 8,addr	CMOV	204,aaa,aaa
REG 5,1	CMOV	203,169	CALL 8,addr	CMOV	204,aaa,aaa
REG 5,1	CMOV	203,170	REG 8,1,HL1	CMOV	204,111
REG 5,1	CMOV	203,171	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,172	REG 8,1	CMOV	204,111
REG 5,1,HL1	CMOV	203,173	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,174	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,175	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,176	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,177	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,178	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,179	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,180	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,181	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,182	REG 8,1	CMOV	204,111
REG 5,1,HL1	CMOV	203,183	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,184	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,185	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,186	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,187	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,188	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,189	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,190	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,191	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,192	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,193	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,194	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,195	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,196	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,197	REG 8,1	CMOV	204,111
REG 5,1,HL1	CMOV	203,198	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,199	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,200	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,201	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,202	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,203	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,204	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,205	REG 8,1	CMOV	204,111
REG 5,1,HL1	CMOV	203,206	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,207	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,208	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,209	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,210	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,211	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,212	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,213	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,214	REG 8,1	CMOV	204,111
REG 5,1,HL1	CMOV	203,215	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,216	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,217	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,218	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,219	REG 8,1	CMOV	204,111
REG 5,1	CMOV	203,220	REG 8,		

[illegible]