Flow control

- BEGIN
- BEND
- CONT
- DEF FN
- DO
- ELSE
- END
- EXIT
- FGOSUB
- FGOTO
- FN ()
- FOR
- GOSUB
- GOTO
- IF
- LOOP
- NEXT
- ON
- REM
- RETURN
- RREG
- RUN
- SLEEP
- STEP
- STOP
- SYS
- THEN
- UNTIL
- USR ()
- WAIT
- WHILE

Programming

- AUTO [1]
- CHANGE [1]
- DELETE [1]
- EDIT [1]
- FIND [1]
- HELP
- HIGHLIGHT
- LIST
- NEW
- RENUMBER [1]
- TROFF
- TRON

Memory

- BANK
- CLR
- DIM
- DMA
- EDMA
- FRE ()
- LET
- PEEK ()
- PEEKW ()
- POINTER ()
- POKE
- POKEW

Strings

- ASC ()
- CHR$ ()
- INSTR ()
- LEFT$ ()
- LEN ()
- MID$ ()
- RIGHT$ ()

Comparison operators

<	<=
=	<>
>	>=

Math

- ABS ()
- ATN ()
- COS ()
- EXP ()
- INT ()
- LOG ()
- LOG10 ()
- MOD ()
- RND ()
- SGN ()
- SIN ()
- SQR ()
- TAN ()

Math operators

+	*	↑
-	/	

Logic operators

AND	OR
NOT	XOR

Conversion

- ASC ()
- CHR$ ()
- DEC ()
- HEX$ ()
- STR$ ()
- VAL ()

Error handling

- EL [2]
- ER [2]
- ERR$ ()
- RESUME
- TRAP

Data

- DATA
- READ
- RESTORE

Time

- DT$ [2]
- TI [2]
- TI$ [2]

Disk

shortcut

- APPEND
- BACKUP
- BLOAD
- BOOT
- BSAVE
- BVERIFY
- CATALOG $ [1]
- COLLECT
- CONCAT
- COPY
- DCLEAR
- DCLOSE
- DELETE
- DIR $ [1]
- DIRECTORY $ [1]
- DISK @ [1]
- DLOAD
- DOPEN
- DS [2]
- DS$ [2]
- DSAVE
- DVERIFY
- ERASE
- HEADER
- LIST
- LOAD / [1]
- LOADIFF
- MERGE
- RECORD
- RENAME
- RUN
- SAVE ← [1]
- SAVEIFF
- SCRATCH
- SET
- TYPE
- VERIFY

Input

- GET
- GETKEY
- INPUT
- JOY ()
- LPEN ()
- MOUSE
- POT ()
- RMOUSE

I/O

- CLOSE
- CMD
- FREAD
- FWRITE
- GET#
- INPUT#
- LINE INPUT#
- OPEN
- PRINT#
- PRINT# USING
- ST [2]

System

- FAST
- GO64
- KEY
- MONITOR
- RSPEED ()
- SPEED

Secondary

- OFF
- TO

Graphics

- BOX
- CHAR
- CIRCLE
- DMODE
- DPAT
- ELLIPSE
- GRAPHIC CLR
- LINE
- LOADIFF
- PAINT
- PALETTE
- PEN
- PIXEL ()
- POLYGON
- RGRAPHIC ()
- RPALETTE ()
- RPEN ()
- SAVEIFF
- SCNCLR
- SCREEN
- VIEWPORT

Screen

- BACKGROUND
- BORDER
- COLOR
- CURSOR
- FONT
- FOREGROUND
- PALETTE
- POS ()
- PRINT
- PRINT USING
- RCURSOR
- RCOLOR ()
- RPALETTE ()
- RWINDOW ()
- SCNCLR
- SPC ()
- TAB ()
- WINDOW

Sprites

- BUMP ()
- COLLISION
- MOVSPR
- RSPCOLOR ()
- RSPPOS ()
- RSPRITE ()
- SPRCOLOR
- SPRITE
- SPRSAV

Sound

- ENVELOPE
- FILTER
- PLAY
- RPLAY ()
- SOUND
- TEMPO
- VOL

[1] Direct mode only

[2] Reserved variable

() Function