

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					

Conversion					
ASC ()					
CHR\$ ()					
DEC ()					
HEX\$ ()					
STR\$ ()					
VAL ()					

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

Logic operators					
AND					
NOT					
OR					
XOR					

Programming					
AUTO ¹					
CHANGE ¹					
DELETE ¹					
EDIT ¹					
FIND ¹					
HELP					
HIGHLIGHT					
LIST					
NEW					
RENUMBER ¹					
TRFF					
TRON					

Disk	shortcut				
APPEND					
BACKUP					
BLOOD					
BOOT					
BSAVE					
BVERIFY					
CATALOG	\$ ¹				
COLLECT					
CONCAT					
COPY					
DCLEAR					
DCLOSE					
DELETE					
DIR	\$ ¹				
DIRECTORY	\$ ¹				
DISK	@				
LOAD					
DOPEN					
DS ²					
DS\$ ²					
DSAVE					
DVERIFY					
ERASE					
HEADER					
LIST					
LOAD	/ ¹				
LOADIFF					
MERGE					
RECORD					
RENAME					
RUN					
SAVE	← ¹				
SCRATCH					
SET					
TYPE					
VERIFY					

Graphics					
BOX					
CHAR					
CIRCLE					
DMODE					
DPAT					
ELLIPSE					
GRAPHIC CLR					
LINE					
LOADIFF					
PAINT					
PALETTE					
PEN					
PIXEL ()					
POLYGON					
RGRAPHIC ()					
RPALLETTE ()					
RWINDOW ()					
SCNCLR					
SPC ()					
TAB ()					
WINDOW					

Error handling					
EL ²					
ER ²					
ERR\$ ()					
RESUME					
TRAP					

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

Strings					
ASC ()					
CHR\$ ()					
INSTR ()					
LEFT\$ ()					
LEN ()					
MID\$ ()					
RIGHT\$ ()					

Data					
DATA					
READ					
RESTORE					

Time					
DT\$ ²					
TI ²					
TI\$ ²					

System					
FAST					
GO64					
KEY					
MONITOR					
RSPEED ()					
SPEED					

Secondary					
OFF					
TO					

Sprites					
BUMP ()					
COLLISION					
MOVSPR					
RSPCOLOR ()					
RSPPOS ()					
RSPRITE ()					
SPRCOLOR					
SPRITE					
SPRSRV					

Sound					
ENVELOPE					
FILTER					
PLAY					
RPLAY ()					
SOUND					
TEMPO					
VOL					

¹ Direct mode only

² Reserved variable

() Function