

Flow control	Programming	Memory	Strings	Disk	Input	Graphics	Screen
BEGIN	AUTO 1	BANK	+	APPEND	GET	BOX	BACKGROUND
BEND	CHANGE 1	CLR	ASC 0	BACKUP	GETKEY	CHAR	BORDER
CONT	DELETE 1	DIM	CHR\$ 0	BLOAD		CIRCLE	COLOR
DEF FN	EDIT 1	DMA	INSTR 0	BOOT	JOY 0	DMODE	CURSOR
DO	FIND 1	EDMA	LEFT\$ 0	BSAVE	LPEN 0	DPAT	FONT
ELSE	HELP	FRE 0	LEN 0	BVERIFY	MOUSE	ELLIPSE	FOREGROUND
END	HIGHLIGHT	LET	MID\$ 0	CATALOG	POT 0	GRAPHIC CLR	PALETTE
EXIT	LIST	PEEK 0	RIGHT\$ 0	COLLECT	RMOUSE	LINE	POS 0
FGOSUB	NEW	WPEEK 0		CONCAT		LOADIFF	PRINT
FGOTO	RENUMBER 1	POINTER 0		COPY		PAINT	PRINT USING
FN 0	TROFF	POKE	Logical operators 2	DCLEAR	CLOSE	PALETTE	RCURSOR
FOR	TRON	WPOKE	AND	DCLOSE	CMD	PEN	RCOLOR 0
GOSUB			NOT	DELETE	FREAD	PIXEL 0	RPALETTE 0
GOTO			XOR	DIR	FWRITE	POLYGON	RWINDOW 0
IF			Relational operators	DIRECTORY	GET#	RGRAPHIC 0	SCNCLR
LOOP			<	DISK	INPUT#	RPALETTE 0	SPC 0
NEXT			=	DLOAD	LINE INPUT#	RPEN 0	TAB 0
ON			>	DOPEN	OPEN	SAVEIFF	WINDOW
REM			Error handling	DS 2	PRINT#	SCNCLR	
RETURN			EL 2	DS\$ 2	PRINT# USING	SCREEN	
RREG			ER 2	DSAVE		VIEWPORT	
RUN			ERR\$ 0	DVERIFY			
SLEEP			RESUME	ERASE			
STEP			TRAP	HEADER			
STOP				LIST			
SYS			Time	LOAD			
THEN			DT\$ 2	LOADIFF			
UNTIL			Ti 2	MERGE			
USR 0			Ti\$ 2	RECORD			
WAIT				RENAME			
WHILE				RUN			

Sound	Sprites	System
ENVELOPE	BUMP 0	FAST
FILTER	COLLISION	GO64
PLAY	MOVSPR	KEY
RPLAY 0	RSPCOLOR 0	MONITOR
SOUND	RSPPOS 0	RSPPEED 0

[illegible]¹ Direct mode only² Reserved variable

0 Function

³ Also boolean operators.