Pygame Code	ASCII	Common Name
K_BACKSPACE	\b	backspace
K_RETURN	\r	return
K_TAB	\t	tab
K_ESCAPE	^[	escape
K_SPACE		space
K_COMMA	,	comma sign
K_MINUS	-	minus
K_PERIOD	.	period slash
K_SLASH	/	forward
K_0	0	0
K_1	1	1
K_2	2	2
K_3	3	3
K_4	4	4
K_5	5	5
K_6	6	6
K_7	7	7
K_8	8	8
K_9	9	9
K_SEMICOLON	;	semicolon sign
K_EQUALS	=	equals sign
K_LEFTBRACKET	[	left
K_RIGHTBRACKET	]	right
K_BACKSLASH	\	backslash bracket
K_BACKQUOTE	`	grave
K_a	a	a
K_b	b	b
K_c	c	c
K_d	d	d
K_e	e	e
K_f	f	f
K_g	g	g
K_h	h	h
K_i	i	i
K_j	j	j
K_k	k	k
K_l	l	l
K_m	m	m
K_n	n	n
K_o	o	o
K_p	p	p
K_q	q	q
K_r	r	r
K_s	s	s
K_t	t	t
K_u	u	u
K_v	v	v
K_w	w	w
K_x	x	x

Pygame Code	ASCII	Common Name
K_y	y	y
K_z	z	z
K_DELETE	delete	
K_KP0	keypad 0	
K_KP1	keypad 1	
K_KP2	keypad 2	
K_KP3	keypad 3	
K_KP4	keypad 4	
K_KP5	keypad 5	
K_KP6	keypad 6	
K_KP7	keypad 7	
K_KP8	keypad 8	
K_KP9	keypad 9 period	
K_KP_PERIOD	.	keypad divide
K_KP_DIVIDE	/	keypad multiply
K_KP_MULTIPLY	*	keypad minus
K_KP_MINUS	-	keypad plus
K_KP_PLUS	+	keypad enter
K_KP_ENTER	\r	keypad equals
K_KP_EQUALS	=	keypad
K_UP	up	arrow
K_DOWN	down	arrow
K_RIGHT	right	arrow
K_LEFT	left	arrow
K_INSERT	insert	
K_HOME	home	
K_END	end	
K_PAGEUP	page	up
K_PAGEDOWN	page	down
K_F1	F1	
K_F2	F2	
K_F3	F3	
K_F4	F4	
K_F5	F5	
K_F6	F6	
K_F7	F7	
K_F8	F8	
K_F9	F9	
K_F10	F10	
K_F11	F11	
K_F12	F12	
K_NUMLOCK	numlock	
K_CAPSLOCK	capslock	
K_RSHIFT	right	shift
K_LSHIFT	left	shift
K_RCTRL	right	ctrl
K_LCTRL	left	ctrl
K_RALT	right	alt
K_LALT	left	alt