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
IMPORT
LIST
NEW
RENUMBER [1]
TROFF
TRON

Math

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

Memory

BANK
CLR
CLRBIT
DIM
DMA
EDMA
FRE ()
LET
MEM
PEEK ()
POINTER ()
POKE
SETBIT
WPEEK ()
WPOKE

Math operators

+	*	↑
–	/	
<<	>>	

Conversion

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

Data

DATA
READ
RESTORE

Strings

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

Logical operators [3]

AND	OR
NOT	XOR

Relational operators

<	<=
=	<>
>	>=

Error handling

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

Time

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

Disk

	shortcut
APPEND	
BACKUP	
BLOAD	
BOOT	
BSAVE	
BVERIFY	
CATALOG	$ [1]
CHDIR	
CMD	
COLLECT	
CONCAT	
COPY	
DCLEAR	
DCLOSE	
DELETE	
DIR	$ [1]
DIRECTORY	$ [1]
DISK	@[1]
DLOAD	
DOPEN	
DS [2]	
DS$ [2]	
DSAVE	
DVERIFY	
ERASE	
FORMAT	
HEADER	
LOAD	/ [1]
LOCK	
MERGE	
MKDIR	
MOUNT	
RECORD	
RENAME	
RUN	
SAVE	← [1]
SCRATCH	

Disk

SET
TYPE
UNLOCK
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
FREEZER
GO64
INFO
KEY
MONITOR
RSPEED ()
SPEED

Graphics

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

Sprites

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

Screen

BACKGROUND
BORDER
C@& ()
CHARDEF
COLOR
CURSOR
FONT
FOREGROUND
PALETTE
POS ()
PRINT
PRINT USING
RCURSOR
RCOLOR ()
RPALETTE ()
RWINDOW ()
SCNCLR
SPC ()
T@& ()
TAB ()
VSYNC
WINDOW

Sound

ENVELOPE
FILTER
PLAY
RPLAY ()
SOUND
TEMPO
VOL

[1] Direct mode only
[2] Reserved variable
[3] Also boolean operators
() Function