

**NAME**

gbz80 — CPU opcode reference

**DESCRIPTION**

This is the list of opcodes supported by *rgbasm*(1), including a short description, the number of bytes needed to encode them and the number of CPU cycles at 1MHz (or 2MHz in GBC dual speed mode) needed to complete them.

Note: All arithmetic/logic operations that use register **A** as destination can omit the destination as it is assumed it's register **A**. The following two lines have the same effect:

```
OR A, B
OR B
```

**LEGEND**

List of abbreviations used in this document.

- r8* Any of the 8-bit registers (**A**, **B**, **C**, **D**, **E**, **H**, **L**).
- r16* Any of the general-purpose 16-bit registers (**BC**, **DE**, **HL**).
- n8* 8-bit integer constant.
- n16* 16-bit integer constant.
- e8* 8-bit offset (**-128** to **127**).
- u3* 3-bit unsigned integer constant (**0** to **7**).
- cc* Condition codes:
  - Z:** Execute if Z is set.
  - NZ:** Execute if Z is not set.
  - C:** Execute if C is set.
  - NC:** Execute if C is not set.
- vec* One of the *RST* vectors (**0x00**, **0x08**, **0x10**, **0x18**, **0x20**, **0x28**, **0x30** and **0x38**).

**INSTRUCTION OVERVIEW****8-bit Arithmetic and Logic Instructions**

```
“ADC A,r8”
“ADC A,[HL]”
“ADC A,n8”
“ADD A,r8”
“ADD A,[HL]”
“ADD A,n8”
“AND A,r8”
“AND A,[HL]”
“AND A,n8”
“CP A,r8”
“CP A,[HL]”
“CP A,n8”
“DEC r8”
“DEC [HL]”
“INC r8”
“INC [HL]”
“OR A,r8”
“OR A,[HL]”
“OR A,n8”
“SBC A,r8”
```

“SBC A,[HL]”  
 “SBC A,n8”  
 “SUB A,r8”  
 “SUB A,[HL]”  
 “SUB A,n8”  
 “XOR A,r8”  
 “XOR A,[HL]”  
 “XOR A,n8”

#### 16-bit Arithmetic Instructions

“ADD HL,r16”  
 “DEC r16”  
 “INC r16”

#### Bit Operations Instructions

“BIT u3,r8”  
 “BIT u3,[HL]”  
 “RES u3,r8”  
 “RES u3,[HL]”  
 “SET u3,r8”  
 “SET u3,[HL]”  
 “SWAP r8”  
 “SWAP [HL]”

#### Bit Shift Instructions

“RL r8”  
 “RL [HL]”  
 “RLA”  
 “RLC r8”  
 “RLC [HL]”  
 “RLCA”  
 “RR r8”  
 “RR [HL]”  
 “RRA”  
 “RRC r8”  
 “RRC [HL]”  
 “RRCA”  
 “SLA r8”  
 “SLA [HL]”  
 “SRA r8”  
 “SRA [HL]”  
 “SRL r8”  
 “SRL [HL]”

#### Load Instructions

“LD r8,r8”  
 “LD r8,n8”  
 “LD r16,n16”  
 “LD [HL],r8”  
 “LD [HL],n8”  
 “LD r8,[HL]”  
 “LD [r16],A”  
 “LD [n16],A”  
 “LD [\$FF00+n8],A”

“LD [\$FF00+C],A”  
 “LD A,[r16]”  
 “LD A,[n16]”  
 “LD A,\$FF00+n8]”  
 “LD A,\$FF00+C]”  
 “LD [HL+],A”  
 “LD [HL-],A”  
 “LD A,[HL+]”  
 “LD A,[HL-]”

### Jumps and Subroutines

“CALL n16”  
 “CALL cc,n16”  
 “JP HL”  
 “JP n16”  
 “JP cc,n16”  
 “JR e8”  
 “JR cc,e8”  
 “RET cc”  
 “RET”  
 “RETI”  
 “RST vec”

### Stack Operations Instructions

“ADD HL,SP”  
 “ADD SP,e8”  
 “DEC SP”  
 “INC SP”  
 “LD SP,n16”  
 “LD [n16],SP”  
 “LD HL,SP+e8”  
 “LD SP,HL”  
 “POP AF”  
 “POP r16”  
 “PUSH AF”  
 “PUSH r16”

### Miscellaneous Instructions

“CCF”  
 “CPL”  
 “DAA”  
 “DI”  
 “EI”  
 “HALT”  
 “NOP”  
 “SCF”  
 “STOP”

## INSTRUCTION REFERENCE

### ADC A,r8

Add the value in *r8* plus the carry flag to **A**.

Cycles: 1

Bytes: 1

Flags:

- **Z**: Set if result is 0.
- **N**: 0
- **H**: Set if overflow from bit 3.
- **C**: Set if overflow from bit 7.

**ADC A,[HL]**

Add the value pointed by **HL** plus the carry flag to **A**.

Cycles: 2

Bytes: 1

Flags: See “ADC A,r8”

**ADC A,n8**

Add the value *n8* plus the carry flag to **A**.

Cycles: 2

Bytes: 2

Flags: See “ADC A,r8”

**ADD A,r8**

Add the value in *r8* to **A**.

Cycles: 1

Bytes: 1

Flags:

- **Z**: Set if result is 0.
- **N**: 0
- **H**: Set if overflow from bit 3.
- **C**: Set if overflow from bit 7.

**ADD A,[HL]**

Add the value pointed by **HL** to **A**.

Cycles: 2

Bytes: 1

Flags: See “ADD A,r8”

**ADD A,n8**

Add the value *n8* to **A**.

Cycles: 2

Bytes: 2

Flags: See “ADD A,r8”

**ADD HL,r16**

Add the value in *r16* to **HL**.

Cycles: 2

Bytes: 1

Flags:

- **N**: 0
- **H**: Set if overflow from bit 11.
- **C**: Set if overflow from bit 15.

**ADD HL,SP**

Add the value in **SP** to **HL**.

Cycles: 2

Bytes: 1

Flags: See “ADD HL,r16”

### **ADD SP,e8**

Add the signed value *e8* to **SP**.

Cycles: 4

Bytes: 2

Flags:

- **Z**: 0
- **N**: 0
- **H**: Set if overflow from bit 3.
- **C**: Set if overflow from bit 7.

### **AND A,r8**

Bitwise AND between the value in *r8* and **A**.

Cycles: 1

Bytes: 1

Flags:

- **Z**: Set if result is 0.
- **N**: 0
- **H**: 1
- **C**: 0

### **AND A,[HL]**

Bitwise AND between the value pointed by **HL** and **A**.

Cycles: 2

Bytes: 1

Flags: See “AND A,r8”

### **AND A,n8**

Bitwise AND between the value in *n8* and **A**.

Cycles: 2

Bytes: 2

Flags: See “AND A,r8”

### **BIT u3,r8**

Test bit *u3* in register *r8*, set the zero flag if bit not set.

Cycles: 2

Bytes: 2

Flags:

- **Z**: Set if the selected bit is 0.
- **N**: 0
- **H**: 1

### **BIT u3,[HL]**

Test bit *u3* in the byte pointed by **HL**, set the zero flag if bit not set.

Cycles: 3

Bytes: 2

Flags: See “BIT u3,r8”

### **CALL n16**

Call address *n16*.

Cycles: 6

Bytes: 3

Flags: None affected.

### **CALL cc,n16**

Call address *n16* if condition *cc* is met.

Cycles: 6/3

Bytes: 3

Flags: None affected.

### **CCF**

Complement Carry Flag.

Cycles: 1

Bytes: 1

Flags:

- **N**: 0
- **H**: 0
- **C**: Complemented.

### **CP A,r8**

Subtract the value in *r8* from **A** and set flags accordingly, but don't store the result.

Cycles: 1

Bytes: 1

Flags:

- **Z**: Set if result is 0.
- **N**: 1
- **H**: Set if no borrow from bit 4.
- **C**: Set if no borrow (set if  $r8 > A$ ).

### **CP A,[HL]**

Subtract the value pointed by **HL** from **A** and set flags accordingly, but don't store the result.

Cycles: 2

Bytes: 1

Flags: See “CP A,r8”

### **CP A,n8**

Subtract the value *n8* from **A** and set flags accordingly, but don't store the result.

Cycles: 2

Bytes: 2

Flags: See “CP A,r8”

### **CPL**

Complement accumulator ( $A = \sim A$ ).

Cycles: 1

Bytes: 1

Flags:

- **N**: 1
- **H**: 1

#### **DAA**

Decimal adjust register A to get a correct BCD representation after an arithmetic instruction.

Cycles: 1

Bytes: 1

Flags:

- **Z**: Set if result is 0.
- **H**: 0
- **C**: Set or reset depending on the operation.

#### **DEC r8**

Decrement value in register *r8* by 1.

Cycles: 1

Bytes: 1

Flags:

- **Z**: Set if result is 0.
- **N**: 1
- **H**: Set if no borrow from bit 4.

#### **DEC [HL]**

Decrement the value pointed by **HL** by 1.

Cycles: 3

Bytes: 1

Flags: See “DEC r8”

#### **DEC r16**

Decrement value in register *r16* by 1.

Cycles: 2

Bytes: 1

Flags: None affected.

#### **DEC SP**

Decrement value in register **SP** by 1.

Cycles: 2

Bytes: 1

Flags: None affected.

#### **DI**

Disable Interrupts.

Cycles: 1

Bytes: 1

Flags: None affected.

#### **EI**

Enable Interrupts.

Cycles: 1

Bytes: 1

Flags: None affected.

### **HALT**

Enter CPU low power mode.

Cycles: -

Bytes: 1

Flags: None affected.

### **INC r8**

Increment value in register *r8* by 1.

Cycles: 1

Bytes: 1

Flags:

- **Z**: Set if result is 0.
- **N**: 0
- **H**: Set if overflow from bit 3.

### **INC [HL]**

Increment the value pointed by **HL** by 1.

Cycles: 3

Bytes: 1

Flags: See “INC r8”

### **INC r16**

Increment value in register *r16* by 1.

Cycles: 2

Bytes: 1

Flags: None affected.

### **INC SP**

Increment value in register **SP** by 1.

Cycles: 2

Bytes: 1

Flags: None affected.

### **JP n16**

Absolute jump to address *n16*.

Cycles: 4

Bytes: 3

Flags: None affected.

### **JP cc,n16**

Absolute jump to address *n16* if condition *cc* is met.

Cycles: 4/3

Bytes: 3

Flags: None affected.



**JP HL**

Jump to address in **HL**, that is, load **PC** with value in register **HL**.

Cycles: 1

Bytes: 1

Flags: None affected.

**JR e8**

Relative jump by adding *e8* to the current address.

Cycles: 3

Bytes: 2

Flags: None affected.

**JR cc,e8**

Relative jump by adding *e8* to the current address if condition *cc* is met.

Cycles: 3/2

Bytes: 2

Flags: None affected.

**LD r8,r8**

Store value in register on the right into register on the left.

Cycles: 1

Bytes: 1

Flags: None affected.

**LD r8,n8**

Load value *n8* into register *r8*.

Cycles: 2

Bytes: 2

Flags: None affected.

**LD r16,n16**

Load value *n16* into register *r16*.

Cycles: 3

Bytes: 3

Flags: None affected.

**LD [HL],r8**

Store value in register *r8* into byte pointed by register **HL**.

Cycles: 2

Bytes: 1

Flags: None affected.

**LD [HL],n8**

Store value *n8* into byte pointed by register **HL**.

Cycles: 3

Bytes: 2

Flags: None affected.

**LD r8,[HL]**

Load value into register *r8* from byte pointed by register **HL**.

Cycles: 2

Bytes: 1

Flags: None affected.

**LD [r16],A**

Store value in register **A** into address pointed by register *r16*.

Cycles: 2

Bytes: 1

Flags: None affected.

**LD [n16],A**

Store value in register **A** into address *n16*.

Cycles: 4

Bytes: 3

Flags: None affected.

**LD [\$FF00+n8],A**

Store value in register **A** into high RAM or I/O registers.

The following synonym forces this encoding: **LDH [\$FF00+n8],A**

Cycles: 3

Bytes: 2

Flags: None affected.

**LD [\$FF00+C],A**

Store value in register **A** into high RAM or I/O registers.

Cycles: 2

Bytes: 1

Flags: None affected.

**LD A,[r16]**

Load value in register **A** from address pointed by register *r16*.

Cycles: 2

Bytes: 1

Flags: None affected.

**LD A,[n16]**

Load value in register **A** from address *n16*.

Cycles: 4

Bytes: 3

Flags: None affected.

**LD A,\$FF00+n8]**

Load value in register **A** from high RAM or I/O registers.

The following synonym forces this encoding: **LDH A,\$FF00+n8]**

Cycles: 3

Bytes: 2

Flags: None affected.

**LD A,[\$FF00+C]**

Load value in register **A** from high RAM or I/O registers.

Cycles: 2

Bytes: 1

Flags: None affected.

**LD [HL+],A**

Store value in register **A** into byte pointed by **HL** and post-increment **HL**.

Cycles: 2

Bytes: 1

Flags: None affected.

**LD [HL-],A**

Store value in register **A** into byte pointed by **HL** and post-decrement **HL**.

Cycles: 2

Bytes: 1

Flags: None affected.

**LD A,[HL+]**

Load value into register **A** from byte pointed by **HL** and post-increment **HL**.

Cycles: 2

Bytes: 1

Flags: None affected.

**LD A,[HL-]**

Load value into register **A** from byte pointed by **HL** and post-decrement **HL**.

Cycles: 2

Bytes: 1

Flags: None affected.

**LD SP,n16**

Load value *n16* into register **SP**.

Cycles: 3

Bytes: 3

Flags: None affected.

**LD [n16],SP**

Store **SP** into addresses *n16* (LSB) and *n16* + 1 (MSB).

Cycles: 5

Bytes: 3

Flags: None affected.

**LD HL,SP+e8**

Add the signed value *e8* to **SP** and store the result in **HL**.

Cycles: 3

Bytes: 2

Flags:

- **Z**: 0
- **N**: 0
- **H**: Set if overflow from bit 3.
- **C**: Set if overflow from bit 7.

### **LD SP,HL**

Load register **HL** into register **SP**.

Cycles: 2

Bytes: 1

Flags: None affected.

### **NOP**

No operation.

Cycles: 1

Bytes: 1

Flags: None affected.

### **OR A,r8**

Bitwise OR between the value in *r8* and **A**.

Cycles: 1

Bytes: 1

Flags:

- **Z**: Set if result is 0.
- **N**: 0
- **H**: 0
- **C**: 0

### **OR A,[HL]**

Bitwise OR between the value pointed by **HL** and **A**.

Cycles: 2

Bytes: 1

Flags: See “OR A,r8”

### **OR A,n8**

Bitwise OR between the value in *n8* and **A**.

Cycles: 2

Bytes: 2

Flags: See “OR A,r8”

### **POP AF**

Pop register **AF** from the stack.

Cycles: 3

Bytes: 1

Flags: None affected.

### **POP r16**

Pop register *r16* from the stack.

Cycles: 3

Bytes: 1

Flags: None affected.

#### **PUSH AF**

Push register **AF** into the stack.

Cycles: 4

Bytes: 1

Flags: None affected.

#### **PUSH r16**

Push register *r16* into the stack.

Cycles: 4

Bytes: 1

Flags: None affected.

#### **RES u3,r8**

Set bit *u3* in register *r8* to 0.

Cycles: 2

Bytes: 2

Flags: None affected.

#### **RES u3,[HL]**

Set bit *u3* in the byte pointed by **HL** to 0.

Cycles: 4

Bytes: 2

Flags: None affected.

#### **RET**

Return from subroutine.

Cycles: 4

Bytes: 1

Flags: None affected.

#### **RET cc**

Return from subroutine if condition *cc* is met.

Cycles: 5/2

Bytes: 1

Flags: None affected.

#### **RETI**

Return from subroutine and enable interrupts.

Cycles: 4

Bytes: 1

Flags: None affected.

#### **RL r8**

Rotate register *r8* left through carry.

$$C \leftarrow [7 \leftarrow 0] \leftarrow C$$

Cycles: 2

Bytes: 2

Flags:

- **Z**: Set if result is 0.
- **N**: 0
- **H**: 0
- **C**: Set according to result.

**RL [HL]**Rotate value pointed by **HL** left through carry.
$$C \leftarrow [7 \leftarrow 0] \leftarrow C$$

Cycles: 4

Bytes: 2

Flags: See “RL r8”

**RLA**Rotate register **A** left through carry.
$$C \leftarrow [7 \leftarrow 0] \leftarrow C$$

Cycles: 1

Bytes: 1

Flags:

- **Z**: 0
- **N**: 0
- **H**: 0
- **C**: Set according to result.

**RLC r8**Rotate register *r8* left.
$$C \leftarrow [7 \leftarrow 0] \leftarrow [7]$$

Cycles: 2

Bytes: 2

Flags:

- **Z**: Set if result is 0.
- **N**: 0
- **H**: 0
- **C**: Set according to result.

**RLC [HL]**Rotate value pointed by **HL** left.
$$C \leftarrow [7 \leftarrow 0] \leftarrow [7]$$

Cycles: 4

Bytes: 2

Flags: See “RLC r8”

**RLCA**Rotate register **A** left.
$$C \leftarrow [7 \leftarrow 0] \leftarrow [7]$$

Cycles: 1

Bytes: 1

Flags:

- **Z**: 0
- **N**: 0
- **H**: 0
- **C**: Set according to result.

#### **RR r8**

Rotate register *r8* right through carry.

$C \rightarrow [7 \rightarrow 0] \rightarrow C$

Cycles: 2

Bytes: 2

Flags:

- **Z**: Set if result is 0.
- **N**: 0
- **H**: 0
- **C**: Set according to result.

#### **RR [HL]**

Rotate value pointed by **HL** right through carry.

$C \rightarrow [7 \rightarrow 0] \rightarrow C$

Cycles: 4

Bytes: 2

Flags: See “RR r8”

#### **RRA**

Rotate register **A** right through carry.

$C \rightarrow [7 \rightarrow 0] \rightarrow C$

Cycles: 1

Bytes: 1

Flags:

- **Z**: 0
- **N**: 0
- **H**: 0
- **C**: Set according to result.

#### **RRC r8**

Rotate register *r8* right.

$[0] \rightarrow [7 \rightarrow 0] \rightarrow C$

Cycles: 2

Bytes: 2

Flags:

- **Z**: Set if result is 0.
- **N**: 0
- **H**: 0
- **C**: Set according to result.

**RRC [HL]**

Rotate value pointed by **HL** right.

[0] -> [7 -> 0] -> C

Cycles: 4

Bytes: 2

Flags: See “RRC r8”

**RRCA**

Rotate register **A** right.

[0] -> [7 -> 0] -> C

Cycles: 1

Bytes: 1

Flags:

- **Z**: 0
- **N**: 0
- **H**: 0
- **C**: Set according to result.

**RST vec**

Call restart vector *vec*.

Cycles: 4

Bytes: 1

Flags: None affected.

**SBC A,r8**

Subtract the value in *r8* and the carry flag from **A**.

Cycles: 1

Bytes: 1

Flags:

- **Z**: Set if result is 0.
- **N**: 1
- **H**: Set if no borrow from bit 4.
- **C**: Set if no borrow (set if *r8* > **A**).

**SBC A,[HL]**

Subtract the value pointed by **HL** and the carry flag from **A**.

Cycles: 2

Bytes: 1

Flags: See “SBC A,r8”

**SBC A,n8**

Subtract the value *n8* and the carry flag from **A**.

Cycles: 2

Bytes: 2

Flags: See “SBC A,r8”

**SCF**

Set Carry Flag.



Cycles: 1

Bytes: 1

Flags:

- **N**: 0
- **H**: 0
- **C**: 1

#### **SET u3,r8**

Set bit *u3* in register *r8* to 1.

Cycles: 2

Bytes: 2

Flags: None affected.

#### **SET u3,[HL]**

Set bit *u3* in the byte pointed by **HL** to 1.

Cycles: 4

Bytes: 2

Flags: None affected.

#### **SLA r8**

Shift left arithmetic register *r8*.

$$C \leftarrow [7 \leftarrow 0] \leftarrow 0$$

Cycles: 2

Bytes: 2

Flags:

- **Z**: Set if result is 0.
- **N**: 0
- **H**: 0
- **C**: Set according to result.

#### **SLA [HL]**

Shift left arithmetic value pointed by **HL**.

$$C \leftarrow [7 \leftarrow 0] \leftarrow 0$$

Cycles: 4

Bytes: 2

Flags: See “SLA r8”

#### **SRA r8**

Shift right arithmetic register *r8*.

$$[7] \rightarrow [7 \rightarrow 0] \rightarrow C$$

Cycles: 2

Bytes: 2

Flags:

- **Z**: Set if result is 0.
- **N**: 0
- **H**: 0
- **C**: Set according to result.

**SRA [HL]**

Shift right arithmetic value pointed by **HL**.

[7] -> [7 -> 0] -> C

Cycles: 4

Bytes: 2

Flags: See “SRA r8”

**SRL r8**

Shift right logic register *r8*.

0 -> [7 -> 0] -> C

Cycles: 2

Bytes: 2

Flags:

- **Z**: Set if result is 0.
- **N**: 0
- **H**: 0
- **C**: Set according to result.

**SRL [HL]**

Shift right logic value pointed by **HL**.

0 -> [7 -> 0] -> C

Cycles: 4

Bytes: 2

Flags: See “SRA r8”

**STOP**

Enter CPU very low power mode. Also used to switch between double and normal speed CPU modes in GBC.

Cycles: -

Bytes: 2

Flags: None affected.

**SUB A,r8**

Subtract the value in *r8* from **A**.

Cycles: 1

Bytes: 1

Flags:

- **Z**: Set if result is 0.
- **N**: 1
- **H**: Set if no borrow from bit 4.
- **C**: Set if no borrow (set if *r8* > **A**).

**SUB A,[HL]**

Subtract the value pointed by **HL** from **A**.

Cycles: 2

Bytes: 1

Flags: See “SUB A,r8”

**SUB A,n8**

Subtract the value *n8* from **A**.

Cycles: 2

Bytes: 2

Flags: See “SUB A,r8”

**SWAP r8**

Swap upper 4 bits in register *r8* and the lower ones.

Cycles: 2

Bytes: 2

Flags:

- **Z**: Set if result is 0.
- **N**: 0
- **H**: 0
- **C**: 0

**SWAP [HL]**

Swap upper 4 bits in the byte pointed by **HL** and the lower ones.

Cycles: 4

Bytes: 2

Flags: See “SWAP r8”

**XOR A,r8**

Bitwise XOR between the value in *r8* and **A**.

Cycles: 1

Bytes: 1

Flags:

- **Z**: Set if result is 0.
- **N**: 0
- **H**: 0
- **C**: 0

**XOR A,[HL]**

Bitwise XOR between the value pointed by **HL** and **A**.

Cycles: 2

Bytes: 1

Flags: See “XOR A,r8”

**XOR A,n8**

Bitwise XOR between the value in *n8* and **A**.

Cycles: 2

Bytes: 2

Flags: See “XOR A,r8”

**SEE ALSO**

*rgbasm*(1), *rgbds*(7)

**HISTORY**

**rgbds** was originally written by Carsten Sørensen as part of the ASMotor package, and was later packaged in RGBDS by Justin Lloyd. It is now maintained by a number of contributors at <https://github.com/rednex/rgbds>.