

Instr	HEX	ASSM	Func	Bytes	Codes
0	00	AOUT	ACCA => DISPLAY	1	
1	01	BOUT	ACCB => DISPLAY	1	
2	02	MOUT	M[REGY] => DISPLAY	1	
3	03	INA	DATA => ACCA (wait for it)	1	Z
4	04	KEY	DATA => ACCA (real-time)	1	Z
5	05	TMR	Timer => ACCA elapsed secs	1	Z
6	06	RTMR	0 => Timer	1	
7	07	CLS	Clears the HEX digit display	1	
8	08	VBAT	Battery Voltage => ACCA	1	Z
9	09	LDA	d => ACCA	2	Z
10	0A	LDB	d => ACCB	2	Z
11	0B	LDY	d => REGY	2	Z
12	0C	CLA	0 => ACCA	1	
13	0D	CLB	0 => ACCB	1	
14	0E	INCA	ACCA + 1 => ACCA	1	Z,C
15	0F	INCB	ACCB + 1 => ACCB	1	Z,C
16	10	INCY	REGY + 1 => REGY	1	Z,C
17	11	DECA	ACCA - 1 => ACCA	1	Z,N
18	12	DECB	ACCB - 1 => ACCB	1	Z,N
19	13	DECY	REGY - 1 => REGY	1	Z,N
20	14	SWP	ACCA <=> ACCB	1	Z
21	15	SYZ	REGY <=> REGZ	1	Z
22	16	ROLA	ROLL ACCA 1 BIT LEFT	1	Z,C
23	17	RORA	ROLL ACCA 1 BIT RIGHT	1	Z,C
24	18	CMPA	(ACCA-d); Z if 0, N if <0	2	Z,N
25	19	CMPB	(ACCB-d); Z if 0, N if <0	2	Z,N
26	1A	CMAB	(ACCA-ACCB); Z if 0, N if <0	1	Z,N
27	1B	MIA	M[REGY] => ACCA	1	Z
28	1C	AIM	ACCA => M[REGY]	1	Z
29	1D	MIB	M[REGY] => ACCB	1	Z
30	1E	BIM	ACCB => M[REGY]	1	Z,N
31	1F	AAM	ACCA+M[REGY] => M[REGY]	1	Z,C

32	20	AMA	ACCA+M[REGY] => ACCA	1	Z,C
33	21	SAM	M[REGY]-ACCA => M[REGY]	1	Z,N
34	22	JMP	d=> PC	2	
35	23	WAIT	Stop until INC pressed	1	
36	24	STOP	Stop program execution	1	
37	25	DLYA	DELAY = ACCA x 0.1 sec	1	
38	26	DLYB	DELAY = ACCB x 0.1 sec	1	
39	27	BEQ	If Z, d => PC	2	
40	28	BNE	If not Z, d => PC	2	
41	29	BLT	If N, d => PC	2	
42	2A	BLE	If Z or N, d => PC	2	
43	2B	BGT	If not (Z or N), d => PC	2	
44	2C	BGE	If not N, d => PC	2	
45	2D	BCS	If C, d=>PC	2	
46	2E	ADDA	ACCA+d => ACCA	2	Z,C
47	2F	ADAB	ACCA+ACCB => ACCA	1	Z,C
48	30	SUBA	ACCA-d => ACCA	2	Z,N
49	31	SBA	ACCA-ACCB => ACCA	1	Z,N
50	32	SFLA	SHIFT LEFT ACCA 1 BIT	1	Z,C
51	33	SFLB	SHIFT LEFT ACCB 1 BIT	1	Z,C
52	34	SFRA	SHIFT RIGHT ACCA 1 BIT	1	Z,C
53	35	SFRB	SHIFT RIGHT ACCB 1 BIT	1	Z,C
54	36	ANDA	ACCA (AND) d => ACCA	2	Z
55	37	ORA	ACCA (OR) d => ACCA	2	Z
56	38	XORA	ACCA (XOR) d => ACCA	2	Z
57	39	AAB	ACCA (AND) ACCB => ACCA	1	Z
58	3A	AOB	ACCA (OR) ACCB => ACCA	1	Z
59	3B	AXOB	ACCA (XOR) ACCB => ACCA	1	Z
60	3C	MULA	ACCA X d =>M[254,255]	2	Z
61	3D	MAB	ACCA X ACCB => M[254,255]	1	Z
62	3E	RNDA	RANDOM (0-255) => ACCA	1	Z
63	3F	PSHA	ACCA =>STACK	1	Z
64	40	POPA	STACK=>ACCA	1	Z

65	41	PSHB	ACCB=>STACK	1	Z
66	42	POPB	STACK=>ACCB	1	Z
67	43	PSHY	REGY=>STACK	1	Z
68	44	POPY	STACK=>REGY	1	Z
69	45	CALL	PC=>d; rtn=>PC+1	2	
70	46	RTN	PC=>rtn	1	