- 7 Addressing modes
- 8 General Purpose registers
- 8 Types of instructions

    Nop
    Load
    Store
    ALU
    Clear / set flags
    Jump
    Stack
    Subroutines

All of the instructions fit into one of the patterns bellow

1 - instruction, no argument
2 - instruction, register, any addressing mode
3 - instruction, any addressing mode, register
4 - instruction, register
5 - instruction, any addressing mode

All instructions have the bit 15:10 reserved for the opcode.

Opcode						Arguments									
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

If an instruction takes **no arguments**, the argument fields are **left blank.**

Opcode						N/a									
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

If an instruction supports **multiple addressing modes** (AM), it is given in bits 6:4.

Opcode						Args			AM			Args			
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

If an instruction which uses AM's **requires rx and / or ry**, then rx is before AM, and ry after.. If they are **not needed**, they are **left blank**.

If an instruction uses an AM which uses an **immediate value or address**, it is included in the **next word of memory**.

Opcode						rx			AM			ry			N/a
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

If an instruction **only requires a register** as an argument, it is provided **after the opcode**, and the rest of the bits are **left blank**.

Opcode						rx			N/a						
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0