

GameBoy Opcode Summary

The GameBoy has instructions & registers similiar to the 8080, 8085, & Z80 microprocessors. The internal 8-bit registers are A, B, C, D, E, F, H, & L. Theses registers may be used in pairs for 16-bit operations as AF, BC, DE, & HL. The two remaining 16-bit registers are the program counter (PC) and the stack pointer (SP).

The F register holds the cpu flags. The operation of these flags is identical to their Z80 relative. The lower four bits of this register always read zero even if written with a one.

Flag Register							
7	6	5	4	3	2	1	0
Z	N	H	C	0	0	0	0

The GameBoy CPU is based on a subset of the Z80 microprocessor. A summary of these commands is given below.

Mnemonic	Symbolic Operation	Comments	CPU Clocks	Flags - Z,N,H,C
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8-Bit Loads

LD r,s	$r \leftarrow s$	$s=r,n,(HL)$	$r=4, n=8, (HL)=8$
LD d,r	$d \leftarrow r$	$d=r,(HL)$	$r=4, (HL)=8$
LD d,n	$d \leftarrow n$		$r=8, (HL)=12$
LD A,(ss)	$A \leftarrow (ss)$	$ss=BC,DE,HL,nn$	$[BC,DE,HL]=8, nn=16$
LD (dd),A	$(dd) \leftarrow A$	$dd=BC,DE,HL,nn$	
LD A,(C)	$A \leftarrow (\$FF00+C)$	-	8
LD (C),A	$(\$FF00+C) \leftarrow A$		8
LDD A,(HL)	$A \leftarrow (HL), HL \leftarrow HL - 1$		8
LDD (HL),A	$(HL) \leftarrow A, HL \leftarrow HL - 1$		8
LDI A,(HL)	$A \leftarrow (HL), HL \leftarrow HL + 1$		8
LDI (HL),A	$(HL) \leftarrow A, HL \leftarrow HL + 1$		8
LDH (n),A	$(\$FF00+n) \leftarrow A$		12
LDH A,(n)	$A \leftarrow (\$FF00+n)$		12

16-Bit Loads

LD dd,nn	$dd \leftarrow nn$	$dd=BC,DE,HL,SP$	12				
LD (nn),SP	$(nn) \leftarrow SP$	-	20	-	-	-	-
LD SP,HL	$SP \leftarrow HL$		8				
LD HL,(SP+e)	$HL \leftarrow (SP+e)$		12	0	0	*	*
PUSH ss	$(SP-1) \leftarrow ssh, (SP-2) \leftarrow ssl, SP \leftarrow SP-2$	$ss=BC,DE,HL,AF$	16				
POP dd	$ddl \leftarrow (SP), ddh \leftarrow (SP+1), SP \leftarrow SP+2$	$dd=BC,DE,HL,AF$	12	-	-	-	-

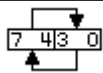
8-Bit ALU

ADD A,s	$A \leftarrow A + s$	CY is the carry flag. s=r,n,(HL)	r=4, n=8, (HL)=8	*	0	*	*
ADC A,s	$A \leftarrow A + s + CY$			*	0	*	*
SUB s	$A \leftarrow A - s$			*	1	*	*
SBC A,s	$A \leftarrow A - s - CY$			*	0	1	0
AND s	$A \leftarrow A \wedge s$			*	0	0	0
OR s	$A \leftarrow A \vee s$			*	0	0	0
XOR s	$A \leftarrow A \oplus s$			*	1	*	*
CP s	$A - s$			*	0	*	*
INC s	$s \leftarrow s + 1$	s=r,(HL)	r=4, (HL)=12	*	0	*	-
DEC s	$s \leftarrow s - 1$			*	1	*	-

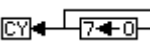
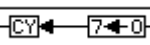
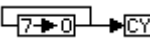
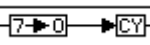
16-Bit Arithmetic

ADD HL,ss	$HL \leftarrow HL + ss$	ss=BC,DE,HL,SP	8	-	0	*	*
ADD SP,e	$SP \leftarrow SP + e$		16	0	0	*	*
INC ss	$ss \leftarrow ss + 1$		8	-	-	-	-
DEC ss	$ss \leftarrow ss - 1$		8	-	-	-	-

Miscellaneous

SWAP s		Swap nibbles. s=r,(HL)	r=8, (HL)=16	*	0	0	0
DAA	Converts A into packed BCD.	-	4	*	-	0	*
CPL	$A \leftarrow /A$		4	-	1	1	-
CCF	$CY \leftarrow /CY$	CY is the carry flag.	4	-	0	0	*
SCF	$CY \leftarrow 1$		4	-	0	0	1
NOP	No operation.	-	4				
HALT	Halt CPU until an interrupt occurs.		4				
STOP	Halt CPU.		4	-	-	-	-
DI	Disable Interrupts.		4				
EI	Enable Interrupts.		4				

Rotates & Shifts

RLCA		4	0	0	0	*
RLA						
RRCA						
RRA						

d	Any 8-bit destination register or memory location.
dd	Any 16-bit destination register or memory location.
e	8-bit signed 2's complement displacement.
f	8 special call locations in page zero.
H	Half-carry flag.
N	Subtraction flag.
NC	Not carry flag
NZ	Not zero flag.
n	Any 8-bit binary number.
nn	Any 16-bit binary number.
r	Any 8-bit register. (A,B,C,D,E,H, or L)
s	Any 8-bit source register or memory location.
sb	A bit in a specific 8-bit register or memory location.
ss	Any 16-bit source register or memory location.
Z	Zero Flag.