## Gameboy CPU (LR35902) instruction set

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	x0 NOP	x1 LD BC,d16	LD (BC),A	x3 INC BC	X4 INC B	x5 DEC B	x6 LD B,d8	x7 RLCA	<b>x8</b> LD (a16),SP	x9 ADD HL,BC	LD A, (BC)	XB DEC BC	INC C	DEC C	LD C,d8	xF RRCA
0x	1 4	3 12	1 8	1 8	1 4	1 4	2 8	1 4	3 20	1 8	1 8	1 8	1 4	1 4	2 8	1 4
0.0					Z 0 H -	Z 1 H -		0 0 0 C		- 0 H C			Z 0 H -	Z 1 H -		0 0 0 C
	STOP 0	LD DE,d16	LD (DE),A	INC DE	INC D	DEC D	LD D,d8	RLA	JR r8	ADD HL, DE	LD A,(DE)	DEC DE	INC E	DEC E	LD E,d8	RRA
1x	2 4	3 12	1 8	1 8	1 4	1 4	2 8	1 4	2 12	1 8	1 8	1 8	1 4	1 4	2 8	1 4
					Z 0 H -	Z 1 H -		0 0 0 C		- 0 H C			Z 0 H -	Z 1 H -		0 0 0 C
	JR NZ,r8	LD HL,d16	LD (HL+),A	INC HL	INC H	DEC H	LD H,d8	DAA	JR Z,r8	ADD HL,HL	LD A,(HL+)	DEC HL	INC L	DEC L	LD L,d8	CPL
2x	2 12/8	3 12	1 8	1 8	1 4	1 4	2 8	1 4	2 12/8	1 8	1 8	1 8	1 4	1 4	2 8	1 4
					Z 0 H -	Z 1 H -		Z - 0 C		- 0 H C			Z 0 H -	Z 1 H -		- 1 1 -
	JR NC,r8	LD SP,d16	LD (HL-),A	INC SP	INC (HL)	DEC (HL)	LD (HL),d8	SCF	JR C,r8	ADD HL,SP	LD A,(HL-)	DEC SP	INC A	DEC A	LD A,d8	CCF
3x	2 12/8	3 12	1 8	1 8	1 12	1 12	2 12	1 4	2 12/8	1 8	1 8	1 8	1 4	1 4	2 8	1 4
	LD B,B	LD B,C	 LD B,D	LD B,E	Z 0 H - LD B,H	Z 1 H - LD B,L	 LD B,(HL)	- 0 0 1 LD B,A		- 0 H C LD C,C	 LD C,D	LD C,E	Z 0 H -	Z 1 H - LD C,L	 LD C,(HL)	- 0 0 C LD C,A
4x	1 4	1 4	1 4	1 4	1 4	1 4	1 8	1 4	LD C,B 1 4	1 4	1 4	1 4	LD C,H 1 4	1 4	1 8	1 4
7.																
	LD D,B	LD D,C	LD D,D	LD D,E	LD D,H	LD D,L	LD D,(HL)	LD D,A	LD E,B	LD E,C	LD E,D	LD E,E	LD E,H	LD E,L	LD E,(HL)	LD E,A
5x	1 4	1 4	1 4	1 4	1 4	1 4	1 8	1 4	1 4	1 4	1 4	1 4	1 4	1 4	1 8	1 4
	LD H,B	LD H,C	LD H,D	LD H,E	LD H,H	LD H,L	LD H,(HL)	LD H,A	LD L,B	LD L,C	LD L,D	LD L,E	LD L,H	LD L,L	LD L,(HL)	LD L,A
6x	1 4	1 4	1 4	1 4	1 4	1 4	1 8	1 4	1 4	1 4	1 4	1 4	1 4	1 4	1 8	1 4
	LD (HL),B	LD (HL),C	LD (HL),D	LD (HL),E	LD (HL),H	LD (HL),L	HALT	LD (HL),A	LD A,B	LD A,C	LD A,D	LD A,E	LD A,H	LD A,L	LD A, (HL)	LD A,A
7x	1 8	1 8	1 8	1 8	1 8	1 8	1 4	1 8	1 4	1 4	1 4	1 4	1 4	1 4	1 8	1 4
	ADD A,B	ADD A,C	ADD A,D	ADD A,E	ADD A,H	ADD A,L	ADD A,(HL)	ADD A,A	ADC A,B	ADC A,C	ADC A,D	ADC A,E	ADC A,H	ADC A,L	ADC A, (HL)	ADC A,A
8x	1 4	1 4	1 4	1 4	1 4	1 4	1 8	1 4	1 4	1 4	1 4	1 4	1 4	1 4	1 8	1 4
O A	Z O H C	Z O H C	Z 0 H C	Z 0 H C	Z O H C	Z O H C	ZOHC	ZOHC	ZOHC	Z 0 H C	Z O H C	Z O H C	ZOHC	ZOHC	ZOHC	Z 0 H C
	SUB B	SUB C	SUB D	SUB E	SUB H	SUB L	SUB (HL)	SUB A	SBC A,B	SBC A,C	SBC A,D	SBC A,E	SBC A,H	SBC A,L	SBC A, (HL)	SBC A,A
9x	1 4	1 4	1 4	1 4	1 4	1 4	1 8	1 4	1 4	1 4	1 4	1 4	1 4	1 4	1 8	1 4
	Z 1 H C	Z 1 H C	Z 1 H C	Z 1 H C	Z 1 H C	Z 1 H C	Z 1 H C	Z 1 H C	Z 1 H C	Z 1 H C	Z 1 H C	Z 1 H C	Z 1 H C	Z 1 H C	Z 1 H C	Z 1 H C
	AND B	AND C	AND D	AND E	AND H	AND L	AND (HL)	AND A	XOR B	XOR C	XOR D	XOR E	XOR H	XOR L	XOR (HL)	XOR A
Ax	1 4	1 4	1 4	1 4	1 4	1 4	1 8	1 4	1 4	1 4	1 4	1 4	1 4	1 4	1 8	1 4
	Z 0 1 0 OR B	Z 0 1 0 OR C	Z 0 1 0 OR D	Z 0 1 0 OR E	Z 0 1 0 OR H	Z 0 1 0 OR L	Z 0 1 0 OR (HL)	Z 0 1 0 OR A	Z 0 0 0 CP B	Z 0 0 0 CP C	Z 0 0 0 CP D	Z 0 0 0 CP E	Z 0 0 0 CP H	Z 0 0 0 CP L	Z 0 0 0 CP (HL)	Z 0 0 0 CP A
Вх	0K B 1 4	0R C 1 4	1 4	1 4	1 4	0R L 1 4	1 8	1 4	1 4	1 4	1 4	1 4	1 4	1 4	1 8	1 4
D.X.	Z 0 0 0	Z 0 0 0	Z 0 0 0	Z 0 0 0	Z 0 0 0	Z 0 0 0	Z 0 0 0	Z 0 0 0	ZIHC	Z 1 H C	Z 1 H C	Z 1 H C	Z 1 H C	Z 1 H C	Z 1 H C	ZIHC
	RET NZ	POP BC	JP NZ,a16	JP a16	CALL NZ,a16	PUSH BC	ADD A,d8	RST 00H	RET Z	RET	JP Z,a16	PREFIX CB	CALL Z,a16	CALL a16	ADC A,d8	RST 08H
Cx	1 20/8	1 12	3 16/12	3 16	3 24/12	1 16	2 8	1 16	1 20/8	1 16	3 16/12	1 4	3 24/12	3 24	2 8	1 16
							Z 0 H C								Z 0 H C	
	RET NC	POP DE	JP NC,a16		CALL NC,a16	PUSH DE	SUB d8	RST 10H	RET C	RETI	JP C,a16		CALL C,a16		SBC A,d8	RST 18H
Dx	1 20/8	1 12	3 16/12		3 24/12	1 16	2 8	1 16	1 20/8	1 16	3 16/12		3 24/12		2 8	1 16
							Z 1 H C								Z 1 H C	
F.	LDH (a8),A	POP HL	LD (C),A			PUSH HL	AND d8	RST 20H	ADD SP,r8	JP (HL)	LD (a16),A				XOR d8	RST 28H
Ex	2 12	1 12	2 8			1 16	2 8 Z 0 1 0	1 16	2 16 0 0 H C	1 4	3 16				2 8 Z 0 0 0	1 16
	LDH A,(a8)	POP AF	LD A,(C)	DI		PUSH AF	0R d8	RST 30H	LD HL,SP+r8	LD SP,HL	LD A,(a16)	EI			CP d8	RST 38H
Fx	2 12	1 12	2 8	1 4		1 16	2 8	1 16	2 12	1 8	3 16	1 4			2 8	1 16
		ZNHC					Z 0 0 0		0 0 H C						Z 1 H C	

## **Prefix CB**

													_			
	x0	x1	x2	x3	x4	x5	x6	х7	x8	x9	χA	хB	xC	хD	хE	xF
	RLC B	RLC C	RLC D	RLC E	RLC H	RLC L	RLC (HL)	RLC A	RRC B	RRC C	RRC D	RRC E	RRC H	RRC L	RRC (HL)	RRC A
0x	2 8	2 8	2 8	2 8	2 8	2 8	2 16	2 8	2 8	2 8	2 8	2 8	2 8	2 8	2 16	2 8
	Z 0 0 C	Z 0 0 C	Z 0 0 C	Z 0 0 C	Z 0 0 C	Z 0 0 C	Z 0 0 C	Z 0 0 C	Z 0 0 C	Z 0 0 C	Z 0 0 C	Z 0 0 C	Z 0 0 C	Z 0 0 C	Z 0 0 C	Z 0 0 C
	RL B	RL C	RL D	RL E	RL H	RL L	RL (HL)	RL A	RR B	RR C	RR D	RR E	RR H	RR L	RR (HL)	RR A
1x	2 8	2 8	2 8	2 8	2 8	2 8	2 16	2 8	2 8	2 8	2 8	2 8	2 8	2 8	2 16	2 8
	Z 0 0 C	Z 0 0 C	Z 0 0 C	Z 0 0 C	Z 0 0 C	Z 0 0 C	Z 0 0 C	Z 0 0 C	Z 0 0 C	Z 0 0 C	Z 0 0 C	Z 0 0 C	Z 0 0 C	Z 0 0 C	Z 0 0 C	Z 0 0 C
	SLA B	SLA C	SLA D	SLA E	SLA H	SLA L	SLA (HL)	SLA A	SRA B	SRA C	SRA D	SRA E	SRA H	SRA L	SRA (HL)	SRA A
2x	2 8	2 8	2 8	2 8	2 8	2 8	2 16	2 8	2 8	2 8	2 8	2 8	2 8	2 8	2 16	2 8
	Z 0 0 C	Z 0 0 C	Z 0 0 C	Z 0 0 C	Z 0 0 C	Z 0 0 C	Z 0 0 C	Z 0 0 C	Z 0 0 0	Z 0 0 0	Z 0 0 0	Z 0 0 0	Z 0 0 0	Z 0 0 0	Z 0 0 0	Z 0 0 0
	SWAP B	SWAP C	SWAP D	SWAP E	SWAP H	SWAP L	SWAP (HL)	SWAP A	SRL B	SRL C	SRL D	SRL E	SRL H	SRL L	SRL (HL)	SRL A
3x	2 8	2 8	2 8	2 8	2 8	2 8	2 16	2 8	2 8	2 8	2 8	2 8	2 8	2 8	2 16	2 8
	Z 0 0 0	Z 0 0 0	Z 0 0 0	Z 0 0 0	Z 0 0 0	Z 0 0 0	Z 0 0 0	Z 0 0 0	Z 0 0 C	Z 0 0 C	Z 0 0 C	Z 0 0 C	Z 0 0 C	Z 0 0 C	Z 0 0 C	Z 0 0 C
	BIT 0,B	BIT 0,C	BIT 0,D	BIT 0,E	BIT 0,H	BIT 0,L	BIT 0,(HL)	BIT 0,A	BIT 1,B	BIT 1,C	BIT 1,D	BIT 1,E	BIT 1,H	BIT 1,L	BIT 1,(HL)	BIT 1,A
4x	2 8	2 8	2 8	2 8	2 8	2 8	2 16	2 8	2 8	2 8	2 8	2 8	2 8	2 8	2 16	2 8
	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -
	BIT 2,B	BIT 2,C	BIT 2,D	BIT 2,E	BIT 2,H	BIT 2,L	BIT 2,(HL)	BIT 2,A	BIT 3,B	BIT 3,C	BIT 3,D	BIT 3,E	BIT 3,H	BIT 3,L	BIT 3,(HL)	BIT 3,A
5x	2 8	2 8	2 8	2 8	2 8	2 8	2 16	2 8	2 8	2 8	2 8	2 8	2 8	2 8	2 16	2 8
3,	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -
	BIT 4,B	BIT 4,C	BIT 4,D	BIT 4,E	BIT 4,H	BIT 4,L	BIT 4, (HL)	BIT 4,A	BIT 5,B	BIT 5,C	BIT 5,D	BIT 5,E	BIT 5,H	BIT 5,L	BIT 5, (HL)	BIT 5,A
6x	2 8	2 8	2 8	2 8	2 8	2 8	2 16	2 8	2 8	2 8	2 8	2 8	2 8	2 8	2 16	2 8
OX.	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -
<b>7</b>	BIT 6,B	BIT 6,C	BIT 6,D 2 8	BIT 6,E	BIT 6,H	BIT 6,L	BIT 6, (HL)	BIT 6,A	BIT 7,B	BIT 7,C 2 8	BIT 7,D	BIT 7,E	BIT 7,H	BIT 7,L 2 8	BIT 7, (HL)	BIT 7,A
7x	2 8	2 8		2 8	2 8	2 8	2 16	2 8	2 8		2 8	2 8	2 8		2 16	2 8
	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -	Z 0 1 -
	RES 0,B	RES 0,C	RES 0,D	RES 0,E	RES 0,H	RES 0,L	RES 0, (HL)	RES 0,A	RES 1,B	RES 1,C	RES 1,D	RES 1,E	RES 1,H	RES 1,L	RES 1,(HL)	RES 1,A
8x	2 8	2 8	2 8	2 8	2 8	2 8	2 16	2 8	2 8	2 8	2 8	2 8	2 8	2 8	2 16	2 8
	RES 2,B	RES 2,C	RES 2,D	RES 2,E	RES 2,H	RES 2,L	RES 2, (HL)	RES 2,A	RES 3,B	RES 3,C	RES 3,D	RES 3,E	RES 3,H	RES 3,L	RES 3, (HL)	RES 3,A
9x	2 8	2 8	2 8	2 8	2 8	2 8	2 16	2 8	2 8	2 8	2 8	2 8	2 8	2 8	2 16	2 8
	RES 4,B	RES 4,C	RES 4,D	RES 4,E	RES 4,H	RES 4,L	RES 4, (HL)	RES 4,A	RES 5,B	RES 5,C	RES 5,D	RES 5,E	RES 5,H	RES 5,L	RES 5, (HL)	RES 5,A
Ax	2 8	2 8	2 8	2 8	2 8	2 8	2 16	2 8	2 8	2 8	2 8	2 8	2 8	2 8	2 16	2 8
	RES 6,B	RES 6,C	RES 6,D	RES 6,E	RES 6,H	RES 6,L	RES 6,(HL)	RES 6,A	RES 7,B	RES 7,C	RES 7,D	RES 7,E	RES 7,H	RES 7,L	RES 7,(HL)	RES 7,A
Bx	2 8	2 8	2 8	2 8	2 8	2 8	2 16	2 8	2 8	2 8	2 8	2 8	2 8	2 8	2 16	2 8
	SET 0,B	SET 0,C	SET 0,D	SET 0,E	SET 0,H	SET 0,L	SET 0,(HL)	SET 0,A	SET 1,B	SET 1,C	SET 1,D	SET 1,E	SET 1,H	SET 1,L	SET 1,(HL)	SET 1,A
Cx	2 8	2 8	2 8	2 8	2 8	2 8	2 16	2 8	2 8	2 8	2 8	2 8	2 8	2 8	2 16	2 8
	SET 2,B	SET 2,C	SET 2,D	SET 2,E	SET 2,H	SET 2,L	SET 2,(HL)	SET 2,A	SET 3,B	SET 3,C	SET 3,D	SET 3,E	SET 3,H	SET 3,L	SET 3,(HL)	SET 3,A
Dx	2 8	2 8	2 8	2 8	2 8	2 8	2 16	2 8	2 8	2 8	2 8	2 8	2 8	2 8	2 16	2 8
	SET 4,B	SET 4,C	SET 4,D	SET 4,E	SET 4,H	SET 4,L	SET 4,(HL)	SET 4,A	SET 5,B	SET 5,C	SET 5,D	SET 5,E	SET 5,H	SET 5,L	SET 5,(HL)	SET 5,A
Ex	2 8	2 8	2 8	2 8	2 8	2 8	2 16	2 8	2 8	2 8	2 8	2 8	2 8	2 8	2 16	2 8
	SET 6,B	SET 6,C	SET 6,D	SET 6,E	SET 6,H	SET 6,L	SET 6,(HL)	SET 6,A	SET 7,B	SET 7,C	SET 7,D	SET 7,E	SET 7,H	SET 7,L	SET 7,(HL)	SET 7,A
Fx	2 8	2 8	2 8	2 8	2 8	2 8	2 16	2 8	2 8	2 8	2 8	2 8	2 8	2 8	2 16	2 8

Misc/control instructions 8bit load/store/move instructions 16bit load/store/move instructions 8bit arithmetic/logical instructions 16bit arithmetic/logical instructions 8bit rotations/shifts and bit instructions

← Instruction mnemonic ← Duration in cycles ← Flags affected INS reg Length in bytes 2 8

Duration of conditional calls and returns is different when action is taken or not. This is indicated by two numbers separated by "/". The higher number (on the left side of "/") means duration of instruction when action is taken, the lower number (on the right side of "/") means duration of instruction when action is not

Instruction STOP has according to manuals opcode 10 00 and thus is 2 bytes long. Anyhow it seems there is no reason for it so some assemblers code it simply as one byte instruction 10. Flags affected are always shown in Z H N C order. If flag is marked by "0" it means it is reset after the instruction. If it is marked by "1" it is set. If it is marked by "-" it is not changed. If it is marked by "Z", "N", "H" or "C" corresponding flag is affected as expected by its function.

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d8 means immediate 8 bit data
d16 means immediate 16 bit data
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a8 means 8 bit unsigned data, which are added to \$FF00 in certain instructions (replacement for missing IN and OUT instructions)

a16 means 16 bit address
r8 means 8 bit signed data, which are added to program counter

LD A,(C) has alternative mnemonic LD A,(\$FF00+C)
LD C,(A) has alternative mnemonic LD (\$FF00+C),A
LDH A,(a8) has alternative mnemonic LD A,(\$FF00+a8)
LDH (a8),A has alternative mnemonic LD (\$FF00+a8),A
LD A,(HL+) has alternative mnemonic LD A,(HLI) or LDI A,(HL)
LD (HL+),A has alternative mnemonic LD (HLI),A or LDI (HL),A
LD A,(HL-) has alternative mnemonic LD A,(HLD) or LDD A,(HL)
LD (HL-),A has alternative mnemonic LD (HLD),A or LDD (HL),A
LD HL,SP+r8 has alternative mnemonic LDHL SP,r8

15 8	7 0
A (accumulator)	F (flags)
В	С
D	E
Н	L

15 0	
SP (stack pointer)	
PC (program counter)	

## Flag register (F) bits:

7	6	5	4	3	2	1	0
Z	N	Η	С	0	0	0	0

- Z Zero Flag
  N Subtract Flag
  H Half Carry Flag
  C Carry Flag
  O Not used, always zero