

Mnemonic	Operands	Description	Words	Cycles	Status bits affected
movlw	k	Move literal value to WREG	1	1	-
movwf	f(, BANKED)	Move WREG to f	1	1	-
movff	f _S , f _D	Move f _S to f _D (both with full 12-bit addresses)	2	2	-
movf	f, F/W(, BANKED)	Move f to F or WREG	1	1	Z, N
lfsr	i, k	Load FSRi with full 12-bit address, where i = 0 to 2	2	2	-
clrf	f(, BANKED)	Clear f	1	1	Z
setf	f(, BANKED)	0xff → f	1	1	-
movlb	k	Move literal value to BSR<3:0>, where k = 0 to 15, to set the bank for direct addressing	1	1	-
swapf	f, F/W(, BANKED)	Swap nibbles of f, putting result in F or WREG	1	1	-
bcf	f, b(, BANKED)	Clear bit b of register f, where b = 0 to 7	1	1	-
bsf	f, b(, BANKED)	Set bit b of register f, where b = 0 to 7	1	1	-
btg	f, b(, BANKED)	Toggle bit b of register f, where b = 0 to 7	1	1	-
rlcf	f, F/W(, BANKED)	Copy f into F or WREG; rotate F or WREG left through carry bit (9-bit rotate left)	1	1	C, N, Z
rlncf	f, F/W(, BANKED)	Copy f into F or WREG; rotate F or WREG left without carry bit (8-bit rotate left)	1	1	N, Z
rrcf	f, F/W(, BANKED)	Copy f into F or WREG; rotate F or WREG right through carry bit (9-bit rotate right)	1	1	C, N, Z
rrncf	f, F/W(, BANKED)	Copy f into F or WREG; rotate F or WREG right without carry bit (8-bit rotate right)	1	1	N, Z
incf	f, F/W(, BANKED)	Increment f, putting result in F or WREG	1	1	C, DC, Z, OV, N
decf	f, F/W(, BANKED)	Decrement f, putting result in F or WREG	1	1	C, DC, Z, OV, N
comf	f, F/W(, BANKED)	Complement f, putting result in F or WREG	1	1	Z, N
negf	f(, BANKED)	Change sign of a twos-complement-coded number	1	1	C, DC, Z, OV, N
andlw	k	AND literal value into WREG	1	1	Z, N
andwf	f, F/W(, BANKED)	AND WREG with f, putting result in F or WREG	1	1	Z, N
iorlw	k	Inclusive-OR literal value into WREG	1	1	Z, N
iorwf	f, F/W(, BANKED)	Inclusive-OR WREG with f, putting result in F or WREG	1	1	Z, N
xorlw	k	Exclusive-OR literal value into WREG	1	1	Z, N
xorwf	f, F/W(, BANKED)	Exclusive-OR WREG with f, putting result in F or WREG	1	1	Z, N
addlw	k	Add literal value into WREG	1	1	C, DC, Z, OV, N
addwf	f, F/W(, BANKED)	Add WREG and f, putting result in F or WREG	1	1	C, DC, Z, OV, N
addwfc	f, F/W(, BANKED)	Add WREG and f and carry bit, putting result in F or WREG	1	1	C, DC, Z, OV, N
daw		Decimal adjust sum of two packed BCD digits to correct packed BCD result in WREG	1	1	C
sublw	k	Subtract WREG from literal value, putting result in WREG	1	1	C, DC, Z, OV, N
subwf	f, F/W(, BANKED)	Subtract WREG from f, putting result in f or WREG	1	1	C, DC, Z, OV, N
subwfb	f, F/W(, BANKED)	Subtract WREG and borrow bit from f, putting result in F or WREG	1	1	C, DC, Z, OV, N
subfwb	f, F/W(, BANKED)	Subtract f and borrow bit from WREG, putting result in F or WREG	1	1	C, DC, Z, OV, N
mullw	k	Multiply WREG with literal value, putting result in PRODH : PRODL (WREG remains unchanged)	1	1	-
mulwf	f(, BANKED)	Multiply WREG with f, putting result in PRODH : PRODL (WREG and f remain unchanged)	1	1	-
btfs	f, b(, BANKED)	Test bit b of register f, where b = 0 to 7; skip if clear	1	1/2	-
btfs	f, b(, BANKED)	Test bit b of register f, where b = 0 to 7; skip if set	1	1/2	-

Mnemonic	Operands	Description	Words	Cycles	Status bits affected
bra	label	Branch to labeled instruction (within ± 64 one-word instructions)	1	2	-
goto	label	Go to labeled instruction (anywhere)	2	2	-
bc	label	If carry (C=1), then branch to labeled instruction (within ± 64 one-word instructions)	1	1/2	-
bnc	label	If no carry (C=0), then branch to labeled instruction (within ± 64 one-word instructions)	1	1/2	-
bz	label	If zero (Z=1), then branch to labeled instruction (within ± 64 one-word instructions)	1	1/2	-
bnz	label	If not zero (Z=0), then branch to labeled instruction (within ± 64 one-word instructions)	1	1/2	-
bn	label	If negative (N=1), then branch to labeled instruction (within ± 64 one-word instructions)	1	1/2	-
bnn	label	If not negative (N=0), then branch to labeled instruction (within ± 64 one-word instructions)	1	1/2	-
bov	label	If overflow (OV=1), then branch to labeled instruction (within ± 64 one-word instructions)	1	1/2	-
bnov	label	If no overflow (OV=0), then branch to labeled instruction (within ± 64 one-word instructions)	1	1/2	-
cpfseq	f(, BANKED)	Skip if f is equal to WREG	1	1/2	-
cpfsgt	f(, BANKED)	Skip if f is greater than WREG (unsigned compare)	1	1/2	-
cpfslt	f(, BANKED)	Skip if f is less than WREG (unsigned compare)	1	1/2	-
tstfsz	f(, BANKED)	Test f; skip if zero	1	1/2	-
decfsz	f, F/W(, BANKED)	Decrement f, putting result in F or WREG; skip if zero	1	1/2	-
dcfsnz	f, F/W(, BANKED)	Decrement f, putting result in F or WREG; skip if not zero	1	1/2	-
incfsz	f, F/W(, BANKED)	Increment f, putting result in F or WREG; skip if zero	1	1/2	-
infsnz	f, F/W(, BANKED)	Increment f, putting result in F or WREG; skip if not zero	1	1/2	-
rcall	label	Call labeled subroutine (within ± 512 one-word instructions)	1	2	-
call	label	Call labeled subroutine (anywhere)	2	2	-
call	label, FAST	Call labeled subroutine (anywhere); copy state to shadow registers: (WREG) \rightarrow WS, (STATUS) \rightarrow STATUSS, (BSR) \rightarrow BSRS	2	2	-
return		Return from subroutine	1	2	-
return	FAST	Return from subroutine; restore state from shadow registers: (WS) \rightarrow WREG, (STATUSS) \rightarrow STATUS, (BSRS) \rightarrow BSR	1	2	C, DC, Z, OV, N
retlw	k	Return from subroutine, putting literal value in WREG	1	2	-
retfie		Return from interrupt; reenale interrupts	1	2	-
retfie	FAST	Return from interrupt; restore state from shadow registers: (WS) \rightarrow WREG, (STATUSS) \rightarrow STATUS, (BSRS) \rightarrow BSR; reenale interrupts	1	2	C, DC, Z, OV, N
push		Push address of next instruction onto stack	1	1	-
pop		Discard address on top of stack	1	1	-
clrwdt		Clear watchdog timer	1	1	-
sleep		Go into standby mode	1	1	-
reset		Software reset to same state as is achieved with the MCLR input	1	1	C, DC, Z, OV, N
nop		No operation	1	1	-
tblrd*		Read from program memory location pointed to by TBLPTR into TABLAT	1	2	-
tblrd*+		Read from program memory location pointed to by TBLPTR into TABLAT, then increment TBLPTR	1	2	-
tblrd*-		Read from program memory location pointed to by TBLPTR into TABLAT, then decrement TBLPTR	1	2	-
tblrd+*		Increment TBLPTR, then read from program memory location pointed to by TBLPTR into TABLAT	1	2	-