	Instruction			
	Format	Eample	Meaning	Comment
	ADD R R R	ADD R1 R2 R3	R1 ← R2 + R3	
ü	ADD R R #	ADD R1 R2 #231	R1 ← R2 + 231	Immediate Mode
Logic	SUB R R R	SUB R1 R2 R3	R1 ← R2 - R3	
Ĕ	SUB R R #	SUB R1 R2 #1	R1 ← R2 – 1	Immediate Mode
anc	AND R R R	AND R1 R2 R3	R1 ← R2 & R3	Bitwise AND
<u>::</u>	AND R R #	AND R1 R2 #0xF00F	$R1 \leftarrow R2 \& 0xF00F$	Immediate Mode
net	OR R R R	OR R1 R2 R3	R1 ← R2 R3	Bitwise OR
th	OR R R #	OR R1 R2 #b1001	R1 ← R2 b1001	Immediate Mode
Arithmetic and	NOT R R	NOT R1 R2	R1 ← ~R2	Bitwise NOT
	SHL R R	SHL R1 R2	R1 ← R2 << 1	LSb = 0
	SHR R R	SHR R1 R2	R1 ← R2 >>> 1	MSb = 0
	Instruction			
	Format	Eample	Meaning	Comment
	LOAD R #	LOAD R1 #27	R1 ← 27	Immediate Mode
ب	LOAD R L	LOAD R1 X	$R1 \leftarrow MM[X]$	Direct Mode
Jen	LOAD R #L	LOAD R1 #XARR	R1 ← XARR	Immediate Label
Data Movement	LOAD R R	LOAD R1 R0	R1 ← MM[R0]	Indirect Mode
	LOAD R R +	LOAD R1 R0 +4	R1 ← MM[R0+4]	Indirect Mode
	STORE R L	STORE R1 X	$MM[X] \leftarrow R1$	Direct Mode
)at	STORE R R	STORE R1 R0	$MM[R0] \leftarrow R1$	Indirect Mode

	Instruction			
Format		Eample	Meaning	Comment
	LOAD R #	LOAD R1 #27	R1 ← 27	Immediate Mode
	LOAD R L	LOAD R1 X	$R1 \leftarrow MM[X]$	Direct Mode
	LOAD R #L	LOAD R1 #XARR	R1 ← XARR	Immediate Label
	LOAD R R	LOAD R1 R0	$R1 \leftarrow MM[R0]$	Indirect Mode
	LOAD R R +	LOAD R1 R0 +4	R1 ← MM[R0+4]	Indirect Mode
	STORE R L	STORE R1 X	$MM[X] \leftarrow R1$	Direct Mode
	STORE R R	STORE R1 R0	MM[R0] ← R1	Indirect Mode
	STORE R R +	STORE R1 R0 +8	MM[R0+8] ← R1	Indirect Mode
	MOV R R	MOV R1 R2	R1 ← R2	Сору

	Instruction Format	Eample	Meaning	Comment
	JUMP L	•	PC = JLOC	
	BNEG R L	BNEG R1 BLOC	IF R1 < 0 THEN PC = BLOC	
	BPOS R L	BPOS R1 BLOC	IF R1 > 0 THEN PC = BLOC	
	BZERO R L	BZERO R1 BLOC	IF R1 == 0 THEN PC = BLOC	
	BNZERO R L	BNZERO R1 BLOC	IF R1 != 0 THEN PC = BLOC	
	BODD R L	BODD R1 BLOC	IF R1 % 2 != 0 THEN PC = BLOC	
	BEVEN R L	BEVEN R1 BLOC	IF R1 % 2 == 0 THEN PC = BLOC	
	BEQ R R L	BEQ R1 R2 BLOC	IF R1 == R2 THEN PC = BLOC	
	BNEQ R R L	BNEQ R1 R2 BLOC	IF R1 != R2 THEN PC = BLOC	
	BGT R R L	BGT R1 R2 BLOC	IF R1 > R2 THEN PC = BLOC	
	BGEQ R R L	BGEQ R1 R2 BLOC	IF R1 >= R2 THEN PC = BLOC	
	BLEQ R R L	BLEQ R1 R2 BLOC	IF R1 <= R2 THEN PC = BLOC	
	BLT R R L	BLT R1 R2 BLOC	IF R1 < R2 THEN PC = BLOC	

Branching

Function

	Instruction Format	Eample	Meaning	Comment
5	CALL L	CALL FUNC	R12 ← PC + 4; PC ← FUNC	Return value in R14
Calling	RET	RET	PC ← R12	Return value in R14
	PUSH R	PUSH R2	$MM[R13] \leftarrow R2; R13 \leftarrow R13 - 4$	Add to top
_	POP R	POP R2	$R13 \leftarrow R13 + 4; R2 \leftarrow MM[R13]$	Remove from top