

Z80 CPU

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Example of reading instruction set tables: ADC A,A ... ADC A, - entry says to see table; table shows opcode 8F, 4 states; and flag code 'A' which is defined under 'Flag Codes'. ADC HL,BC ... 2 byte opcode is ED, 4A; flag code is H; takes 15 states. CALL C, address ... opcode is DC followed by 2 byte address; flag code is Z; states are described by note 5.

Instruction Set

A	ADC	A,—	A	H15	LD	(IX+d),C	Z19
A	ADC	HL,BC	A	H15	LD	(IX+d),D	Z19
A	ADC	HL,DE	A	H15	LD	(IX+d),E	Z19
A	ADC	HL,HL	A	H15	LD	(IX+d),H	Z19
A	ADC	HL,SP	A	H15	LD	(IX+d),L	Z19
A	ADD	A,—	A	G11	LD	(IX+d),n	Z19
A	ADD	HL,BC	G11	G11	LD	(IX+d),n	Z19
A	ADD	HL,DE	G11	G11	LD	(IX+d),B	Z19
A	ADD	HL,HL	G11	G11	LD	(IX+d),C	Z19
A	ADD	HL,SP	G11	G11	LD	(IX+d),D	Z19
A	ADD	IX,BC	G15	G15	LD	(IX+d),E	Z19
A	ADD	IX,DE	G15	G15	LD	(IX+d),H	Z19
A	ADD	IX,IX	G15	G15	LD	(IX+d),L	Z19
A	ADD	IX,SP	G15	G15	LD	(IX+d),n	Z19
A	ADD	IY,BC	G15	G15	LD	(IY+d),A	Z19
A	ADD	IY,DE	G15	G15	LD	(IY+d),B	Z19
A	ADD	IY,IY	G15	G15	LD	(IY+d),C	Z19
A	ADD	IY,SP	G15	G15	LD	(IY+d),D	Z19
A	AND	—	C	C	LD	(IY+d),E	Z19
A	AND	—	C	C	LD	(IY+d),H	Z19
A	AND	—	C	C	LD	(IY+d),L	Z19
A	AND	—	C	C	LD	(IY+d),n	Z19
A	AND	—	C	C	LD	(IY+d),B	Z19
A	AND	—	C	C	LD	(IY+d),C	Z19
A	AND	—	C	C	LD	(IY+d),D	Z19
A	AND	—	C	C	LD	(IY+d),E	Z19
A	AND	—	C	C	LD	(IY+d),H	Z19
A	AND	—	C	C	LD	(IY+d),L	Z19
A	AND	—	C	C	LD	(IY+d),n	Z19
A	AND	—	C	C	LD	(IY+d),B	Z19
A	AND	—	C	C	LD	(IY+d),C	Z19
A	AND	—	C	C	LD	(IY+d),D	Z19
A	AND	—	C	C	LD	(IY+d),E	Z19
A	AND	—	C	C	LD	(IY+d),H	Z19
A	AND	—	C	C	LD	(IY+d),L	Z19
A	AND	—	C	C	LD	(IY+d),n	Z19
A	AND	—	C	C	LD	(IY+d),B	Z19
A	AND	—	C	C	LD	(IY+d),C	Z19
A	AND	—	C	C	LD	(IY+d),D	Z19
A	AND	—	C	C	LD	(IY+d),E	Z19
A	AND	—	C	C	LD	(IY+d),H	Z19
A	AND	—	C	C	LD	(IY+d),L	Z19
A	AND	—	C	C	LD	(IY+d),n	Z19
A	AND	—	C	C	LD	(IY+d),B	Z19
A	AND	—	C	C	LD	(IY+d),C	Z19
A	AND	—	C	C	LD	(IY+d),D	Z19
A	AND	—	C	C	LD	(IY+d),E	Z19
A	AND	—	C	C	LD	(IY+d),H	Z19
A	AND	—	C	C	LD	(IY+d),L	Z19
A	AND	—	C	C	LD	(IY+d),n	Z19
A	AND	—	C	C	LD	(IY+d),B	Z19
A	AND	—	C	C	LD	(IY+d),C	Z19
A	AND	—	C	C	LD	(IY+d),D	Z19
A	AND	—	C	C	LD	(IY+d),E	Z19
A	AND	—	C	C	LD	(IY+d),H	Z19
A	AND	—	C	C	LD	(IY+d),L	Z19
A	AND	—	C	C	LD	(IY+d),n	Z19
A	AND	—	C	C	LD	(IY+d),B	Z19
A	AND	—	C	C	LD	(IY+d),C	Z19
A	AND	—	C	C	LD	(IY+d),D	Z19
A	AND	—	C	C	LD	(IY+d),E	Z19
A	AND	—	C	C	LD	(IY+d),H	Z19
A	AND	—	C	C	LD	(IY+d),L	Z19
A	AND	—	C	C	LD	(IY+d),n	Z19
A	AND	—	C	C	LD	(IY+d),B	Z19
A	AND	—	C	C	LD	(IY+d),C	Z19
A	AND	—	C	C	LD	(IY+d),D	Z19
A	AND	—	C	C	LD	(IY+d),E	Z19
A	AND	—	C	C	LD	(IY+d),H	Z19
A	AND	—	C	C	LD	(IY+d),L	Z19
A	AND	—	C	C	LD	(IY+d),n	Z19
A	AND	—	C	C	LD	(IY+d),B	Z19
A	AND	—	C	C	LD	(IY+d),C	Z19

	A	B	C	D	E	H	L	(HL)	(IX+d)	(IY+d)	
BIT 0	CB.47	CB.40	CB.41	CB.42	CB.43	CB.44	CB.45	CB.46	DD.CB.d.46	FD.CB.d.46	V
BIT 1	CB.4F	CB.48	CB.49	CB.4A	CB.4B	CB.4C	CB.4D	CB.4E	DD.CB.d.4E	FD.CB.d.4E	V
BIT 2	CB.57	CB.50	CB.51	CB.52	CB.53	CB.54	CB.55	CB.56	DD.CB.d.56	FD.CB.d.56	V
BIT 3	CB.5F	CB.58	CB.59	CB.5A	CB.5B	CB.5C	CB.5D	CB.5E	DD.CB.d.5E	FD.CB.d.5E	V
BIT 4	CB.67	CB.60	CB.61	CB.62	CB.63	CB.64	CB.65	CB.66	DD.CB.d.66	FD.CB.d.66	V
BIT 5	CB.6F	CB.68	CB.69	CB.6A	CB.6B	CB.6C	CB.6D	CB.6E	DD.CB.d.6E	FD.CB.d.6E	V
BIT 6	CB.77	CB.70	CB.71	CB.72	CB.73	CB.74	CB.75	CB.76	DD.CB.d.76	FD.CB.d.76	V
BIT 7	CB.7F	CB.78	CB.79	CB.7A	CB.7B	CB.7C	CB.7D	CB.7E	DD.CB.d.7E	FD.CB.d.7E	V
STATES:				8				12		20	

	A	B	C	D	E	H	L	(HL)	(IX+d)	(IY+d)	
RES 0	CB.87	CB.80	CB.81	CB.82	CB.83	CB.84	CB.85	CB.86	DD.CB.d.86	FD.CB.d.86	Z
RES 1	CB.8F	CB.88	CB.89	CB.8A	CB.8B	CB.8C	CB.8D	CB.8E	DD.CB.d.8E	FD.CB.d.8E	Z
RES 2	CB.97	CB.90	CB.91	CB.92	CB.93	CB.94	CB.95	CB.96	DD.CB.d.96	FD.CB.d.96	Z
RES 3	CB.9F	CB.98	CB.99	CB.9A	CB.9B	CB.9C	CB.9D	CB.9E	DD.CB.d.9E	FD.CB.d.9E	Z
RES 4	CB.A7	CB.A0	CB.A1	CB.A2	CB.A3	CB.A4	CB.A5	CB.A6	DD.CB.d.A6	FD.CB.d.A6	Z
RES 5	CB.AF	CB.A8	CB.A9	CB.AA	CB.AB	CB.AC	CB.AD	CB.AE	DD.CB.d.AE	FD.CB.d.AE	Z
RES 6	CB.B7	CB.B0	CB.B1	CB.B2	CB.B3	CB.B4	CB.B5	CB.B6	DD.CB.d.B6	FD.CB.d.B6	Z
RES 7	CB.BF	CB.B8	CB.B9	CB.BA	CB.BB	CB.BC	CB.BD	CB.BE	DD.CB.d.BE	FD.CB.d.BE	Z
SET 0	CB.C7	CB.C0	CB.C1	CB.C2	CB.C3	CB.C4	CB.C5	CB.C6	DD.CB.d.C6	FD.CB.d.C6	Z
SET 1	CB.CF	CB.C8	CB.C9	CB.CA	CB.CB	CB.CC	CB.CD	CB.CE	DD.CB.d.CE	FD.CB.d.CE	Z
SET 2	CB.D7	CB.D0	CB.D1	CB.D2	CB.D3	CB.D4	CB.D5	CB.D6	DD.CB.d.D6	FD.CB.d.D6	Z
SET 3	CB.DF	CB.D8	CB.D9	CB.DA	CB.DB	CB.DC	CB.DD	CB.DE	DD.CB.d.DE	FD.CB.d.DE	Z
SET 4	CB.E7	CB.E0	CB.E1	CB.E2	CB.E3	CB.E4	CB.E5	CB.E6	DD.CB.d.E6	FD.CB.d.E6	Z
SET 5	CB.EF	CB.E8	CB.E9	CB.EA	CB.EB	CB.EC	CB.ED	CB.EE	DD.CB.d.EE	FD.CB.d.EE	Z
SET 6	CB.F7	CB.F0	CB.F1	CB.F2	CB.F3	CB.F4	CB.F5	CB.F6	DD.CB.d.F6	FD.CB.d.F6	Z
SET 7	CB.FF	CB.F8	CB.F9	CB.FA	CB.FB	CB.FC	CB.FD	CB.FE	DD.CB.d.FE	FD.CB.d.FE	Z
STATES:				8				15	23		

	A(8)	B	C	D	E	H	L	(HL)	(IX+d)	(IY+d)	
RLC	CB.07	CB.00	CB.01	CB.02	CB.03	CB.04	CB.05	CB.06	DD.CB.d.06	FD.CB.d.06	K
RRC	CB.0F	CB.08	CB.09	CB.0A	CB.0B	CB.0C	CB.0D	CB.0E	DD.CB.d.0E	FD.CB.d.0E	K
RL	CB.17	CB.10	CB.11	CB.12	CB.13	CB.14	CB.15	CB.16	DD.CB.d.16	FD.CB.d.16	K
RR	CB.1F	CB.18	CB.19	CB.1A	CB.1B	CB.1C	CB.1D	CB.1E	DD.CB.d.1E	FD.CB.d.1E	K
SLA	CB.27	CB.20	CB.21	CB.22	CB.23	CB.24	CB.25	CB.26	DD.CB.d.26	FD.CB.d.26	K
SRA	CB.2F	CB.28	CB.29	CB.2A	CB.2B	CB.2C	CB.2D	CB.2E	DD.CB.d.2E	FD.CB.d.2E	K
SRL	CB.3F	CB.38	CB.39	CB.3A	CB.3B	CB.3C	CB.3D	CB.3E	DD.CB.d.3E	FD.CB.d.3E	K
	STATES:			8				15		23	

Flag Codes

	C	Z	P	V	S	N	H
A	C	C	V	V	S	0	1
B	C	C	V	V	S	0	1
C	0	0	V	V	S	0	0
D	0	0	V	V	S	0	0
E	=	=	Z	V	S	0	0
F	=	=	Z	V	S	0	0
G	=	=	Z	V	S	0	0
H	=	=	Z	V	S	0	0
I	=	=	Z	V	S	0	0
J	=	=	Z	V	S	0	0
K	=	=	Z	V	S	0	0
L	=	=	Z	V	S	0	0
M	=	=	Z	V	S	0	0
N	=	=	Z	V	S	0	0
O	=	=	Z	V	S	0	0
P	=	=	Z	V	S	0	0
Q	=	=	Z	V	S	0	0
R	=	=	Z	V	S	0	0
S	=	=	Z	V	S	0	0
T	=	=	Z	V	S	0	0
U	=	=	Z	V	S	0	0
V	=	=	Z	V	S	0	0
W	=	=	Z	V	S	0	0
X	=	=	Z	V	S	0	0
Y	=	=	Z	V	S	0	0
Z	=	=	Z	V	S	0	0

Codes:

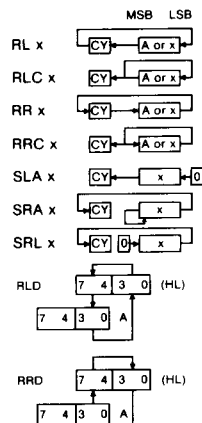
0: reset
1: set
C: Carry*
F: Footnote
H: Half carry*
N: Add/Sub*
P: Parity*
S: Sign*
U: Undefined
V: oVerflow*
Z: Zero*
=: not affected

- Indicated flag affected by result

- (1) $Z=1$ iff B becomes 0
- (2) $PV=0$ iff BC becomes 0
- (3) $PV=0$ iff BC becomes 0 and $Z=1$ iff $A=(HL)$

	A	B	C	D	E	H	L	(HL)n	(IX+d)	(IY+d)			
ADC A,	8F	88	89	8A	8B	8C	8D	8E	CE,n	DD,8E,d	FD,8E,d	A	
ADD A,	87	80	81	82	83	84	85	86	C6,n	DD,86,d	FD,86,d	A	
AND	A7	A0	A1	A2	A3	A4	A5	A6	E6,n	DD,A6,d	FD,A6,d	C	
CP	B8	B9	BA	BB	BC	BD	BE	FE,n	DD,8E,d	FD,8E,d		C	
OR	B7	B0	B1	B2	B3	B4	B5	B6	F6,n	DD,86,d	FD,86,d		
SBC A,	9F	98	99	9A	9B	9C	9D	9E	DE,n	DD,9E,d	FD,9E,d		
SUB	97	90	91	92	93	94	95	96	D6,n	DD,96,d	FD,96,d		
XOR	A8	A9	AA	AB	AC	AD	AE	EE,n	DD,A6,d	FD,A6,d			
LD A,	7F	78	79	7A	7B	7C	7D	7E	3E,n	DD,7E,d	FD,7E,d	Z	
LD B,	47	40	41	42	43	44	45	46	06,n	DD,46,d	FD,46,d	Z	
LD C,	4F	48	49	4A	4B	4C	4D	4E	0E,n	DD,4E,d	FD,4E,d	Z	
LD D,	57	50	51	52	53	54	55	56	16,n	DD,56,d	FD,56,d	Z	
LD E,	5F	58	59	5A	5B	5C	5D	5E	1E,n	DD,5E,d	FD,5E,d	Z	
LD H,	67	60	61	62	63	64	65	66	26,n	DD,66,d	FD,66,d	Z	
LD L,	6F	68	69	6A	6B	6C	6D	6E	2E,n	DD,6E,d	FD,6E,d	Z	
STATES:											4	7	19

Rotates and Shifts



Addressing

n	n is immediate 8-bit data.
aa	aa is immediate 16-bit data or address to CALL to JP to.
(aa)	aa is address of data.
(rr)	16-bit reg rr holds address of data or address to CALL or to JP to.
(n)	n is port number.
(r)	8-bit reg r holds port number.
(IX+d)	IX-d is address of data (d is a 1 byte signed displacement).
d	In relative jumping, address to jump to is d + address of next instruction (d is signed).

Full 2 byte addresses in code, stack, and data areas are stored low byte followed by high byte. Thus JP 1234H is: C3,34,12.

SP points to used byte at top of stack. PUSH decrements SP by 2.

Intentionally Blank



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Notes

- (1) 21 except 16 at termination
- (2) 13 except 8 at termination
- (3) 12 for success; 7 for failure
- (4) 11 for success; 5 for failure
- (5) 17 for success; 10 for failure
- (6) A to A15..A8 and n to A7..A0
- (7) B to A15..A8 and C to A7..A0
- (8) See faster version of 'Rotate A' instructions

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ON HOT SURFACE**

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#104A



Z80 CPU

MICROPROCESSOR INSTANT REFERENCE CARD

LSD →

Single-Byte-Opcode to Instruction Conversion

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0	NOP	LD BC,nn	LD (BC),A	INC BC	INC B	DEC B	LD B,n	RLCA	EX AF,AF	ADD HL,BC	LD A,(BC)	DEC BC	INC C	DEC C	LD C,n	RRCA
1	DJNZ n	LD DE,nn	LD (DE),A	INC DE	INC D	DEC D	LD D,n	RLA	JR n	ADD HL,DE	LD A,(DE)	DEC DE	INC E	DEC E	LD E,n	RRR
2	JR NZ,n	LD HL,nn	LD (nn),HL	INC HL	INC H	DEC H	LD H,n	DAA	JR C,n	ADD HL,HL	LD HL,(nn)	DEC HL	INC L	DEC L	LD L,n	CPL
3	JR NC,n	LD SP,nn	LD (nn),A	INC SP	INC (HL)	DEC (HL)	LD (HL),n	SCF	JR Z,n	ADD HL,SP	LD A,(nn)	DEC SP	INC A	DEC A	LD A,n	CF
4	LD B,B	LD B,C	LD B,D	LD B,E	LD B,H	LD B,L	LD B,(HL)	LD B,A	LD C,B	LD C,C	LD C,D	LD C,E	LD C,H	LD C,L	LD C,(HL)	LD C,A
5	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
6	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
7	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
8	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
9	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
A	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
B	OR B	OR C	OR D	OR E	OR H	OR L	OR (HL)	OR A	CP B	CP C	CP D	CP E	CP H	CP L	CP (HL)	CP A
C	RET NZ	POP BC	JP NZ,nn	JP nn	CALL NZ,nn	PUSH BC	ADD n	RST 00H	RET Z	RET	JP Z,nn	table	CALL Z,nn	CALL nn	ADC A,n	RST 00H
D	RET NC	POP DE	JP NC,nn	OUT (n),A	CALL NC,nn	PUSH DE	SUB n	RST 10H	RET C	EXX	JP C,nn	IN A,(n)	CALL C,nn	table	SBC A,n	RST 10H
E	RET PO	POP HL	JP PO,nn	DI (SP),HL	CALL PO,nn	PUSH HL	AND n	RST 20H	RET PE	JP (HL)	JP PE,nn	EX DE,HL	CALL PE,nn	table	XOR n	RST 20H
F	RET P	POP AF	JP P,nn	DI	CALL P,nn	PUSH AF	OR n	RST 30H	RET M	LD SP,HL	JP M,nn	EI	CALL M,nn	table	CP n	RST 30H

Multi-Byte-Opcode to Instruction Conversion

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0	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
1	RLD B	RLD C	RLD D	RLD E	RLD H	RLD L	RLD (HL)	RLD A	RRC B	RRC C	RRC D	RRC E	RRC H	RRC L	RRC (HL)	RRC A
2	RLD B	RLD C	RLD D	RLD E	RLD H	RLD L	RLD (HL)	RLD A	RRC B	RRC C	RRC D	RRC E	RRC H	RRC L	RRC (HL)	RRC A
3	RLD B	RLD C	RLD D	RLD E	RLD H	RLD L	RLD (HL)	RLD A	RRC B	RRC C	RRC D	RRC E	RRC H	RRC L	RRC (HL)	RRC A
4	RLD B	RLD C	RLD D	RLD E	RLD H	RLD L	RLD (HL)	RLD A	RRC B	RRC C	RRC D	RRC E	RRC H	RRC L	RRC (HL)	RRC A
5	RLD B	RLD C	RLD D	RLD E	RLD H	RLD L	RLD (HL)	RLD A	RRC B	RRC C	RRC D	RRC E	RRC H	RRC L	RRC (HL)	RRC A
6	RLD B	RLD C	RLD D	RLD E	RLD H	RLD L	RLD (HL)	RLD A	RRC B	RRC C	RRC D	RRC E	RRC H	RRC L	RRC (HL)	RRC A
7	RLD B	RLD C	RLD D	RLD E	RLD H	RLD L	RLD (HL)	RLD A	RRC B	RRC C	RRC D	RRC E	RRC H	RRC L	RRC (HL)	RRC A
8	RLD B	RLD C	RLD D	RLD E	RLD H	RLD L	RLD (HL)	RLD A	RRC B	RRC C	RRC D	RRC E	RRC H	RRC L	RRC (HL)	RRC A
9	RLD B	RLD C	RLD D	RLD E	RLD H	RLD L	RLD (HL)	RLD A	RRC B	RRC C	RRC D	RRC E	RRC H	RRC L	RRC (HL)	RRC A
A	RLD B	RLD C	RLD D	RLD E	RLD H	RLD L	RLD (HL)	RLD A	RRC B	RRC C	RRC D	RRC E	RRC H	RRC L	RRC (HL)	RRC A
B	RLD B	RLD C	RLD D	RLD E	RLD H	RLD L	RLD (HL)	RLD A	RRC B	RRC C	RRC D	RRC E	RRC H	RRC L	RRC (HL)	RRC A
C	RLD B	RLD C	RLD D	RLD E	RLD H	RLD L	RLD (HL)	RLD A	RRC B	RRC C	RRC D	RRC E	RRC H	RRC L	RRC (HL)	RRC A
D	RLD B	RLD C	RLD D	RLD E	RLD H	RLD L	RLD (HL)	RLD A	RRC B	RRC C	RRC D	RRC E	RRC H	RRC L	RRC (HL)	RRC A
E	RLD B	RLD C	RLD D	RLD E	RLD H	RLD L	RLD (HL)	RLD A	RRC B	RRC C	RRC D	RRC E	RRC H	RRC L	RRC (HL)	RRC A
F	RLD B	RLD C	RLD D	RLD E	RLD H	RLD L	RLD (HL)	RLD A	RRC B	RRC C	RRC D	RRC E	RRC H	RRC L	RRC (HL)	RRC A

Hex and Decimal Conversion

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
2	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47
3	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63
4	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79
5	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95
6	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111
7	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127
8	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143
9	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159
A	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175
B	176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191
C	192	193	194	195	196	197	198	199	200	201	202	203	204	205	206	207
D	208	209	210	211	212	213	214	215	216	217	218	219	220	221	222	223
E	224	225	226	227	228	229	230	231	232	233	234	235	236	237	238	239
F	240	241	242	243	244	245	246	247	248	249	250	251	252	253	254	255

Status Flags

MSB	LSB
S	Z
H	P
V	N
C	C

S = Sign (MSB) of result
Z = 1 when result is Zero
H = Half carry from bit 3
P/V = 1 = Parity even for logic op or overflow for arithmetic op
N = 1 when last op was subtract (0 for add)
C = Carry (CY)

General Instruction Description (except shifts)

ADC x, y Add y to x.
ADD x, y Add y to x.
AND x, y AND x and y.
BIT b, x Test bit b of x.
CALL c, x If condition c is true call subroutine at x.
CALL x, y Call subroutine at x (push PC and jump to x).
CF Complement carry flag.
CP x Compare A with x (see "Unsigned Comparisons").
CPD Compare A with (HL). DEC HL. DEC BC.
CPDR Like CPD, but repeat until A=(HL) or BC=0.
CPI Compare A with (HL). INC HL. DEC BC.
CPIR Like CPI, but repeat until A=(HL) or BC=0.
CPL Complement A (1's comp.).
DAA Decimal adjust A (after add or sub of BCD data).
DEC x Decrement x by 1.
DI Disable interrupts.
DJNZ d, x Decrement B, jump relative by d if B not zero.
EI Enable interrupts after next instruction.
EX x, y Exchange x with y.
EXX Exchange BC, DE, HL with BC, DE, HL.
HALT Halt (wait for interrupt or reset).
IM x Set interrupt mode to x.
IN A, (n) Input port n into A (6).
IN r, (C) Input port (C) into r (7).
INC x Increment x by 1.
IND Load (HL) from port (C). DEC B. DEC HL (7).
INDR Like IND, but repeat until B=0 (7).
INI Load (HL) from port (C). DEC B. INC HL (7).
INIR Like INI, but repeat until B=0 (7).
JP c, x If condition c is true jump to location x.
JP x, y Jump to location x.
JR c, d If condition c is true jump relative by d.
JR d, x Jump relative by d.
LD x, y Load x with y (move y to x).
LDD Load (DE) with (HL). DEC DE. DEC HL. DEC BC.
LDDR Load LDD, but repeat until BC=0.
LDI Load (HL) with (HL). INC DE. INC HL. DEC BC.
LDIR Like LDI, but repeat until BC=0.
NEG Negate A (2's comp.).
NOP No operation.
OR x OR x to A.
OTDR Like OUTD, but repeat until B=0 (7).
OTIR Like OTDR, but repeat until B=0 (7).
OUT (C), r Output r to port (C) (7).
OUT (n), r Output (HL) to port (C). DEC B. DEC HL (7).
OUTD Output (HL) to port (C). DEC B. INC HL (7).
OUTI Output (HL) to port (C). DEC B. INC HL (7).
POP x Pop x from top of stack updating SP.
PUSH x Push x onto top of stack updating SP.
RES b, x Reset bit b of x (to 0).
RET Return from subroutine (pop PC).
RET c If condition c is true return from subroutine.
RETI Return from interrupt.
RETN Return from NMI (see "Interrupts").
RST x Call subroutine at x (1 byte inst).
SBC x, y Subtract y from x.
SCF Set carry flag (to 1).
SET b, x Set bit b of x (to 1).
SUB x Subtract x from A.
XOR x XOR x to A.

Interrupts and Reset

Falling edge sensitive NMI does a RST 6BH regardless of IFF1, 2.
(Interrupt Flip Flop).
If interrupts are enabled (IFF1=1), low level sensitive INT depends on mode.
MODE 0: Interrupting device puts instruction on bus (e.g. RST or CALL). Takes 2 extra time states.
MODE 1: Does a RST 3BH (Z13).
MODE 2: Location pointed to by 15 87 10 and next hold vector of service subroutine in (7 bit int vector index) is put on data bus by interrupting device (Z19).
IFF1 and IFF2 are both cleared by INT or DI. Both are set by EI.
NMI clears IFF1. RETN loads IFF1 from IFF2. LD A, I and LD A, R set P/V flag to IFF2. Reset sets PC=0, IFF1=IFF2=0, I=0, R=0, MODE=0.

Unsigned Comparisons

A < B	J	C	P	YES
A ≤ B	J	C	P	YES
A = B	J	C	P	YES
A ≠ B	J	C	P	YES
A ≥ B	J	C	P	YES
A > B	J	C	P	YES

YES represents label for code to be executed if condition is true. Internally, A-B is computed to determine flags as for 'SUB B'.

① Requires both instructions.

A11	1	40	A10
A13	2	39	A9
A14	3	38	A8
A15	5	36	A6
6	35	A5	
D3	7	34	A4
D4	8	33	A3
D5	9	32	A2
D6	10	31	A1
SV	11	30	A0
D7	12	29	GND
D12	13	28	RESET
D0	14	27	MI
01	15	26	RESET
02	16	25	BUSO
03	17	24	WAIT
04	18	23	SUSAK
05	19	22	RD
06	20	21	RD

main alternate special

A	F	A'	F'	I	R
B	C	B'	C'	INDEX IX	
D	E	D'	E'	INDEX IY	
H	L	H'	L'	STCK PTR SP	

small=8 Bit large=16 bit

Registers
A=Accumulator
F=Flags
I=Interrupt vector
R=Memory refresh
When AF,BC,DE,HL used as pairs A,B,D,H are high order.

Registers

PGMR CTR PC

ASCII Character Set

	MSD	0	1	2	3	4	5	6	7
LSD	000	001	010	011	100	101	110	111	
0	0000	NUL	DLE	SP	0	@	P	.	p
1	0001	SOH	DC1	!	1	A	Q	a	q
2	0010	STX	DC2	"	2	B	R	b	r
3	0011	ETX	DC3	#	3	C	S	c	s
4	0100	EOT	DC4	\$	4	D	T	d	t
5	0101	ENQ	NAK	%	5	E	U	e	u
6	0110	ACK	SYN	&	6	F	V	f	v
7	0111	BEL	ETB	'	7	G	W	g	w
8	1000	BS	CAN	(8	H	X	h	x
9	1001	HT	EM)	9	I	Y	i	y
A	1010	LF	SUB	*	:	J	Z	j	z
B	1011	VT	ESC	+	:	K	[k	{
C	1100	FF	FS	,	<	L	\	l	
D	1101	CR	GS	-	=	M]	m	~
E	1110	SO	RS	>	>	N	^	n	~
F	1111	SI	US	/	?	O	_	o	DEL

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