

PICO-8 CHEATSHEET

Commandline

```
HELP
SAVE GAME.P8
LOAD GAME.P8
RUN
SPLORE
```

Variables & Types

```
A=NIL
X=23
LOCAL S="TEXT"
T={NAME="JOE", AGE="32"}
```

Operators

```
+ - * / ^ %
< > <= >= ~= ==
ALIST "A".."B"
AND OR NOT
```

Functions

```
FUNCTION ADD(A,B)
  RETURN A+B
END
```

If-Statement

```
IF (X < 33) THEN
  PRINT("HALLO")
ELSE
  PRINT("HEY")
END
```

Loops

```
--UP
FOR I = 1,10 DO
  PRINT(I)
END
```

```
--DOWN
FOR A=10,0,-2 DO
  PRINT(A)
END
```

```
--ARRAY
FOR S IN ALL(SHIPS) DO
  PRINT(S.NAME)
END
```

```
--TABLE
FOR K,V IN PAIRS(N) DO
  PRINT("K:"..K.."V:"..V)
END
```

Tables

```
T={A="X",B=1}
ADD(T, V)
DEL(T, V)
T={1,2,3,4}
PRINT(T[1]) --1-BASED!!
```

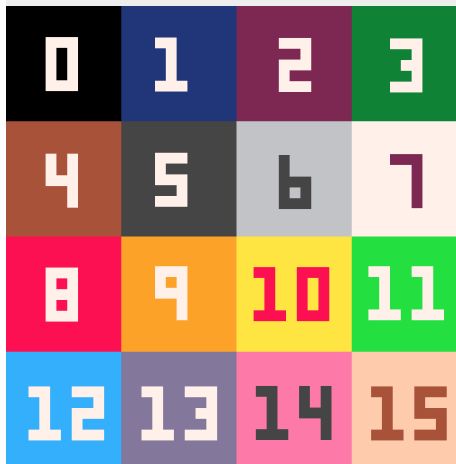
Special callbacks

```
_INIT() _UPDATE() _DRAW()
```

Sprites

```
SPR(N, X, Y, [W, H],
  [FLIP_X], [FLIP_Y])
SSPR(SX, SY, SW, SH,
  DX, DY, [DW, DH],
  [FLIP_X], [FLIP_Y])
```

Colors



Pixel

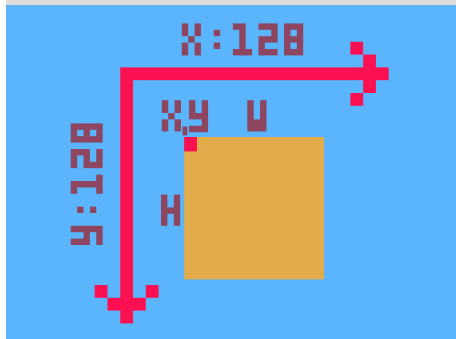
```
PSET(X, Y, [C])
PGET(X,Y)
```

Shapes

```
RECT(X0,Y0,X1,Y1, [COL])
RECTFILL(X0,Y0,X1,Y1,[C])
CIRC(X, Y, R, [C])
CIRCFILL(X, Y, R, [C])
LINE(X0, Y0, X1, Y1, [C])
```

Screen

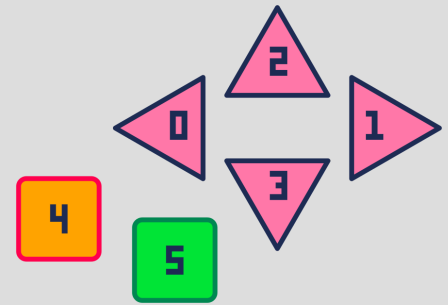
```
CLS()
CAMERA([X, Y])
CLIP([X, Y, W, H])
```



Map

```
MGET(X, Y)
MSET(X, Y, V)
MAP(MAP_X, MAP_Y,
  SCREEN_X, SCREEN_Y,
  WIDTH, HEIGHT, [LAYER])
```

Controls



Player 1:

←↑↓→ Y,X/C,V/N,M

Player 2:

ASDF, LSHIFT, A

BTN([I, [P]])

BTNP([I, [P]])

Sound

```
SFX(N, [CHAN, OFFSET])
MUSIC([N, [FADE, MASK]])
```

Tracker

instrument effect

tone [1 0 1 2]

octave volume

- 0 NONE
- 1 SLIDE
- 2 VIBRATO
- 3 DROP (DRUM)
- 4 FADE IN
- 5 FADE OUT
- 6 FAST ARPEGGIO
- 7 SLOW ARPEGGIO

Math

```
ABS(X), ATAN2(DX, DY),
COS(X), SIN(X),
FLR(X), MAX(X,Y), MIN(X,Y),
RND(X), SCN(X), SQR(X)
```

Shortcuts

Common:

Save: STR+S
Change Mode: ESC
Restart cart: STR+R

Editor

Undo: STR+Z
Redo: STR+Y
Search: STR+F
Search-Next: STR+G
Next Function: Alt+↑↓

Pico-8 Cheatsheet. Version

2.1(en). Collected by

@ztiromoritz. Font: [Joseph White](#).

TTF by [RhythmLynx](#). Inspired by

[@neko250/pico-8_api](#) and

[@obone/picozine-3](#).