NAME

gbz80 — CPU opcode reference

DESCRIPTION

This is the list of opcodes supported by `rgbasm`(1), including a short description, the number of bytes needed to encode them and the number of CPU cycles at 1MHz (or 2MHz in GBC dual speed mode) needed to complete them.

Note: All arithmetic/logic operations that use register **A** as destination can omit the destination as it is assumed to be register **A** by default. The following two lines have the same effect:

```
OR A,B
OR B
```

LEGEND

List of abbreviations used in this document.

r8 Any of the 8-bit registers (**A**, **B**, **C**, **D**, **E**, **H**, **L**).

r16 Any of the general-purpose 16-bit registers (**BC**, **DE**, **HL**).

n8 8-bit integer constant.

n16 16-bit integer constant.

e8 8-bit offset (**-128** to **127**).

u3 3-bit unsigned integer constant (**0** to **7**).

cc Condition codes:
- **Z** Execute if Z is set.
- **NZ** Execute if Z is not set.
- **C** Execute if C is set.
- **NC** Execute if C is not set.

vec One of the **RST** vectors (*0x00*, *0x08*, *0x10*, *0x18*, *0x20*, *0x28*, *0x30*, and *0x38*).

INSTRUCTION OVERVIEW

8-bit Arithmetic and Logic Instructions

ADC A,r8
ADC A,[HL]
ADC A,n8
ADD A,r8
ADD A,[HL]
ADD A,n8
AND A,r8
AND A,[HL]
AND A,n8
CP A,r8
CP A,[HL]
CP A,n8
DEC r8
DEC [HL]
INC r8

INC [HL]
OR A,r8
OR A,[HL]
OR A,n8
SBC A,r8
SBC A,[HL]
SBC A,n8
SUB A,r8
SUB A,[HL]
SUB A,n8
XOR A,r8
XOR A,[HL]
XOR A,n8

16-bit Arithmetic Instructions

ADD HL,r16
DEC r16
INC r16

Bit Operations Instructions

BIT u3,r8
BIT u3,[HL]
RES u3,r8
RES u3,[HL]
SET u3,r8
SET u3,[HL]
SWAP r8
SWAP [HL]

Bit Shift Instructions

RL r8
RL [HL]
RLA
RLC r8
RLC [HL]
RLCA
RR r8
RR [HL]
RRA
RRC r8
RRC [HL]
RRCA
SLA r8
SLA [HL]
SRA r8
SRA [HL]
SRL r8
SRL [HL]

Load Instructions

LD r8,r8
LD r8,n8
LD r16,n16
LD [HL],r8
LD [HL],n8
LD r8,[HL]
LD [r16],A
LD [n16],A
LDH [n16],A
LDH [C],A
LD A,[r16]
LD A,[n16]
LDH A,[n16]
LDH A,[C]
LD [HLI],A
LD [HLD],A
LD A,[HLI]
LD A,[HLD]

Jumps and Subroutines

CALL n16
CALL cc,n16
JP HL
JP n16
JP cc,n16
JR e8
JR cc,e8
RET cc
RET
RETI
RST vec

Stack Operations Instructions

ADD HL,SP
ADD SP,e8
DEC SP
INC SP
LD SP,n16
LD [n16],SP
LD HL,SP+e8
LD SP,HL
POP AF
POP r16
PUSH AF
PUSH r16

Miscellaneous Instructions

CCF

CPL
DAA
DI
EI
HALT
NOP
SCF
STOP

INSTRUCTION REFERENCE

ADC A,r8

Add the value in *r8* plus the carry flag to **A**.

Cycles: 1

Bytes: 1

Flags:

Z	Set if result is 0.
N	0
H	Set if overflow from bit 3.
C	Set if overflow from bit 7.

ADC A,[HL]

Add the byte pointed to by **HL** plus the carry flag to **A**.

Cycles: 2

Bytes: 1

Flags: See **ADC A,r8**

ADC A,n8

Add the value *n8* plus the carry flag to **A**.

Cycles: 2

Bytes: 2

Flags: See **ADC A,r8**

ADD A,r8

Add the value in *r8* to **A**.

Cycles: 1

Bytes: 1

Flags:

Z	Set if result is 0.
N	0
H	Set if overflow from bit 3.
C	Set if overflow from bit 7.

ADD A,[HL]

Add the byte pointed to by **HL** to **A**.

Cycles: 2

Bytes: 1

Flags: See **ADD A,r8**

ADD A,n8

Add the value `n8` to **A**.

Cycles: 2

Bytes: 2

Flags: See **ADD A,r8**

ADD HL,r16

Add the value in `r16` to **HL**.

Cycles: 2

Bytes: 1

Flags:

N	0
H	Set if overflow from bit 11.
C	Set if overflow from bit 15.

ADD HL,SP

Add the value in **SP** to **HL**.

Cycles: 2

Bytes: 1

Flags: See **ADD HL,r16**

ADD SP,e8

Add the signed value `e8` to **SP**.

Cycles: 4

Bytes: 2

Flags:

Z	0
N	0
H	Set if overflow from bit 3.
C	Set if overflow from bit 7.

AND A,r8

Bitwise AND between the value in `r8` and **A**.

Cycles: 1

Bytes: 1

Flags:

Z	Set if result is 0.

N 0
H 1
C 0

AND A,[HL]

Bitwise AND between the byte pointed to by **HL** and **A**.

Cycles: 2

Bytes: 1

Flags: See **AND A,r8**

AND A,n8

Bitwise AND between the value in *n8* and **A**.

Cycles: 2

Bytes: 2

Flags: See **AND A,r8**

BIT u3,r8

Test bit *u3* in register *r8*, set the zero flag if bit not set.

Cycles: 2

Bytes: 2

Flags:
Z Set if the selected bit is 0.
N 0
H 1

BIT u3,[HL]

Test bit *u3* in the byte pointed by **HL**, set the zero flag if bit not set.

Cycles: 3

Bytes: 2

Flags: See **BIT u3,r8**

CALL n16

Call address *n16*. This pushes the address of the instruction after the**CALL** on the stack, such that **RET** can pop it later; then, it executes an implicit **JP n16**.

Cycles: 6

Bytes: 3

Flags: None affected.

CALL cc,n16

Call address *n16* if condition *cc* is met.

Cycles: 6 taken / 3 untaken

Bytes: 3

Flags: None affected.

CCF

Complement Carry Flag.

Cycles: 1

Bytes: 1

Flags:

N	0
H	0
C	Inverted.

CP A,r8

Subtract the value in *r8* from **A** and set flags accordingly, but don't store the result. This is useful for ComParing values.

Cycles: 1

Bytes: 1

Flags:

Z	Set if result is 0.
N	1
H	Set if borrow from bit 4.
C	Set if borrow (i.e. if *r8* > **A**).

CP A,[HL]

Subtract the byte pointed to by **HL** from **A** and set flags accordingly, but don't store the result.

Cycles: 2

Bytes: 1

Flags: See **CP A,r8**

CP A,n8

Subtract the value *n8* from **A** and set flags accordingly, but don't store the result.

Cycles: 2

Bytes: 2

Flags: See **CP A,r8**

CPL

ComPLement accumulator (**A** = ~**A**).

Cycles: 1

Bytes: 1

Flags:

N	1
H	1

DAA

Decimal Adjust Accumulator to get a correct BCD representation after an arithmetic instruction.

Cycles: 1

Bytes: 1

Flags:
Z Set if result is 0.
H 0
C Set or reset depending on the operation.

DEC r8

Decrement value in register `r8` by 1.

Cycles: 1

Bytes: 1

Flags:
Z Set if result is 0.
N 1
H Set if borrow from bit 4.

DEC [HL]

Decrement the byte pointed to by **HL** by 1.

Cycles: 3

Bytes: 1

Flags: See **DEC r8**

DEC r16

Decrement value in register `r16` by 1.

Cycles: 2

Bytes: 1

Flags: None affected.

DEC SP

Decrement value in register **SP** by 1.

Cycles: 2

Bytes: 1

Flags: None affected.

DI

Disable Interrupts by clearing the **IME** flag.

Cycles: 1

Bytes: 1

Flags: None affected.

EI

Enable Interrupts by setting the **IME** flag. The flag is only set *after* the instruction following **EI**.

Cycles: 1

Bytes: 1

Flags: None affected.

HALT

Enter CPU low-power consumption mode until an interrupt occurs. The exact behavior of this instruction depends on the state of the **IME** flag.

IME set
The CPU enters low-power mode until *after* an interrupt is about to be serviced. The handler is executed normally, and the CPU resumes execution after the `HALT` when that returns.

IME not set
The behavior depends on whether an interrupt is pending (i.e. `[IE] & [IF]` is non-zero).

None pending
As soon as an interrupt becomes pending, the CPU resumes execution. This is like the above, except that the handler is *not* called.

Some pending
The CPU continues execution after the `HALT`, but the byte after it is read twice in a row (**PC** is not incremented, due to a hardware bug) .

Cycles: -

Bytes: 1

Flags: None affected.

INC r8

Increment value in register *r8* by 1.

Cycles: 1

Bytes: 1

Flags:

Z	Set if result is 0.
N	0
H	Set if overflow from bit 3.

INC [HL]

Increment the byte pointed to by **HL** by 1.

Cycles: 3

Bytes: 1

Flags: See **INC r8**

INC r16

Increment value in register *r16* by 1.

Cycles: 2

Bytes: 1

Flags: None affected.

INC SP

Increment value in register **SP** by 1.

Cycles: 2

Bytes: 1

Flags: None affected.

JP n16

Jump to address `n16`; effectively, store `n16` into **PC**.

Cycles: 4

Bytes: 3

Flags: None affected.

JP cc,n16

Jump to address `n16` if condition `cc` is met.

Cycles: 4 taken / 3 untaken

Bytes: 3

Flags: None affected.

JP HL

Jump to address in **HL**; effectively, load **PC** with value in register **HL**.

Cycles: 1

Bytes: 1

Flags: None affected.

JR e8

Relative Jump by adding `e8` to the address of the instruction following the **JR**. To clarify, an operand of 0 is equivalent to no jumping.

Cycles: 3

Bytes: 2

Flags: None affected.

JR cc,e8

Relative Jump by adding `e8` to the current address if condition `cc` is met.

Cycles: 3 taken / 2 untaken

Bytes: 2

Flags: None affected.

LD r8,r8

Load (copy) value in register on the right into register on the left.

Cycles: 1

Bytes: 1

Flags: None affected.

LD r8,n8

Load value *n8* into register *r8*.

Cycles: 2

Bytes: 2

Flags: None affected.

LD r16,n16

Load value *n16* into register *r16*.

Cycles: 3

Bytes: 3

Flags: None affected.

LD [HL],r8

Store value in register *r8* into byte pointed to by register **HL**.

Cycles: 2

Bytes: 1

Flags: None affected.

LD [HL],n8

Store value *n8* into byte pointed to by register **HL**.

Cycles: 3

Bytes: 2

Flags: None affected.

LD r8,[HL]

Load value into register *r8* from byte pointed to by register **HL**.

Cycles: 2

Bytes: 1

Flags: None affected.

LD [r16],A

Store value in register **A** into byte pointed to by register *r16*.

Cycles: 2

Bytes: 1

Flags: None affected.

LD [n16],A

Store value in register **A** into byte at address *n16*.

Cycles: 4

Bytes: 3

Flags: None affected.

LDH [n16],A

Store value in register **A** into byte at address *n16*, provided it is between *$FF00* and *$FFFF*.

Cycles: 3

Bytes: 2

Flags: None affected.

This is sometimes written as `LDIO [n16],A`, or `LD [$FF00+n8],A`.

LDH [C],A

Store value in register **A** into byte at address *$FF00+C*.

Cycles: 2

Bytes: 1

Flags: None affected.

This is sometimes written as `LDIO [C],A`, or `LD [$FF00+C],A`.

LD A,[r16]

Load value in register **A** from byte pointed to by register *r16*.

Cycles: 2

Bytes: 1

Flags: None affected.

LD A,[n16]

Load value in register **A** from byte at address *n16*.

Cycles: 4

Bytes: 3

Flags: None affected.

LDH A,[n16]

Load value in register **A** from byte at address *n16*, provided it is between *$FF00* and *$FFFF*.

Cycles: 3

Bytes: 2

Flags: None affected.

This is sometimes written as `LDIO A,[n16]`, or `LD A,[$FF00+n8]`.

LDH A,[C]

Load value in register **A** from byte at address *$FF00+c*.

Cycles: 2

Bytes: 1

Flags: None affected.

This is sometimes written as `LDIO A,[C]`, or `LD A,[$FF00+C]`.

LD [HLI],A

Store value in register **A** into byte pointed by **HL** and increment **HL** afterwards.

Cycles: 2

Bytes: 1

Flags: None affected.

This is sometimes written as `LD [HL+],A`, or `LDI [HL],A`.

LD [HLD],A

Store value in register **A** into byte pointed by **HL** and decrement **HL** afterwards.

Cycles: 2

Bytes: 1

Flags: None affected.

This is sometimes written as `LD [HL-],A`, or `LDD [HL],A`.

LD A,[HLD]

Load value into register **A** from byte pointed by **HL** and decrement **HL** afterwards.

Cycles: 2

Bytes: 1

Flags: None affected.

This is sometimes written as `LD A,[HL-]`, or `LDD A,[HL]`.

LD A,[HLI]

Load value into register **A** from byte pointed by **HL** and increment **HL** afterwards.

Cycles: 2

Bytes: 1

Flags: None affected.

This is sometimes written as `LD A,[HL+]`, or `LDI A,[HL]`.

LD SP,n16

Load value *`n16`* into register **SP**.

Cycles: 3

Bytes: 3

Flags: None affected.

LD [n16],SP

Store **SP & $FF** at address *n16* and **SP** >> **8** at address *n16* + 1.

Cycles: 5

Bytes: 3

Flags: None affected.

LD HL,SP+e8

Add the signed value *e8* to **SP** and store the result in **HL**.

Cycles: 3

Bytes: 2

Flags:

Z	0
N	0
H	Set if overflow from bit 3.
C	Set if overflow from bit 7.

LD SP,HL

Load register **HL** into register **SP**.

Cycles: 2

Bytes: 1

Flags: None affected.

NOP

No OPeration.

Cycles: 1

Bytes: 1

Flags: None affected.

OR A,r8

Store into **A** the bitwise OR of the value in *r8* and **A**.

Cycles: 1

Bytes: 1

Flags:

Z	Set if result is 0.
N	0
H	0
C	0

OR A,[HL]

Store into **A** the bitwise OR of the byte pointed to by **HL** and **A**.

Cycles: 2

Bytes: 1

Flags: See **OR A,r8**

OR A,n8

Store into **A** the bitwise OR of *n8* and **A**.

Cycles: 2

Bytes: 2

Flags: See **OR A,r8**

POP AF

Pop register **AF** from the stack. This is roughly equivalent to the following *imaginary* instructions:

```
ld f, [sp] ; See below for individual flags
inc sp
ld a, [sp]
inc sp
```

Cycles: 3

Bytes: 1

Flags:

Z Set from bit 7 of the popped low byte.
N Set from bit 6 of the popped low byte.
H Set from bit 5 of the popped low byte.
C Set from bit 4 of the popped low byte.

POP r16

Pop register *r16* from the stack. This is roughly equivalent to the following *imaginary* instructions:

```
ld LOW(r16), [sp] ; C, E or L
inc sp
ld HIGH(r16), [sp] ; B, D or H
inc sp
```

Cycles: 3

Bytes: 1

Flags: None affected.

PUSH AF

Push register **AF** into the stack. This is roughly equivalent to the following *imaginary* instructions:

```
dec sp
ld [sp], a
dec sp
ld [sp], flag_Z << 7 | flag_N << 6 | flag_H << 5 | flag_C << 4
```

Cycles: 4

Bytes: 1

Flags: None affected.

PUSH r16

Push register *r16* into the stack. This is roughly equivalent to the following *imaginary* instructions:

```
dec sp
ld [sp], HIGH(r16) ; B, D or H
dec sp
ld [sp], LOW(r16) ; C, E or L
```

Cycles: 4

Bytes: 1

Flags: None affected.

RES u3,r8

Set bit *u3* in register *r8* to 0. Bit 0 is the rightmost one, bit 7 the leftmost one.

Cycles: 2

Bytes: 2

Flags: None affected.

RES u3,[HL]

Set bit *u3* in the byte pointed by **HL** to 0. Bit 0 is the rightmost one, bit 7 the leftmost one.

Cycles: 4

Bytes: 2

Flags: None affected.

RET

Return from subroutine. This is basically a **POP PC** (if such an instruction existed). See**POP r16** for an explanation of how **POP** works.

Cycles: 4

Bytes: 1

Flags: None affected.

RET cc

Return from subroutine if condition *cc* is met.

Cycles: 5 taken / 2 untaken

Bytes: 1

Flags: None affected.

RETI

Return from subroutine and enable interrupts. This is basically equivalent to executing **EI** then **RET**, meaning that **IME** is set right after this instruction.

Cycles: 4

Bytes: 1

Flags: None affected.

RL r8

Rotate bits in register *r8* left through carry.

C <- [7 <- 0] <- C

Cycles: 2

Bytes: 2

Flags:

Z Set if result is 0.
N 0
H 0
C Set according to result.

RL [HL]

Rotate byte pointed to by **HL** left through carry.

C <- [7 <- 0] <- C

Cycles: 4

Bytes: 2

Flags: See **RL r8**

RLA

Rotate register **A** left through carry.

C <- [7 <- 0] <- C

Cycles: 1

Bytes: 1

Flags:

Z 0
N 0
H 0
C Set according to result.

RLC r8

Rotate register *r8* left.

C <- [7 <- 0] <- [7]

Cycles: 2

Bytes: 2

Flags:

Z Set if result is 0.
N 0
H 0

C Set according to result.

RLC [HL]

Rotate byte pointed to by **HL** left.

C <- [7 <- 0] <- [7]

Cycles: 4

Bytes: 2

Flags: See **RLC r8**

RLCA

Rotate register **A** left.

C <- [7 <- 0] <- [7]

Cycles: 1

Bytes: 1

Flags:
Z 0
N 0
H 0
C Set according to result.

RR r8

Rotate register *r8* right through carry.

C -> [7 -> 0] -> C

Cycles: 2

Bytes: 2

Flags:
Z Set if result is 0.
N 0
H 0
C Set according to result.

RR [HL]

Rotate byte pointed to by **HL** right through carry.

C -> [7 -> 0] -> C

Cycles: 4

Bytes: 2

Flags: See **RR r8**

RRA

Rotate register **A** right through carry.

C -> [7 -> 0] -> C

Cycles: 1

Bytes: 1

Flags:
Z 0
N 0
H 0
C Set according to result.

RRC r8

Rotate register *r8* right.

[0] -> [7 -> 0] -> C

Cycles: 2

Bytes: 2

Flags:
Z Set if result is 0.
N 0
H 0
C Set according to result.

RRC [HL]

Rotate byte pointed to by **HL** right.

[0] -> [7 -> 0] -> C

Cycles: 4

Bytes: 2

Flags: See **RRC r8**

RRCA

Rotate register **A** right.

[0] -> [7 -> 0] -> C

Cycles: 1

Bytes: 1

Flags:
Z 0
N 0
H 0
C Set according to result.

RST vec

Call address *vec*. This is a shorter and faster equivalent to **CALL** for suitable values of *vec*.

Cycles: 4

Bytes: 1

Flags: None affected.

SBC A,r8

Subtract the value in *r8* and the carry flag from **A**.

Cycles: 1

Bytes: 1

Flags:

Z	Set if result is 0.
N	1
H	Set if borrow from bit 4.
C	Set if borrow (i.e. if (*r8* + carry) > **A**).

SBC A,[HL]

Subtract the byte pointed to by **HL** and the carry flag from **A**.

Cycles: 2

Bytes: 1

Flags: See **SBC A,r8**

SBC A,n8

Subtract the value *n8* and the carry flag from **A**.

Cycles: 2

Bytes: 2

Flags: See **SBC A,r8**

SCF

Set Carry Flag.

Cycles: 1

Bytes: 1

Flags:

N	0
H	0
C	1

SET u3,r8

Set bit *u3* in register *r8* to 1. Bit 0 is the rightmost one, bit 7 the leftmost one.

Cycles: 2

Bytes: 2

Flags: None affected.

SET u3,[HL]

Set bit *u3* in the byte pointed by **HL** to 1. Bit 0 is the rightmost one, bit 7 the leftmost one.

Cycles: 4

Bytes: 2

Flags: None affected.

SLA r8

Shift Left Arithmetic register *r8*.

C <- [7 <- 0] <- 0

Cycles: 2

Bytes: 2

Flags:

Z Set if result is 0.
N 0
H 0
C Set according to result.

SLA [HL]

Shift Left Arithmetic byte pointed to by **HL**.

C <- [7 <- 0] <- 0

Cycles: 4

Bytes: 2

Flags: See **SLA r8**

SRA r8

Shift Right Arithmetic register *r8*.

[7] -> [7 -> 0] -> C

Cycles: 2

Bytes: 2

Flags:

Z Set if result is 0.
N 0
H 0
C Set according to result.

SRA [HL]

Shift Right Arithmetic byte pointed to by **HL**.

[7] -> [7 -> 0] -> C

Cycles: 4

Bytes: 2

Flags: See **SRA r8**

SRL r8

Shift Right Logic register *r8*.

0 -> [7 -> 0] -> C

Cycles: 2

Bytes: 2

Flags:

Z	Set if result is 0.
N	0
H	0
C	Set according to result.

SRL [HL]

Shift Right Logic byte pointed to by **HL**.

0 -> [7 -> 0] -> C

Cycles: 4

Bytes: 2

Flags: See **SRA r8**

STOP

Enter CPU very low power mode. Also used to switch between double and normal speed CPU modes in GBC.

Cycles: -

Bytes: 2

Flags: None affected.

SUB A,r8

Subtract the value in *r8* from **A**.

Cycles: 1

Bytes: 1

Flags:

Z	Set if result is 0.
N	1
H	Set if borrow from bit 4.
C	Set if borrow (set if *r8* > **A**).

SUB A,[HL]

Subtract the byte pointed to by **HL** from **A**.

Cycles: 2

Bytes: 1

Flags: See **SUB A,r8**

SUB A,n8

Subtract the value *n8* from **A**.

Cycles: 2

Bytes: 2

Flags: See **SUB A,r8**

SWAP r8

Swap upper 4 bits in register `r8` and the lower 4 ones.

Cycles: 2

Bytes: 2

Flags:

Z	Set if result is 0.
N	0
H	0
C	0

SWAP [HL]

Swap upper 4 bits in the byte pointed by **HL** and the lower 4 ones.

Cycles: 4

Bytes: 2

Flags: See **SWAP r8**

XOR A,r8

Bitwise XOR between the value in `r8` and **A**.

Cycles: 1

Bytes: 1

Flags:

Z	Set if result is 0.
N	0
H	0
C	0

XOR A,[HL]

Bitwise XOR between the byte pointed to by **HL** and **A**.

Cycles: 2

Bytes: 1

Flags: See **XOR A,r8**

XOR A,n8

Bitwise XOR between the value in `n8` and **A**.

Cycles: 2

Bytes: 2

Flags: See **XOR A,r8**

SEE ALSO

`rgbasm`(1), `rgbds`(7)

HISTORY

rgbds was originally written by Carsten Sørensen as part of the ASMotor package, and was later packaged in RGBDS by Justin Lloyd. It is now maintained by a number of contributors at .: **https://github.com/gbdev/rgbds**