Type A				
Format	Instruction	Operation	Cycles	Description
0 0 0 0 0 0 0 0 1 0 1 1 1 0 0 0	JMP A	PC <= A	2	Jump
A A A A A A A A A A A A A A A A A A A	JMP A	PC <= A	2	Jump
0 0 1 0 0 0 0 1 0 1 1 1 0 0 0	JC A	PC <= A, If C	1 or 2	Jump Carry
A A A A A A A A A A A A A A A A A A A	JC A	FC \- A, 11 C	1 01 2	Sump Carry
0 1 0 0 0 0 0 0 1 0 1 1 1 0 0 0	JNC A	PC <= A, If !C	1 or 2	Jump Not Carry
A A A A A A A A A A A A A A A A A A A	ONC A	FC (= A, 11 1C	1 01 2	bump Not Carry
0 1 1 0 0 0 0 1 1 1 1 0 0 0	JZ A	PC <= A, If Z	1 or 2	Jump Zero
A A A A A A A A A A A A A A A A A A A	02 11	10 1 11 1	1 01 1	5 damp 2010
1 0 0 0 0 0 0 0 1 0 1 1 1 0 0 0	JNZ A	PC <= A, If !Z	1 or 2	Jump Not Zero
A A A A A A A A A A A A A A A A A A A		,		
1 0 1 0 0 0 0 1 0 1 1 1 0 0 0	JN A	PC <= A, If N	1 or 2	Jump Negative
A A A A A A A A A A A A A A A A A A A				
1 1 0 0 0 0 0 1 0 1 1 1 0 0 0	JNN A	PC <= A, If !N	1 or 2	Jump Not Negative
A A A A A A A A A A A A A A A A A A A				
	CALL A	PC <= A, STACK <= PC	2	Call
A A A A A A A A A A A A A A A A A A A				
A A A A A A A A A A A A A A A	CC A	(PC <= A, STACK <= PC) If C	1 or 2	Call Carry
0 1 0 0 0 0 0 0 1 1 0 0 0 0 0 0				
A A A A A A A A A A A A A A A A A A A	CNC A	(PC <= A, STACK <= PC) If !C	1 or 2	Call Not Carry
0 1 1 0 0 0 0 0 1 1 0 0 0 0 0 0				
A A A A A A A A A A A A A A A A	CZ A	(PC <= A, STACK <= PC) If Z	1 or 2	Call Zero
1 0 0 0 0 0 0 0 1 1 0 0 0 0 0 0				
A A A A A A A A A A A A A A A A A A A	CNZ A	(PC <= A, STACK <= PC) If !Z	1 or 2	Call Not Zero
1 0 1 0 0 0 0 1 1 0 0 0 0 0				
A A A A A A A A A A A A A A A A A A A	CN A	(PC <= A, STACK <= PC) If N	1 or 2	Call Negative
1 1 0 0 0 0 0 1 1 0 0 0 0 0 0	CNN 3	(DO <- ) CHAON <- DO) TE IN	1 or 2	Call Not Nametine
A A A A A A A A A A A A A A A A A A A	CNN A	(PC <= A, STACK <= PC) If !N	1 OF 2	Call Not Negative
Type No Args				
Format	Instruction	Operation	Cycles	Description
0 0 0 0 0 0 0 0 1 1 0 0 1 0 0	RET	PC <= STACK	3	Return
0 0 1 0 0 0 0 1 1 0 0 0 0 0 1 1 0 0 1 0 0	RC	PC <= STACK, If Carry	1 or 3	Return Carry
0 1 0 0 0 0 0 1 1 0 0 1 0 0	RNC	PC <= STACK, If Not Carry	1 or 3	Return Not Carry
0 1 1 0 0 0 0 1 1 0 0 0 0 0	RZ	PC <= STACK, If Zero	1 or 3	Return Zero
1 0 0 0 0 0 0 0 1 1 0 0 1 0 0	RNZ	PC <= STACK, If Not Zero	1 or 3	Return Not Zero
1 0 1 0 0 0 0 1 1 0 0 1 0 0	RN	PC <= STACK, If Negative	1 or 3	Return Negative
1 1 0 0 0 0 0 0 1 1 0 0 1 0 0	RNN	PC <= STACK, If Not Negative	1 or 3	Return Not Negative
0 0 0 0 0 0 0 0 1 1 0 1 0 0 0	PUS	STACK <= S	1	Push Status Register
0 0 0 0 0 0 0 0 1 1 1 0 1 1 0 0 0	POS	S <= STACK	2	Pop Status Register Halt
0 0 0 0 0 0 0 0 0 1 1 1 1 0 0 0 0	NOP		1	No Operation
Type M				
Format	Instruction	Operation	Cycles	Description
	SSR M	S <= S   M	1	Set Status Register
0 0 0 0 M M M M 1 1 1 0 0 0 0 0 0 0 0 0	CSR M	S <= S & M	1	Clear Status Register
	CDR PI	D v D a n	1	STOUL DOUGUS REGISTEL