DAVIK VIRTUAL MACHINE INSTRUCTIONS:

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| Op & Format | Mnemonic / Syntax | Arguments | Description |
| 00 10x. | nop |  | Waste cycles |
| 01 12x | move vA, vB | A: destination register (4 bits) B: source register (4 bits) | Move the contents of one non-object register to another. |
| 02 22x | move/from16 vAA, vBBBB | A: destination register (8 bits) B: source register (16 bits) | Move the contents of one non-object register to another. |
| 03 32x | move/16 vAAAA, vBBBB | A: destination register (16 bits) B: source register (16 bits) | Move the contents of one non-object register to another |
| 04 12x | move-wide vA, vB | A: destination register pair (4 bits) B: source register pair (4 bits) | Move the contents of one register-pair to another.  **Note:** It is legal to move from v*N* to either v*N-1* or v*N+1*, so implementations must arrange for both halves of a register pair to be read before anything is written. |
| 05 22x | move-wide/from16 vAA, vBBBB | A: destination register pair (8 bits) B: source register pair (16 bits) | Move the contents of one register-pair to another.  **Note:** Implementation considerations are the same as move-wide, above. |
| 06 32x | move-wide/16 vAAAA, vBBBB | A: destination register pair (16 bits) B: source register pair (16 bits | Move the contents of one register-pair to another. |
| 07 12x | move-object vA, vB | A: destination register (4 bits) B: source register (4 bits) | Move the contents of one object-bearing register to another. |