Opcode	Description
`OP_CHECKSIG`	This takes a public key and signature and validates the signature of the hash of the transaction. If it matches, then `TRUE` is pushed onto the stack; otherwise, `FALSE` is pushed.
`OP_EQUAL`	This returns `1` if the inputs are exactly equal; otherwise, `0` is returned.
`OP_DUP`	This duplicates the top item in the stack.
`OP_HASH160`	The input is hashed twice, first with SHA-256 and then with RIPEMD-160.
`OP_VERIFY`	This marks the transaction as invalid if the top stack value is not true.
`OP_EQUALVERIFY`	This is the same as `OP_EQUAL`, but it runs `OP_VERIFY` afterward.
`OP_CHECKMULTISIG`	This instruction takes the first signature and compares it against each public key until a match is found and repeats this process until all signatures are checked. If all signatures turn out to be valid, then a value of `1` is returned as a result; otherwise, `0` is returned.
`OP_HASH256`	The input is hashed twice with SHA-256.
`OP_MAX`	This returns the larger value of two inputs.