

NUMBER OF BYTES		2		2		3		3		3		2		2		1		3				1		2				6		
INSTRUCTIONS		AM	IMM	Z.PAGE		Z.PAGE,X		ABS		ABS, X		ABS, Y		(IND,X)		(IND),Y		Z.PAGE,Y		ACCUM.		INDIRECT		CONDITION CODES				5		
MNEMONIC	OPERATION	OP	Cy	OP	Cy	OP	Cy	OP	Cy	OP	Cy	OP	Cy	OP	Cy	OP	Cy	OP	Cy	OP	Cy	OP	Cy	OP	Cy	OP	Cy	0		
LDA	$A \longleftarrow M$	A9	2	A5	3	B5	4	AD	4	BD	4	B9	4	A1	6	B1	5							✓	✓	-	-	-	-	
STA	$A \longrightarrow M$		2	85	3	95	4	8D	4	9D	5	99	5	81	6	91	6							-	-	-	-	-		
LDX	$X \longleftarrow M$	A2	2	A6	3			AE	4			BE	4					B6	4					✓	✓	-	-	-	-	
STX	$X \longrightarrow M$		2	86	3			8E	4									96	4					-	-	-	-	-		
LDY	$Y \longleftarrow M$	A0	2	A4	3	B4	4	AC	4	BC	4												✓	✓	-	-	-	-		
STY	$Y \longrightarrow M$		2	84	3	94	4	8C	4														-	-	-	-	-	-		
AND	$A \leftarrow A \wedge M$	29	2	25	3	35	4	2D	4	3D	4	39	4	21	6	31	5							✓	✓	-	-	-	-	
ORA	$A \leftarrow A \vee M$	09	2	05	3	15	4	0D	4	1D	4	19	4	01	6	11	5							✓	✓	-	-	-	-	
EOR	$A \leftarrow A \oplus M$	49	2	45	3	55	4	4D	4	5D	4	59	4	41	6	51	5							✓	✓	-	-	-	-	
BIT	$A \wedge M$		2	24	3			2C	4														M7	✓	-	-	-	-	M6	
CMP	$A \overset{\text{minus}}{-} M$	C9	2	C5	3	D5	4	CD	4	DD	4	D9	4	C1	6	D1	5							✓	✓	✓	-	-	-	
CPX	$X \longrightarrow M$	E0	2	E4	3			EC	4														✓	✓	✓	-	-	-	-	
CPY	$Y \longrightarrow M$	C0	2	C4	3			CC	4														✓	✓	✓	-	-	-	-	
ADC	$A, C \leftarrow A + M + C$	69	2	65	3	75	4	6D	4	7D	4	79	4	61	6	71	5							✓	✓	✓	-	-	-	-
SBC	$A, C \leftarrow A - M - C$	E9	2	E5	3	F5	4	ED	4	FD	4	F9	4	E1	6	F1	5							✓	✓	✓	-	-	-	-
ASL				06	5	16	6	0E	6	1E	7							0A	2					✓	✓	✓	-	-	-	-
LSR				46	5	56	6	4E	6	5E	7							4A	2			0		✓	✓	-	-	-	-	-
ROL				26	5	36	6	2E	6	3E	7							2A	2					✓	✓	✓	-	-	-	-
ROR				66	5	76	6	6E	6	7E	7							6A	2					✓	✓	✓	-	-	-	-
INC	$M + 1 \longrightarrow M$			E6	5	F6	6	EE	6	FE	7													✓	✓	-	-	-	-	-
DEC	$M - 1 \longrightarrow M$			C6	5	D6	6	CE	6	DE	7													✓	✓	-	-	-	-	-
JMP	JUMP TO NEW LOC.							4C	3															6C	5	-	-	-	-	-
JSR	JUMP SUBROUTINE (see Note 1)							20	6															-	-	-	-	-	-	-

(1) ADD 1 TO "Cy" IF PAGE BOUNDARY IS CROSSED ON A LOAD OR LOGICAL.

(2) ADD 1 TO "Cy" IF BRANCH OCCURS TO SAME PAGE.
ADD 2 TO "Cy" IF BRANCH OCCURS TO DIFFERENT PAGE.

(3) CARRY NOT = BORROW (-C).

(4) IF IN DECIMAL MODE Z FLAG IS INVALID.

NOTE 1: The next executable address is pushed onto the stack and the program counter (PC) is loaded with the next two bytes

X INDEX X
Y INDEX Y
A ACCUMULATOR
M MEMORY PER EFFECTIVE ADDRESS
Ms MEMORY PER STACK POINTER
+ ADD
- SUBTRACT
^ AND

V OR
⊕ EXCLUSIVE OR
✓ MODIFIED
-- NOT MODIFIED
M7 MEMORY BIT 7
M6 MEMORY BIT 6
Cy NUMBER OF CYCLES
S STACK POINTER

MSD	LSD	O	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	LSD
																		MSD
0	BRK	ORA·IND,X					ORA·Z.Page	ASL·Z.Page	PHP	ORA·IMM	ASL·ACC				ORA·ABS	ASL·ABS		0
1	BPL	ORA·IND,Y					ORA·Z.Page,X	ASL·Z.Page,X	CLC	ORA·ABS,Y					ORA·ABS,X	ASL·ABS,X		1
2	JSR	AND·IND,X				BIT·Z.Page	AND·Z.Page	ROL·Z.Page	PLP	AND·IMM	ROL·ACC	BIT·ABS		AND·ABS	ROL·ABS			2
3	BMI	AND·IND,Y					AND·Z.Page,X	ROL·Z.Page,X	SEC	AND·ABS,Y					AND·ABS,X	ROL·ABS,X		3
4	RTI	EOR·IND,X					EOR·Z.Page	LSR·Z.Page	PHA	EOR·IMM	LSR·ACC	JMP·ABS		EOR·ABS	LSR·ABS			4
5	BVC	EOR·IND,Y					EOR·Z.Page,X	LSR·Z.Page,X	CLI	EOR·ABS,Y					EOR·ABS,X	LSR·ABS,X		5
6	RTS	ADC·IND,X					ADC·Z.Page	ROR·Z.Page	PLA	ADC·IMM	ROR·ACC	JMP·IND		ADC·ABS	ROR·ABS			6
7	BVS	ADC·IND,Y					ADC·Z.Page,X	ROR·Z.Page,X	SEI	ADC·ABS,Y					ADC·ABS,X	ROR·ABS,X		7
8	BRK	STA·IND,X				STY·Z.Page	STA·Z.Page	STX·Z.Page	DEY			TXA		STY·ABS	STA·ABS	STX·ABS		8
9	BCC	STA·IND,Y				STY·Z.Page,X	STA·Z.Page,X	STX·Z.Page,X	TYA	STA·ABS,Y	TXS				STA·ABS,X			9
A	LDY·IMM	LDA·IND,X	LDX·IMM			LDY·Z.Page	LDA·Z.Page	LDX·Z.Page	TAY	LDA·IMM	TAX	LDY·ABS	LDA·ABS	LDX·ABS,Y				A
B	BCS	LDA·IND,Y				LDY·Z.Page,X	LDA·Z.Page,X	LDX·Z.Page,X	CLV	LDA·ABS,Y	TSX	LDY·ABS,X	LDA·ABS,X	LDX·ABS				B
C	CPY·IMM	CMP·IND,X				CPY·Z.Page	CMP·Z.Page	DEC·Z.Page	INY	CMP·IMM	DEX	CPY·ABS	CMP·ABS	DEC·ABS				C
D	BNE	CMP·IND,Y					CMP·Z.Page,X	DEC·Z.Page,X	CLD	CMP·ABS,Y					CMP·ABS,X	DEC·ABS,X		D
E	CPX·IMM	SBC·IND,X				CPX·Z.Page	SBC·Z.Page	INC·Z.Page	INX	SBC·IMM	NOP	CPX·ABS	SBC·ABS	INC·ABS				E
F	BEQ	SBC·IND,Y					SBC·Z.Page,X	INC·Z.Page,X	SED	SBC·ABS,Y					SBC·ABS,X	INC·ABS,X		F

IMM • Immediate Addressing — The operand is contained in the second byte of the instruction

ABS • Absolute addressing — The second byte of the instruction contains the 8 low order bits of the effective address. The third byte contains the 8 high order bits of the effective address. [EA]

Z.PAGE • ZERO PAGE ADDRESSING — Second byte contains the 8 low order bits of the effective address. 8 high-order byte of the address is assumed to be 0 - i.e., points to page zero.

Z.PAGE,X Z.PAGE,Y • ZERO PAGE INDEXED — The second byte of the instruction is added modulus 8 to the index (X or Y) to form the lower order 8 bits of the EA. High-order 8 bits are zero - same as Zero Page Addressing.

A • ACCUMULATOR — One byte instruction operating on the accumulator.

ABS,X ABS,Y • ABSOLUTE INDEXED — The EA is formed by adding the index to the second byte and third bytes of the instruction.

(IND,X) • INDEXED INDIRECT — The X index is added modulo 8 to the second byte of the instruction. The result points to a zero page address that contains the 8 lower bits of the EA. The next byte contains the 8 high order bits of the EA.

(IND),Y • INDIRECT INDEXED — The second byte of the instruction points to a zero page location. The Y index is added to the contents of this location which operation forms the 8 lower order bits of the EA. The carry from this operation is added to the contents of the next zero page location to form the 8 higher-order bits of the EA.