

.data
.text
.word *data [,data,data,...,data]*
.space *number*

nop
debug
delay *microseconds*
load *constant, register*
load *address, register*
load *@address, register*
load *@register1, register2*
store *register, @address*
store *register1, @register2*
inb *port, register*
inx *port, index, register*
outb *port, register*

outb *port, value*

outx *port, register1, register2*

outx *port, index, register*

outx *port, index, value*

inw *port, register*

outw *port, register*

outw *port, value*

add *constant, register1, register2*

add *register1, register2, register3*

sub *constant, register1, register2*

sub *register1, constant, register2*

sub *register1, register2, register3*

and *constant, register1, register2*

and *register1, register2, register3*

or *constant, register1, register2*

or *register1, register2, register3*

xor *constant, register1, register2*

xor	<i>register1, register2, register3</i>
lsl	<i>register1, constant, register2</i>
lsr	<i>register1, constant, register2</i>
move	<i>register1, register2</i>
test	<i>register</i>
cmp	<i>register, constant</i>
cmp	<i>constant, register</i>
cmp	<i>register1, register2</i>
call	<i>address</i>
return	
br	<i>address</i>
bpos	<i>address</i>
bgt	<i>address</i>
bneg	<i>address</i>
blt	<i>address</i>
bzero	<i>address</i>
beq	<i>address</i>

bnpos	<i>address</i>
ble	<i>address</i>
bnneg	<i>address</i>
bge	<i>address</i>
bnzero	<i>address</i>
bne	<i>address</i>

There are two sets of registers: the local registers $r0, \dots, r7$, and the global registers $s0, \dots, s7$.