



Z80 CPU MICROPROCESSOR INSTANT REFERENCE CARD

LSD →

Single-Byte-Opcode to Instruction Conversion

Table mapping single-byte opcodes (0-FF) to instructions. Columns include opcode, instruction name, and operand details.

Multi-Byte-Opcode to Instruction Conversion

Table mapping multi-byte opcodes (e.g., CB00-EDFF) to instructions and their operands.

Hex and Decimal Conversion

Hex and decimal conversion table with columns 0-15 and rows 0-F.

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Powers of Two

Table of powers of two from 2^1 to 2^17.

Unsigned Comparisons

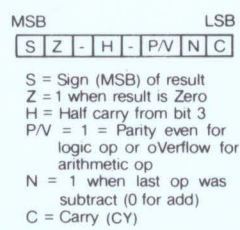
Table showing comparison results (A < B, A = B, A > B) for JP, JC, JNC, JZ, JNZ, JPE, JPO, JPC, JPO.

YES represents label for code to be executed if condition is true. Internally, A-B is computed to determine flags as for 'SUB B'.

ASCII Character Set

ASCII character set table with columns for MSD, LSD, and characters.

Status Flags



S = Sign (MSB) of result Z = 1 when result is Zero H = Half carry from bit 3 P/V = 1 = Parity even for logic op or overflow for arithmetic op N = 1 when last op was subtract (0 for add) C = Carry (CY)

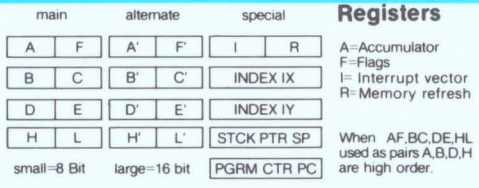
General Instruction Description (except shifts)

- ADC x, y: Add y+CY to x. ADD x, y: Add y to x. AND x, y: AND x to A. BIT b, x: Test bit b of x. CALL x, c: Call subroutine at x (push PC and jump to x). CARRY: Complement carry flag. CFC: Compare A with x (see "Unsigned Comparisons"). CP x: Compare A with (HL), DEC HL, DEC BC. CPD: Like CPD, but repeat until A=(HL) or BC=0. CPDR: Compare A with (HL), INC HL, DEC BC. CPI: Like CPI, but repeat until A=(HL) or BC=0. CPL: Complement A (1's comp.). DAA: Decimal adjust A (after add or sub of BCD data). DEC x: Decrement x by 1. DI: Disable interrupts. DJNZ d: Decrement B; jump relative by d if B not zero. EI: Enable interrupts after next instruction. EX x, y: Exchange x with y. EXX: Exchange BC, DE, HL with BC, DE, HL. HALT: Halt (wait for interrupt or reset). IM x: Set interrupt mode to x. IN A, (n): Input port n into A (6). IN r, (C): Input port (C) into r (7). INC x: Increment x by 1. IND: Load (HL) from port (C); DEC B, DEC HL. (7). INDI: Like IND, but repeat until B=0 (7). INI: Load (HL) from port (C); DEC B, INC HL. (7). INIR: Like INI, but repeat until B=0 (7). JP c, x: Jump to location x if condition c is true. JPC: Jump to location x if condition c is true. JPE: Jump to location x if condition c is true. JPO: Jump to location x if condition c is true. JR d: Jump relative by d. JRD: Like JR, but repeat until B=0 (7). LD x, y: Load x with y (move y to x). LDD: Load (DE) with (HL), DEC DE, DEC HL, DEC BC. LDDR: Like LDD, but repeat until BC=0. LDI: Load (DE) with (HL), INC DE, INC HL, DEC BC. LDIR: Like LDI, but repeat until BC=0. NEG: Negate A (2's comp.). NOP: No operation. OR x, y: OR x to A. OTDR: Like OUTD, but repeat until B=0 (7). OTIR: Like OUTI, but repeat until B=0 (7). OUT (C), r: Output r to port (C) (7). OUT (n), A: Output A to port n (7). OUTD: Output (HL) to port (C); DEC B, DEC HL. (7). OUTI: Output (HL) to port (C); DEC B, INC HL. (7). POP x: Pop x from top of stack updating SP. PUSH x: Push x onto top of stack updating SP. RES b, x: Reset bit b of x (to 0). RET: Return from subroutine (pop PC). RETC: Return from interrupt if condition c is true return from subroutine. RETI: Return from interrupt. RETN: Call subroutine at x (1 byte inst). SBC x, y: Subtract y+CY from x. SCF: Set carry flag (to 1). SET b, x: Set bit b of x (to 1). SUB x: Subtract x from A. XOR x: XOR x to A.

Interrupts and Reset

Falling edge sensitive NMI does a RST 66H regardless of IFF1, 2 (Interrupt Flip Flop). If interrupts are enabled (IFF1=1), low level sensitive INT depends on mode: MODE 0: Interrupting device puts instruction on bus (e.g. RST or CALL). Takes 2 extra time states. MODE 1: Does a RST 3BH (Z13). MODE 2: Location pointed to by INT is 87H. and next hold vector of service subroutine. ivi (7 bit int vector index) is put on data bus by interrupting device (Z19). IFF1 and IFF2 are both cleared by INT or DI. Both are set by EI. NMI clears IFF1. RETN loads IFF1 from IFF2 LD A,1 and LD A,R set P/V flag to IFF2. Reset sets PC=0, IFF1=IFF2=0, I=0, R=0, MODE=0.

Registers



A=Accumulator F=Flags I=Interrupt vector R=Memory refresh When AF,BC,DE,HL used as pairs A,B,D,H are high order.



Z80 CPU

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Example of reading instruction set tables: ADC A,A...ADC A,- entry says to see table; table shows opcode 8F, 4 states; and flag code 'A' which is defined under 'Flag Codes'.
ADC HL,BC...2 byte opcode is ED,4A, flag code is H, takes 15 states. CALL C, address...opcode is DC followed by 2 byte address; flag code is Z, states are described by note 5.

Instruction Set

Instruction	Opcode	States	Flag Codes
ADC A,—	TABLE		
ADC HL,BC	ED4A	H15	
ADC HL,DE	ED5A	H15	
ADC HL,HL	ED6A	H15	
ADC HL,SP	ED7A	H15	
ADD A,—	TABLE		
ADD HL,BC	09	G11	
ADD HL,DE	19	G11	
ADD HL,HL	29	G11	
ADD HL,SP	39	G11	
ADD IX,BC	DD09	G15	
ADD IX,DE	DD19	G15	
ADD IX,IX	DD29	G15	
ADD IX,SP	DD39	G15	
ADD IY,BC	FD09	G15	
ADD IY,DE	FD19	G15	
ADD IY,IX	FD29	G15	
ADD IY,SP	FD39	G15	
AND —	TABLE		
BIT —	TABLE		
CALL aa	CDaa	Z17	
CALL C,aa	DCaa	Z(5)	
CALL M,aa	FCaa	Z(5)	
CALL NC,aa	D4aa	Z(5)	
CALL NZ,aa	C4aa	Z(5)	
CALL P,aa	F4aa	Z(5)	
CALL PE,aa	ECaa	Z(5)	
CALL PO,aa	E4aa	Z(5)	
CALL Z,aa	CCaa	Z(5)	
CCF —	TABLE		
CP —	TABLE		
CPD	EDA9	T(1)	
CPDR	EDB9	T(1)	
CPI	EDA1	T(1)	
CPDR	EDB1	T(1)	
CPHL	2F	N4	
DAI	27	N4	
DEC (HL)	35	F11	
DEC (IX+d)	DD35d	F23	
DEC (IY+d)	FD35d	F23	
DEC A	3D	F4	
DEC B	05	F4	
DEC BC	0B	Z6	
DEC C	0D	F4	
DEC D	15	F4	
DEC DE	1B	Z6	
DEC E	1D	F4	
DEC H	25	F4	
DEC HL	2B	Z6	
DEC IX	DD2B	Z10	
DEC IY	FD2B	Z10	
DEC L	2D	F4	
DEC SP	3B	Z6	
DI	F3	Z4	
DJNZ d	10d	Z(2)	
EI	F8	Z4	
EX (SP),HL	E3	Z19	
EX (SP),IX	DDE3	Z23	
EX (SP),IY	FDE3	Z23	
EX AF,AF	0B	Z4	
EX DE,HL	D9	Z4	
EXX	77	Z4	
HALT	76	Z4	
IM 0	ED46	Z8	
IM 1	ED56	Z8	
IM 2	ED5E	Z8	
IN A,(C)	ED78	W12	
IN A,(n)	DBn	Z11	
IN B,(C)	ED40	W12	
IN C,(C)	ED48	W12	
IN D,(C)	ED50	W12	
IN E,(C)	ED58	W12	
IN H,(C)	ED60	W12	
IN L,(C)	ED68	W12	
INC (HL)	34	E11	
INC (IX+d)	DD34d	E23	
INC (IY+d)	FD34d	E23	
INC A	3C	E4	
INC B	04	E4	
INC BC	03	Z6	
INC C	0C	E4	
INC D	14	E4	
INC DE	13	Z6	
INC E	1C	E4	
INC H	24	E4	
INC HL	23	Z6	
INC IX	DD23	Z10	
INC IY	FD23	Z10	
INC L	2C	E4	
INC SP	33	Z6	
IND	EDAA	P16	
INDR	EDBA	Q(1)	
INI	EDA2	P16	
INIR	EDB2	Q(1)	
JP (HL)	E9	Z4	
JP (IX)	DD09	Z8	
JP (IY)	FD09	Z8	
JP C,aa	C3aa	Z10	
JP M,aa	FAaa	Z10	
JP NC,aa	D2aa	Z10	
JP NZ,aa	C2aa	Z10	
JP P,aa	F2aa	Z10	
JP PE,aa	E2aa	Z10	
JP PO,aa	E2aa	Z10	
JP Z,aa	CAaa	Z10	
JR C,d	38d	Z(3)	
JR d	18d	Z(3)	
JR NC,d	30d	Z(3)	
JR NZ,d	20d	Z(3)	
JR Z,d	28d	Z(3)	
LD (BC),A	02	Z7	
LD (DE),A	12	Z7	
LD (HL),A	77	Z7	
LD (HL),B	70	Z7	
LD (HL),C	71	Z7	
LD (HL),D	72	Z7	
LD (HL),E	73	Z7	
LD (HL),H	74	Z7	
LD (HL),L	75	Z7	
LD (HL),n	36n	Z10	
LD (IX+d),A	DD77d	Z19	
LD (IX+d),B	DD77d	Z19	

BIT	A	B	C	D	E	H	L	(HL)	(IX+d)	(IY+d)
BIT 0	CB,47	CB,40	CB,41	CB,42	CB,43	CB,44	CB,45	CB,46	DD, CB, d,46	FD, CB, d,46
BIT 1	CB,4F	CB,48	CB,49	CB,4A	CB,4B	CB,4C	CB,4D	CB,4E	DD, CB, d,4E	FD, CB, d,4E
BIT 2	CB,57	CB,50	CB,51	CB,52	CB,53	CB,54	CB,55	CB,56	DD, CB, d,56	FD, CB, d,56
BIT 3	CB,5F	CB,58	CB,59	CB,5A	CB,5B	CB,5C	CB,5D	CB,5E	DD, CB, d,5E	FD, CB, d,5E
BIT 4	CB,67	CB,60	CB,61	CB,62	CB,63	CB,64	CB,65	CB,66	DD, CB, d,66	FD, CB, d,66
BIT 5	CB,6F	CB,68	CB,69	CB,6A	CB,6B	CB,6C	CB,6D	CB,6E	DD, CB, d,6E	FD, CB, d,6E
BIT 6	CB,77	CB,70	CB,71	CB,72	CB,73	CB,74	CB,75	CB,76	DD, CB, d,76	FD, CB, d,76
BIT 7	CB,7F	CB,78	CB,79	CB,7A	CB,7B	CB,7C	CB,7D	CB,7E	DD, CB, d,7E	FD, CB, d,7E
STATES:	8			12			20			

RES	A	B	C	D	E	H	L	(HL)	(IX+d)	(IY+d)
RES 0	CB,87	CB,80	CB,81	CB,82	CB,83	CB,84	CB,85	CB,86	DD, CB, d,86	FD, CB, d,86
RES 1	CB,8F	CB,88	CB,89	CB,8A	CB,8B	CB,8C	CB,8D	CB,8E	DD, CB, d,8E	FD, CB, d,8E
RES 2	CB,97	CB,90	CB,91	CB,92	CB,93	CB,94	CB,95	CB,96	DD, CB, d,96	FD, CB, d,96
RES 3	CB,9F	CB,98	CB,99	CB,9A	CB,9B	CB,9C	CB,9D	CB,9E	DD, CB, d,9E	FD, CB, d,9E
RES 4	CB,A7	CB,A0	CB,A1	CB,A2	CB,A3	CB,A4	CB,A5	CB,A6	DD, CB, d,A6	FD, CB, d,A6
RES 5	CB,AF	CB,A8	CB,A9	CB,AA	CB,AB	CB,AC	CB,AD	CB,AE	DD, CB, d,AE	FD, CB, d,AE
RES 6	CB,B7	CB,B0	CB,B1	CB,B2	CB,B3	CB,B4	CB,B5	CB,B6	DD, CB, d,B6	FD, CB, d,B6
RES 7	CB,BF	CB,B8	CB,B9	CB,BA	CB,BB	CB,BC	CB,BD	CB,BE	DD, CB, d,BE	FD, CB, d,BE
SET 0	CB,C7	CB,C0	CB,C1	CB,C2	CB,C3	CB,C4	CB,C5	CB,C6	DD, CB, d,C6	FD, CB, d,C6
SET 1	CB,CF	CB,C8	CB,C9	CB,CA	CB,CB	CB,CC	CB,CD	CB,CE	DD, CB, d,CE	FD, CB, d,CE
SET 2	CB,D7	CB,D0	CB,D1	CB,D2	CB,D3	CB,D4	CB,D5	CB,D6	DD, CB, d,D6	FD, CB, d,D6
SET 3	CB,DF	CB,D8	CB,D9	CB,DA	CB,DB	CB,DC	CB,DD	CB,DE	DD, CB, d,DE	FD, CB, d,DE
SET 4	CB,E7	CB,E0	CB,E1	CB,E2	CB,E3	CB,E4	CB,E5	CB,E6	DD, CB, d,E6	FD, CB, d,E6
SET 5	CB,EF	CB,E8	CB,E9	CB,EA	CB,EB	CB,EC	CB,ED	CB,EE	DD, CB, d,EE	FD, CB, d,EE
SET 6	CB,F7	CB,F0	CB,F1	CB,F2	CB,F3	CB,F4	CB,F5	CB,F6	DD, CB, d,F6	FD, CB, d,F6
SET 7	CB,FF	CB,F8	CB,F9	CB,FA	CB,FB	CB,FC	CB,FD	CB,FE	DD, CB, d,FE	FD, CB, d,FE
STATES:	8			15			23			

RLC	A	B	C	D	E	H	L	(HL)	(IX+d)	(IY+d)
RLC	CB,07	CB,00	CB,01	CB,02	CB,03	CB,04	CB,05	CB,06	DD, CB, d,06	FD, CB, d,06
RRC	CB,0F	CB,08	CB,09	CB,0A	CB,0B	CB,0C	CB,0D	CB,0E	DD, CB, d,0E	FD, CB, d,0E
RL	CB,17	CB,10	CB,11	CB,12	CB,13	CB,14	CB,15	CB,16	DD, CB, d,16	FD, CB, d,16
RR	CB,1F	CB,18	CB,19	CB,1A	CB,1B	CB,1C	CB,1D	CB,1E	DD, CB, d,1E	FD, CB, d,1E
SLA	CB,27	CB,20	CB,21	CB,22	CB,23	CB,24	CB,25	CB,26	DD, CB, d,26	FD, CB, d,26
SRA	CB,2F	CB,28	CB,29	CB,2A	CB,2B	CB,2C	CB,2D	CB,2E	DD, CB, d,2E	FD, CB, d,2E
SRL	CB,3F	CB,38	CB,39	CB,3A	CB,3B	CB,3C	CB,3D	CB,3E	DD, CB, d,3E	FD, CB, d,3E
STATES:	8			15			23			

Flag Codes

Flag	C	Z	P	V	S	N	H
A	C	Z	P	V	S	N	H
B	C	Z	P	V	S	N	H
C	C	Z	P	V	S	N	H
D	C	Z	P	V	S	N	H
E	C	Z	P	V	S	N	H
F	C	Z	P	V	S	N	H
G	C	Z	P	V	S	N	H
H	C	Z	P	V	S	N	H
I	C	Z	P	V	S	N	H
J	C	Z	P	V	S	N	H
K	C	Z	P	V	S	N	H
L	C	Z	P	V	S	N	H
M	C	Z	P	V	S	N	H
N	C	Z	P	V	S	N	H
O	C	Z	P	V	S	N	H
P	C	Z	P	V	S	N	H
Q	C	Z	P	V	S	N	H
R	C	Z	P	V	S	N	H
S	C	Z	P	V	S	N	H

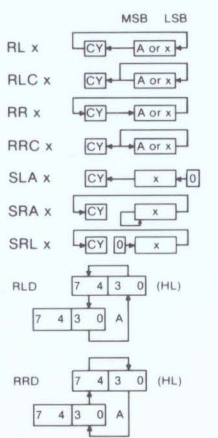
Codes:
0: reset
1: set
C: Carry*
F: Footnote
H: Half carry*
N: Add/Sub*
P: Parity*
S: Sign*
U: Undefined
V: o'Overflow*
Z: Zero*
=: not affected

* Indicated flag affected by result

(1)Z=1 iff B becomes 0
(2)PV=0 iff BC becomes 0
(3)PV=0 iff BC becomes 0 and Z=1 iff A=(HL)
(4)PV=IFF2
(5)Z=bit

Instruction	A	B	C	D	E	H	L	(HL)	n	(IX+d)	(IY+d)
ADC A,	8F	88	89	8A	8B	8C	8D	8E	CE,n	DD,8E,d	FD,8E,d
ADD A,	87	80	81	82	83	84	85	86	CE,n	DD,86,d	FD,86,d
AND A,	A7	A0	A1	A2	A3	A4	A5	A6	A6,n	DD,A6,d	FD,A6,d
CP	BF	B8	B9	BA	BB	BC	BD	BE	FE,n	DD,BE,d	FD,BE,d
OR	B7	B0	B1	B2	B3	B4	B5	B6	F6,n	DD,B6,d	FD,B6,d
SBC A,	9F	98	99	9A	9B	9C	9D	9E	DE,n	DD,9E,d	FD,9E,d
SUB	97	90	91	92	93	94	95	96	D6,n	DD,96,d	FD,96,d
XOR	AF	A8	A9	AA	AB	AC	AD	AE	EE,n	DD,AE,d	FD,AE,d
LD A,	7F	78	79	7A	7B	7C	7D	7E	3E,n	DD,7E,d	FD,7E,d
LD B,	47	40	41	42	43	44	45	46	06,n	DD,46,d	FD,46,d
LD C,	4F	48	49	4A	4B	4C	4D	4E	0E,n	DD,4E,d	FD,4E,d
LD D,	57	50	51	52	53	54	55	56	16,n	DD,56,d	FD,56,d
LD E,	5F	58	59	5A	5B	5C	5D	5E	1E,n	DD,5E,d	FD,5E,d
LD H,	67	60	61	62	63	64	65	66	26,n	DD,66,d	FD,66,d
LD L,	6F	68	69	6A	6B	6C	6D	6E	2E,n	DD,6E,d	FD,6E,d
STATES:	4			7			19				

Rotates and Shifts



Addressing

n n is immediate 8-bit data.
aa aa is immediate 16-bit data or address to CALL, to JP to.
(aa) aa is address of data.
(rr) 16-bit reg rr holds address of data or address to CALL or to JP to.
(n) n is port number.
(r) 8-bit reg r holds port number.
(IX+d) IX+d is address of data (d is a 1 byte signed displacement).
d In relative jumping, address to jump to is d + address of next instruction (d is signed).

Full 2 byte addresses in code, stack, and data areas are stored low byte followed by high byte. Thus JP 1234H is: C3,34,12.

SP points to used byte at top of stack. PUSH decrements SP by 2.

Intentionally Blank



Notes

- (1) 21 except 16 at termination
- (2) 13 except 8 at termination
- (3) 12 for success; 7 for failure
- (4) 11 for success; 5 for failure
- (5) 17 for success; 10 for failure
- (6) A to A15, A8 and n to A7, A0
- (7) B to A15, A8 and C to A7, A0
- (8) See faster version of 'Rotate A' instructions

DO NOT PLACE ON HOT SURFACE

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