Most instructions that explicitly reference memory locations have bit patterns of the form aaabbbcc. The aaa and cc bits determine the opcode, and the bbb bits determine the addressing mode.

Instructions with $\mathbf{c c}=\mathbf{0 1}$ are the most regular, and are therefore considered first. The aaa bits determine the opcode as follows:

| aaa | opcode |
| :---: | :---: |
| 000 | ORA |
| 001 | AND |
| 010 | EOR |
| 011 | ADC |
| 100 | STA |
| 101 | LDA |
| 110 | CMP |
| 111 | SBC |

And the addressing mode (bbb) bits:

| bbb | addressing mode |
| :---: | :---: |
| 000 | (zero page, X ) |
| 001 | zero page |
| 010 | \#immediate |
| 011 | absolute |
| 100 | (zero page), Y |
| 101 | zero page, X |
| 110 | absolute Y |
| 111 | absolute, X |

Putting it all together:

|  | ORA | AND | EOR | ADC | STA | LDA | CMP | SBC |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| (zp, x ) | 01 | 21 | 41 | 61 | 81 | A1 | C1 | E1 |
| zp | 05 | 25 | 45 | 65 | 85 | A5 | C5 | E5 |
| \# | 09 | 29 | 49 | 69 |  | A9 | C9 | E9 |
| abs | 0D | 2D | 4D | 6D | 8D | AD | CD | ED |
| (zp), Y | 11 | 31 | 51 | 71 | 91 | B1 | D1 | F1 |
| zp, X | 15 | 35 | 55 | 75 | 95 | B5 | D5 | F5 |
| abs, Y | 19 | 39 | 59 | 79 | 99 | B9 | D9 | F9 |
| abs, X | 1D | 3D | 5D | 7D | 9D | BD | DD | FD |

The only irregularity is the absence of the nonsensical immediate STA instruction.

Next we consider the cc=10 instructions. These have a completely different set of opcodes:

| aaa | opcode |
| :---: | :---: |
| 000 | ASL |
| 001 | ROL |
| 010 | LSR |
| 011 | ROR |
| 100 | STX |
| 101 | LDX |
| 110 | DEC |
| 111 | INC |

The addressing modes are similar to the $\mathbf{0 1}$ case, but not quite the same:

| bbb | addressing mode |
| :---: | :---: |
| 000 | \#immediate |
| 001 | zero page |
| 010 | accumulator |
| 011 | absolute |
| 101 | zero page, $X$ |
| 111 | absolute,$X$ |

Note that bbb $=\mathbf{1 0 0}$ and $\mathbf{1 1 0}$ are missing. Also, with STX and LDX, "zero page,X" addressing becomes "zero page,Y", and with LDX, "absolute,X" becomes "absolute, Y ".

These fit together like this:

|  | ASL | ROL | LSR | ROR | STX | LDX | DEC | INC |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| $\#$ |  |  |  |  |  | A2 |  |  |
| zp | 06 | 26 | 46 | 66 | 86 | A 6 | C 6 | E 6 |
| A | 0 A | 2 A | 4 A | 6 A |  |  |  |  |
| abs | 0 E | 2 E | 4 E | 6 E | 8 E | AE | CE | EE |
| $\mathrm{zp,X/zp,Y}$ | 16 | 36 | 56 | 76 | 96 | B 6 | D 6 | F 6 |
| abs,X/abs, Y | 1 E | 3 E | 5 E | 7 E |  | BE | DE | FE |

Most of the gaps in this table are easy to understand. Immediate mode makes no sense for any instruction other than LDX, and accumulator mode for DEC and INC didn't appear until the 65C02. The slots that "STX A" and "LDX A" would occupy are taken by TXA and TAX respectively, which is exactly what one would expect. The only inexplicable gap is the absence of a "STX abs,Y" instruction.

Next, the cc $=\mathbf{0 0}$ instructions. Again, the opcodes are different:

| aaa | opcode |
| :---: | :---: |
| 001 | BIT |
| 010 | JMP |
| 011 | JMP (abs) |
| 100 | STY |
| 101 | LDY |
| 110 | CPY |
| 111 | CPX |

It's debatable whether the JMP instructions belong in this list...I've included them because they do seem to fit, provided one considers the indirect JMP a separate opcode rather than a different addressing mode of the absolute JMP.

The addressing modes are the same as the $\mathbf{1 0}$ case, except that accumulator mode is missing.

| bbb | addressing mode |
| :---: | :---: |
| 000 | \#immediate |
| 001 | zero page |
| 011 | absolute |
| 101 | zero page, $X$ |
| 111 | absolute, $X$ |

And here's how they fit together:

|  | BIT | JMP | JMP () | STY | LDY | CPY | CPX |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| \# |  |  |  |  | A0 | C0 | E0 |
| zp | 24 |  |  | 84 | A4 | C4 | E4 |
| abs | 2 C | 4C | 6C | 8C | AC | CC | EC |
| zp, x |  |  |  | 94 | B4 |  |  |
| abs, $X$ |  |  |  |  | BC |  |  |

Some of the gaps in this table are understandable (e.g. the lack of an immediate mode for JMP, JMP(), and STY), but others are not (e.g. the absence of "zp,X" for CPY and CPX, and the absence of "abs,X" for STY, CPY, and CPX). Note that if accumulator mode
$(\mathbf{b b b}=\mathbf{0 1 0})$ were available, "LDY A" would be A8, which falls in the slot occupied by TAY, but the pattern breaks down elsewhere--TYA is 98 , rather than 88 , which we would expect it to be if it corresponded to the nonexistant "STY A".

No instructions have the form aaabbb11.

The conditional branch instructions all have the form $\mathbf{x x y 1 0 0 0 0}$. The flag indicated by $\mathbf{x x}$ is compared with $\mathbf{y}$, and the branch is taken if they are equal.

| $\mathbf{x x}$ | flag |
| :---: | :---: |
| 00 | negative |
| 01 | overflow |
| 10 | carry |
| 11 | zero |

This gives the following branches:

| BPL | BMI | BVC | BVS | BCC | BCS | BNE | BEQ |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 10 | 30 | 50 | 70 | 90 | B0 | D0 | F0 |

The remaining instructions are probably best considered simply by listing them. Here are the interrupt and subroutine instructions:

| BRK | JSR abs | RTI | RTS |
| :---: | :---: | :---: | :---: |
| 00 | 20 | 40 | 60 |

(JSR is the only absolute-addressing instruction that doesn't fit the aaabbbcc pattern.)
Other single-byte instructions:

| PHP | PLP | PHA | PLA | DEY | TAY | INY | INX |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 08 | 28 | 48 | 68 | 88 | A8 | C8 | E8 |


| CLC | SEC | CLI | SEI | TYA | CLV | CLD | SED |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 18 | 38 | 58 | 78 | 98 | B8 | D8 | F8 |


| TXA | TXS | TAX | TSX | DEX | NOP |
| :---: | :---: | :---: | :---: | :---: | :---: |
| $8 A$ | $9 A$ | AA | BA | CA | EA |

