Op-Code	Operand	Description
1	RXY	LOAD the register R with the bit pattern found in the memory cell whose address is XY
2	RXY	LOAD the register R with the bit XY
3	RXY	STORE the bit pattern found in register R in the memory cell whose address is XY
4	0RS	MOVE the bit pattern found in register R to register S
5	RST	ADD the bit patterns in registers S and T as though they were two's complement representations and leave the result in register R
6	RST	ADD the bit patterns in registers S and T as though they represented values in floating-point notation and leave the result in register R
7	RST	OR the bit pattern in registers S and T and place the result in register R
8	RST	AND the bit patterns in register S and T and place the result in register R
9	RST	Exclusive OR the bit patterns in registers S and T and place the result in register R
A	R0X	ROTATE the bit pattern in register R one bit to the right X times. Each time place the bit that started at the low-order end at the high-order end.
B	RXY	JUMP to the instruction located in the memory cell at address XY if the bit pattern in register R is equal to the bit pattern in register number 0. Otherwise, continue with the normal sequence of execution.
C	000	HALT execution