	Sel(2)	T(2)	XL	XO	YL	YO	Sel RT	RTL	RTO	RTO1	Sel R1	R1L	R1O	R1O1	Sel R2	R2L	R2O	R2O1	Sel R3	R3L	R3O	R3O1	Sel R4	R4L	R4O	R4O1	IRL	IRO	Sel MAR	MARL	MARO	MDRL	MDRO	MDR Mem (2)	RW	PCL	PCO	PCO1	PC init	ACC1 L	Sel ACC	ACCL	ALU 1 code	ALU code	Fi	Programa de control	Instrucció
								Bits d'adreça de salt																																								
0	00	00	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	If not inici GOTO 0	Inici
1	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	1	0	0	1	0	0	0	00000	00000	0	EXE (Init PC)	
2	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	00	0	0	1	0	0	0	0	0	00000	00000	0	EXE (MAR ← PC)	FETCH
3	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	NOOP	
4	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	01	0	1	1	0	0	0	0	0	00000	00100	0	EXE (MDR MEM(MAR)) EXE PC ++	
5	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	1	00	0	0	0	0	0	0	0	0	00000	00000	0	EXE (IR ← MDR)	
6	00	11	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	BRA	
7	00	01	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 2	NOOP
8	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1	0	0	0	00	0	0	0	0	0	0	0	0	00000	00011	0	EXE (MAR ← IR) amb mask de 8 bits	LDR1
9	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	EXE (NOOP)	
10	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	10	0	0	0	0	0	0	0	0	00000	00000	0	EXE (MDR MEM(MAR))	
11	00	10	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	0	1	00	0	0	0	1	0	0	0	0	00000	00000	0	EXE (R1 ← MDR) EXE (MAR ← PC)	
12	00	01	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 4	
13	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1	0	0	0	00	0	0	0	0	0	0	0	0	00000	00011	0	EXE (MAR ← IR) amb mask de 8 bits	LDR2
14	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	EXE (NOOP)	
15	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	10	0	0	0	0	0	0	0	0	00000	00000	0	EXE (MDR MEM(MAR))	
16	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	0	1	00	0	0	0	1	0	0	0	0	00000	00000	0	EXE (R2 ← MDR) EXE (MAR ← PC)	
17	00	01	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 4	
18	00	10	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	00	0	0	1	0	0	1	0	0	00000	00000	0	EXE (ACC1← R1) EXE (MAR ← PC)	ADD
19	00	10	0	0	0	0	1	1	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00010	00000	0	EXE (RT ← R2 + ACC)	
20	00	01	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 4	
21	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1	0	0	0	00	0	0	0	0	0	0	0	0	00000	00011	0	EXE (MAR ← IR) amb mask de 8 bits	STR1
22	00	10	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	00	0	0	0	0	0	0	0	0	00000	00000	0	EXE (MDR ← R1)	
23	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	1	0	0	0	0	0	0	0	00000	00000	0	EXE (escriptura en RAM)	
24	00	01	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 2	
25	00	10	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	00	0	0	1	0	0	1	0	0	00000	00000	0	EXE (ACC1 ← R1) EXE (MAR ← PC)	CMP
26	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00001	00000	0	EXE (R2 - ACC)	
27	00	01	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 4	
28	01	00	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	IF NOT C GOTO 2	BRE
29	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	00	0	1	0	0	0	0	0	0	00000	00011	0	EXE (PC ← IR) amb mask de 8 bits	
30	00	01	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 2	
31	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	00	0	1	0	0	0	0	0	0	00000	00011	0	EXE (PC ← IR) amb mask de 8 bits	JMP
32	00	01	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 2	
33	00	10	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	00	0	0	1	0	0	1	0	0	00000	00000	0	EXE (ACC1 ← R1) EXE (MAR ← PC)	SUBS
34	00	10	0	0	0	0	1	1	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00001	00000	0	EXE (RT ← ACC – R2)	
35	00	01	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 4	
36	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1	0	0	0	00	0	0	0	0	0	0	0	0	00000	00011	0	EXE (MAR ← IR) amb mask de 8 bits	STR2
37	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	00	0	0	0	0	0	0	0	0	00000	00000	0	EXE (MDR ← R2)	
38	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	1	0	0	0	0	0	0	0	00000	00000	0	EXE (escriptura en RAM)	
39	00	01	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 2	

	Sel(2)	T(2)	X L	X O	Y L	Y O	Sel RT	RT L	RT O	RTO1	Sel R1	R1 L	R1 O	R1O1	Sel R2	R2 L	R2 O	R2O1	Sel R3	R3 L	R3 O	R3O1	Sel R4	R4 L	R4 O	R4O1	IR L	IR O	Sel MAR	MAR L	MAR O	MDR L	MDR O	MDR Mem (2)	RW	PC L	PC O	PCO1	PC init	ACC1 L	Sel ACC	ACC L	ALU 1 code	ALU code	Fi	Programa de control	Instrucció
								Bits d'adreça de salt																																								
40	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	1	Fi	FI
41	00	01	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 0	
42	00	10	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	00	0	0	1	0	0	1	0	0	00000	00000	0	EXE (ACC1 ← R1) EXE (MAR ← PC)	SRLR1
43	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00011	0	EXE (R2 ← IR) amb mask de 8 bits	
44	00	10	0	0	0	0	0	0	0	0	1	1	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	01	0	1	1	0	0	0	0	0	00101	00100	0	EXE (R1 ← R2 >> ACC) EXE (PC ++)	
45	00	01	0	0	0	0	0	0	0	0	0	0	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 5	
46	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	00	0	0	1	0	0	1	0	0	00000	00000	0	EXE (ACC1 ← R2) EXE (MAR ← PC)	SLLR2
47	00	10	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00011	0	EXE (R1 ← IR) amb mask de 8 bits	
48	00	10	0	0	0	0	0	0	0	0	0	0	0	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	01	0	1	1	0	0	0	0	0	00110	00100	0	EXE (R2 ← R1 << ACC) EXE (PC ++)	
49	00	01	0	0	0	0	0	0	0	0	0	0	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 5	
50	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1	0	0	0	00	0	0	0	0	0	0	0	0	00000	00011	0	EXE (MAR ← IR) amb mask de 8 bits	LDRT
51	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	EXE (NOOP)	
52	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	10	0	0	0	0	0	0	0	0	00000	00000	0	EXE (MDR MEM(MAR))	
53	00	10	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	0	1	00	0	0	0	1	0	0	0	0	00000	00000	0	EXE (R1 ← MDR) EXE (MAR ← PC)	
54	00	01	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 4	
55	00	10	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	00	0	0	1	0	0	1	0	0	00000	00000	0	EXE (ACC1 ← R1) EXE (MAR ← PC)	SWAP R1,R2
56	00	10	0	0	0	0	1	1	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00010	00000	0	EXE (RT ← R2 + ACC)	
57	00	10	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	01	0	1	1	0	0	1	0	0	00000	00100	0	EXE (ACC1 ← RT) EXE (PC ++) EXE (MDR MEM(MAR))	
58	00	10	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	1	0	0	0	0	0	0	0	0	1	0	0	0	0	0	1	00	0	0	0	0	0	0	0	0	00001	00000	0	EXE (R2 ← ACC1 – R2) EXE (IR ← MDR)	
59	00	10	0	0	0	0	0	0	0	0	1	1	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00001	00000	0	EXE (R1 ← ACC1 – R2)	
60	00	11	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	BRA	
61	00	10	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	00	0	0	1	0	0	1	0	0	00000	00000	0	EXE (ACC1 ← R1) EXE (MAR ← PC)	AND
62	00	10	0	0	0	0	1	1	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00111	00000	0	EXE (RT ← R2 AND ACC)	
63	00	01	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 4	
64	00	10	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	00	0	0	1	0	0	1	0	0	00000	00000	0	EXE (ACC1 ← R1) EXE (MAR ← PC)	OR
65	00	10	0	0	0	0	1	1	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	01000	00000	0	EXE (RT ← R2 OR ACC)	
66	00	01	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 4	
67	00	10	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	00	0	0	1	0	0	1	0	0	00000	00000	0	EXE (ACC1 ← R1) EXE (MAR ← PC)	XOR
68	00	10	0	0	0	0	1	1	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	01001	00000	0	EXE (RT ← R2 XOR ACC)	
69	00	01	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 4	
70	00	10	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	00	0	0	1	0	0	1	0	0	00000	00000	0	EXE (ACC1 ← R1) EXE (MAR ← PC)	NAND
71	00	10	0	0	0	0	1	1	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	01010	00000	0	EXE (RT ← R2 NAND ACC)	
72	00	01	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 4	
73	00	10	0	0	0	0	1	1	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	00	0	0	1	0	0	0	0	0	00000	00000	0	EXE (RT ← R1) EXE (MAR ←PC)	NOT R1
74	00	10	0	0	0	0	0	0	0	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	01100	00000	0	EXE (R1 ← NOT RT)	

	Sel(2)	T(2)	XL	XO	YL	YO	Sel RT	RTL	RTO	RTO1	Sel R1	R1L	R1O	R1O1	Sel R2	R2L	R2O	R2O1	Sel R3	R3L	R3O	R3O1	Sel R4	R4L	R4O	R4O1	IRL	IRO	Sel MAR	MARL	MARO	MDRL	MDRO	MDR Mem (2)	RW	PCL	PCO	PCO1	PC init	ACC1 L	Sel ACC	ACCL	ALU 1 code	ALU code	Fi	Programa de control	Instrucció
								Bits d'adreça de salt																																								
75	00	01	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 4	NOT R1
76	00	10	0	0	0	0	1	1	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	00	0	0	1	0	0	0	0	0	00000	00000	0	EXE (RT ← R2) EXE (MAR ←PC)	NOT R2
77	00	10	0	0	0	0	0	0	0	1	0	0	0	0	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	01100	00000	0	EXE (R2 ← NOT RT)	
78	00	01	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 4	
79	00	10	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	00	0	0	1	0	0	1	0	0	00000	00000	0	EXE (ACC1 ← R1) EXE (MAR ← PC)	MUL
80	00	10	0	0	0	0	1	1	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	01101	00000	0	EXE (RT ← R2 * ACC)	
81	00	01	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 4	
82	00	10	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	00	0	0	1	0	0	1	0	0	00000	00000	0	EXE (ACC1 ← R1) EXE (MAR ← PC)	DIV
83	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	01110	00000	0	EXE (ACC1 / R2)	
84	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	01	0	1	1	0	0	0	0	0	01110	00100	0	EXE (ACC1 / R2) EXE (PC ++) EXE (MDR MEM(MAR))	
85	00	10	0	0	0	0	1	1	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	1	0	0	0	0	0	1	00	0	0	0	0	0	0	0	0	01110	00000	0	EXE (RT ←ACC1 / R2) EXE (IR ← MDR)	
86	00	11	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	BRA	
87	00	10	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	00	0	0	1	0	0	1	0	0	00000	00000	0	EXE (ACC1 ← R1) EXE (MAR ← PC)	MOD
88	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	01111	00000	0	EXE (ACC1 % R2)	
89	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	01	0	1	1	0	0	0	0	0	01111	00100	0	EXE (ACC1 % R2) EXE (PC ++) EXE (MDR MEM(MAR))	
90	00	10	0	0	0	0	1	1	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	1	0	0	0	0	0	1	00	0	0	0	0	0	0	0	0	01111	00000	0	EXE (RT ←ACC1 / R2) EXE (IR ← MDR)	
91	00	11	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	BRA	
92	00	10	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	00	0	0	1	0	0	1	0	0	00000	00000	0	EXE (ACC1 ← R1) EXE (MAR ← PC)	DEC R1
93	00	10	0	0	0	0	0	0	0	0	1	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	10000	00000	0	EXE (R1 ← R1 – 1)	
94	00	01	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 4	
95	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	00	0	0	1	0	0	1	0	0	00000	00000	0	EXE (ACC1 ← R2) EXE (MAR ← PC)	DEC R2
96	00	10	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	10000	00000	0	EXE (R2 ← R2 – 1)	
97	00	01	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 4	
98	00	10	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	00	0	0	1	0	0	1	0	0	00000	00000	0	EXE (ACC1 ← R1) EXE (MAR ← PC)	INC R1
99	00	10	0	0	0	0	0	0	0	0	1	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00100	00000	0	EXE (R1 ← R1 + 1)	
100	00	01	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 4	
101	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	00	0	0	1	0	0	1	0	0	00000	00000	0	EXE (ACC1 ← R2) EXE (MAR ← PC)	INC R2
102	00	10	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00100	00000	0	EXE (R2 ← R2 + 1)	
103	00	01	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 4	
104	00	10	0	0	0	0	0	0	0	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	00	0	0	1	0	0	0	0	0	00000	00000	0	EXE (R1 ← RT)	MOV R1, RTEMP
105	00	01	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 2	
106	00	10	0	0	0	0	0	0	0	1	0	0	0	0	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	00	0	0	1	0	0	0	0	0	00000	00000	0	EXE (R2 ← RT)	MOV R2, RTEMP
107	00	01	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 2	
108	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1	0	0	0	00	0	0	0	0	0	0	0	0	00000	00011	0	EXE (MAR ← IR) amb mask de 8 bits	STRT
109	00	10	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	00	0	0	0	0	0	0	0	0	00000	00000	0	EXE (MDR ← RT)	

	Sel(2)	T(2)	X L	X O	Y L	Y O	Sel RT	RT L	RT O	RTO1	Sel R1	R1 L	R1 O	R1O1	Sel R2	R2 L	R2 O	R2O1	Sel R3	R3 L	R3 O	R3O1	Sel R4	R4 L	R4 O	R4O1	IR L	IR O	Sel MAR	MAR L	MAR O	MDR L	MDR O	MDR Mem (2)	RW	PC L	PC O	PCO1	PC init	ACC1 L	Sel ACC	ACC L	ALU 1 code	ALU code	Fi	Programa de control	Instrucció
								Bits d'adreça de salt																																								
110	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	1	0	0	0	0	0	0	0	00000	00000	0	EXE (escriptura en RAM)	STRT
111	00	01	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 2	
112	00	10	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	10000	0	EXE (X ← X – 1)	DJNZX
113	11	00	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	IF ZERO GOTO 2	
114	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	00	0	1	0	0	0	0	0	0	00000	00011	0	EXE (PC ← IR) amb mask de 8 bits	
115	00	01	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 2	
116	10	00	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	IF NOT NEGATIVE GOTO 2	BRNEG
117	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	00	0	1	0	0	0	0	0	0	00000	00011	0	EXE (PC ← IR) amb mask de 8 bits	
118	00	01	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 2	
119	11	00	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	IF ZERO GOTO 2	BRNE
120	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	00	0	1	0	0	0	0	0	0	00000	00011	0	EXE (PC ← IR) amb mask de 8 bits	
121	00	01	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 2	
122	00	10	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	10001	0	EXE (R1 ← IR) amb mask de 16 bits	R1 = num
123	00	01	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 2	
124	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	10001	0	EXE (R2 ← IR) amb mask de 16 bits	R2 = num
125	00	01	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 2	
126	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1	0	0	0	00	0	0	0	0	0	0	0	0	00000	00011	0	EXE (MAR ← IR) amb mask de 8 bits	LDR3
127	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	EXE (NOOP)	
128	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	10	0	0	0	0	0	0	0	0	00000	00000	0	EXE (MDR MEM(MAR))	
129	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	1	1	0	0	1	00	0	0	0	1	0	0	0	0	00000	00000	0	EXE (R3 ← MDR) EXE (MAR ← PC)	
130	00	01	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 4	
131	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1	0	0	0	00	0	0	0	0	0	0	0	0	00000	00011	0	EXE (MAR ← IR) amb mask de 8 bits	LDR4
132	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	EXE (NOOP)	
133	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	10	0	0	0	0	0	0	0	0	00000	00000	0	EXE (MDR MEM(MAR))	
134	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	1	1	0	0	1	00	0	0	0	1	0	0	0	0	00000	00000	0	EXE (R4 ← MDR) EXE (MAR ← PC)	
135	00	01	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 4	
136	00	10	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00011	0	EXE (X ← IR) amb mask de 8 bits	X = num
137	00	01	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 2	
138	00	10	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00011	0	EXE (Y ← IR) amb mask de 8 bits	Y = num
139	00	01	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 2	
140	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	00	0	0	0	0	0	0	1	1	00000	00011	0	EXE (ACC ← IR) amb mask de 8 bits	LDR1 Y + num
141	00	10	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	00	0	0	0	0	0	0	0	0	00000	00010	0	EXE (MAR ← Y + ACC)	
142	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	10	0	0	0	0	0	0	0	0	00000	00000	0	EXE (MDR MEM(MAR))	
143	00	10	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	0	1	00	0	0	0	1	0	0	0	0	00000	00000	0	EXE (R1 ← MDR) EXE (MAR ← PC)	
144	00	01	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 4	
145	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	1	1	00000	00000	0	EXE (ACC ← R3)	LDR2 Y + R3
146	00	10	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	00	0	0	0	0	0	0	0	0	00000	00010	0	EXE (MAR ← Y + ACC)	
147	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	10	0	0	0	0	0	0	0	0	00000	00000	0	EXE (MDR MEM(MAR))	
148	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	0	1	00	0	0	0	1	0	0	0	0	00000	00000	0	EXE (R2 ← MDR) EXE (MAR ← PC)	

	Sel(2)	T(2)	X L	X O	Y L	Y O	Sel RT	RT L	RT O	RTO1	Sel R1	R1 L	R1 O	R1O1	Sel R2	R2 L	R2 O	R2O1	Sel R3	R3 L	R3 O	R3O1	Sel R4	R4 L	R4 O	R4O1	IR L	IR O	Sel MAR	MAR L	MAR O	MDR L	MDR O	MDR Mem (2)	RW	PC L	PC O	PCO1	PC init	ACC1 L	Sel ACC	ACC L	ALU 1 code	ALU code	Fi	Programa de control	Instrucció
								Bits d'adreça de salt																																								
149	00	01	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 4	LDR2 Y + R3
150	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	1	1	00000	00000	0	EXE (ACC ← R4)	STRT Y + R4
151	00	10	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	00	0	0	0	0	0	0	0	0	00000	00010	0	EXE (MAR ← Y + ACC)	
152	00	10	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	00	0	0	0	0	0	0	0	0	00000	00000	0	EXE (MDR ← RT)	
153	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	1	0	0	0	0	0	0	0	00000	00000	0	EXE (escriptura en RAM)	
154	00	01	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 2	
155	00	10	0	0	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	0	0	00	0	0	0	1	0	0	0	0	00000	00100	0	EXE (Y← Y + 1) EXE (MAR ← PC)	INC Y
156	00	01	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 4	
157	00	10	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	1	1	0	0	0	0	0	0	0	0	0	1	0	0	0	00	0	0	1	0	0	0	0	0	00000	00000	0	EXE (R3 ← RT)	MOV R3, RTEMP
158	00	01	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 2	
159	00	10	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	0	0	0	0	1	0	0	0	00	0	0	1	0	0	0	0	0	00000	00000	0	EXE (R4 ← RT)	MOV R4, RTEMP
160	00	01	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 2	
161	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	1	1	0	0	0	00	0	0	0	1	0	0	0	1	00000	00000	0	EXE (ACC ← R3) EXE (MAR ← PC)	LDX = R3 / 2
162	00	10	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00101	0	EXE (X ← ACC >> R4)	
163	00	01	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 4	
164	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	1	1	0	0	0	00	0	0	0	1	0	0	0	1	00000	00000	0	EXE (ACC ← R3) EXE (MAR ← PC)	LDX = (R3 / 2) + 1
165	00	10	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00101	0	EXE (X ← ACC >> R4)	
166	00	10	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00100	0	EXE (X ← X + 1)	
167	00	01	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 4	
168	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	1	1	0	0	0	00	0	0	0	1	0	0	0	1	00000	00000	0	EXE (ACC ← R3) EXE (MAR ← PC)	R4 = R3 * 2
169	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00110	0	EXE (R4 ← ACC << R4)	
170	00	01	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 4	
Tot això era corresponent al primer processador del LittleProc segmentat, mentre que amb l'altre processador, és tenen les mateixes instruccions, però tal i com s'ha comentat en l'annex del LittleProc superescalar, també s'ha modificat la següent instrucció:																																															
138	00	10	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00011	0	EXE (Y ← IR) amb mask de 8 bits	Y = num
139	00	01	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 2	
Per la següent:																																															
138	00	10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	0	0	0	00	0	0	0	1	0	0	1	1	00000	00011	0	EXE (ACC ← IR) amb mask de 8 bits EXE (MAR ← PC)	Y = X + num
139	00	10	0	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00010	0	EXE (Y ← X + ACC)	
140	00	01	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	00	0	0	0	0	0	0	0	0	00000	00000	0	GOTO 4	