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| **ROM 1.0** | **R0M1.1** | **Function** |
| C006 | C006 | Pointers to BASIC routines |
| C0EA | C0EA | TOKENS |
| C2AC | C2A8 | ERROR MESSAGES |
| C3F8 | C3F4 | Inserts space in a program for a new line |
| C43B | C437 | Tests for enough space in stack |
| C485 | C47E | ERROR routine |
| C4B5 | C4A8 | Main loop after initialization |
| C4C7 | C4B7 | Return point after insertion |
| C4E3 | C4D3 | Inserts a line in a BASIC program |
| C56F | C55F | Re-calculate links in BASIC lines |
| C5A2 | C592 | Line input in buffer |
| C5F8 | C5E8 | READKEY |
| C60A | C5FA | Tokenize current line in buffer |
| C6A5 | C692 | EDIT routine |
| C6DE | C6B3 | Searches for a line number |
| C6E8 | C6BD | Idem but from a given point |
| C719 | C6EE | NEW |
| C733 | C708 | Delete BASIC variables |
| C738 | C70D | CLEAR |
| C765 | C73A | Sets pointer to BASIC start |
| C773 | C748 | LIST |
| C824 | C7FD | LLIST |
| C832 | C809 | LPRINT |
| C841 | C855 | FOR |
| C8DD | C90C | Interpretation of BASIC sentence |
| C8FE | C915 | Executes instruction |
| C91F | C952 | RESTORE |
| C930 | 0962 | Tests if CTRL-C is pressed |
| C93F | C971 | STOP |
| C941. | C973 | END |
| C91E | C9A0 | CONT |
| C98B | C9BD | RUN |
| C996 | C9C8 | GOSUB |
| C9B3 | C9E5 | GOTO |
| C9E0 | CA12 | RETURN and POP |
| CA0A | CA3C | DATA |
| CA0D | CA3F | Increments interpreter pointer the value in Y |
| CA1F | CA51 | Looks for End of Line in BASIC |
| CA3E | CA70 | IF |
| CA61 | CA99 | REM |
| CA66 | CA9E | Looks for ELSE |
| CA78 | CAC2 | OR |
| CA98 | CAE2 | Calculates next expression and stores it in 33-34 |
| CAD2 | CB1C | LET |
| CB61 | CBAB | PRINT |
| CB9F | CBF0 | New line in screen |
| CBED | CCB0 | Prints a message at (A,Y) and ends in NULL character |
| CC0A | CCCE | CLS |
| CC12 | CCD9 | Prints a character |
| CC4D | CCFB | Print special character |
| CC89 | CD13 | BASIC SHRIEK ! |
| CC8C | CD16 | TRON |
| CC8F | CD19 | TROFF |
| CCBA | CD46 | GET |
| CCC9 | CD55 | INPUT |
| CCFD | CD89 | READ |
| CE0C | CE98 | NEXT |
| CE77 | CF03 | Calculates next expression |
| CE8B | CF17 | Subroutine of the previous |
| CEE7 | CF73 | Another subroutine |
| CF74 | D000 | Calculate the value of next number or variable |
| CFD3 | D05F | Tests next character |
| CFD6 | D062 | Looks for “(“ |
| CFD9 | D065 | Looks for “,” |
| CFDB | D067 | Looks for same character as A |
| CFF0 | D07C | Get value of a variable |
| D0F2 | D17E | DIM |
| D0FC | D188 | Looks for a variable or creates it |
| D101 | D18D | Subroutine |
| D186 | D21b | Tests for a character A-7 (?) |
| D210 | D2A2 | Converts floating point Accumulator to integer |
| D2A0 | D336 | Subroutine |
| D3ED | D499 | GIVAYF: Loads integer A,Y in floating point Accumulator |
| D401 | D4BA | DEF |
| D4FA | D5B5 | Calculates pointer to string |
| D595 | D650 | Garbage collection |
| D715 | D7D0 | String length |
| D80D | D8C8 | Calculate next expression as integer or byte |
| D852 | D90D | Sets interpreter pointer at the end of a string |
| D85B | D916 | Reads parameters for POKE |
| D867 | D922 | FPA to integer |
| D871 | D92C | QUINT1: FPA to integer and store in D3-D4 |
| D894 | D94F | POKE |
| D89D | D958 | WAIT |
| D8AC | D967 | DOKE |
| D8D5 | DF40 | Converts integer A,Y to float |
| D937 | D9DE | LORES |
| D965 | DA0C | Address of a screen line |
| D996 | DA22 | GETVALS: Reads parameters X,Y |
| D9C6 | DA51 | PLOT |
| D9FA | DA85 | REPEAT |
| DA16 | DAA1 | PULL and UNTIL |
| DA6B | DAF6 | subroutine |
| DA79 | DB04 | FADDH: Add 0.5 to FPA |
| DA80 | DB0B | FSUB: Subtract FPA from memory |
| DA97 | DB22 | FADD: Add FPA to memory |
| DC79 | DCAF | LOG: Calculate logarithm |
| DCB7 | DCED | FMULT: multiply memory and FPA |
| DD4D | DD51 | CONUPK: Load FPA2 with memory |
| DDA3 | DDA7 | MUL10: FPAx10 |
| DDBF | DDC3 | DIV10: FPA/10 |
| DDDA | DDDE | FDIV21 Divide FPA2 by memory |
| DDE0 | DDE4 | FDIV: Divide memory by FPA |
| DDE3 | DDE7 | FDIVT: FPA2/FPA1 |
| DE73 | DE7B | MOVFM: Load FPA1 with memory |
| DE98 | DEAD | Subroutine |
| DEA5 | DEAD | MOVMF: FPA to Memory |
| DECD | DED5 | MOVFA: FPA2 to FPA1 |
| DEDD | DEE5 | NOVAE: FPA1 to FPA2 |
| DF04 | DF13 | Subroutine |
| DF12 | DF21 | SGN: calculate sign of FPA |
| DF1D | DF2C | Subroutine |
| DF22 | DF31 | Convert integer in D1,D2 into a float value |
| DF31 | DF49 | ABS: Absolute value of FPA |
| DFA5 | DFBD | INT: Integer part of FPA |
| DFCF | DFE7 | Value of number in ASCII |
| E001 | E005 | Print integer A,X |
| E0D1 | E0D5 | FOUT: FPA to expression from 101 |
| E22A | E22E | SCR: Square root of FPA |
| E231 | E235 | POWER: FPA to the power of the memory content |
| E26D | E271 | NEGOP: Changes sign of FPA |
| E34B | E34F | RND: Generates a random number |
| E387 | E38B | COS: COS(FPA) |
| E38E | E392 | SIN: SIN(FPA) |
| E3D7 | E3DB | TAN: TAN(FPA) |
| E43B | E43F | ATN: ATAN(FPA) |
| E4A8 | E4AC | Reads file from tape (different routine) |
| E563 | E5F5 | Erases message on status line |
| E576 | E5F5 | Another entry (tape routines are different) |
| E630 | E6C9 | RDBYTE: Read byte from tape |
| E696 | E735 | GETSYN: Gets SYNC from tape |
| E6CA | E76A | Disable interrupts |
| E725 | E7B2 | Read parameters for tape |
| E79D | E853 | Calculates next expression and stores in 33-34 |
| E7AA | E85B | CLOAD |
| E7DB | E909 | CSAVE |
| E804 | E93D | Enables interrupts |
| E80D | E946 | CALL |
| E813 | E94C | Calculates next hexadecimal expression |
| E87D | EAF0 | BASIC graphic routines |
| E889 | EAFC | BASIC sound routines |
| E95B | ERCE | HIMEM |
| E974 | EBE7 | GRAB |
| E994 | EC0C | RELEASE |
| E9A9 | EC21 | TEXT |
| E9BB | EC33 | HIRES |
| EA41 | EC09 | Test next character is a number |
| EBD0 | EDE0 | Jump table |
| EBDF | F0C8 | CURSET |
| EBE2 | F0FD | CURMOV |
| EBE5 | F110 | DRAW |
| EBE8 | F37F | CIRCLE |
| EBEB | F11D | PATTERN |
| EBEE | F12D | CHAR |
| EBF4 | F204 | PAPER |
| EBF7 | F210 | INK |
| EBFA | F268 | FILL |
| EBFD | EE1A | Disable keyboard |
| EC03 | EE22 | VIA interrupt routine |
| ED01 | EE1A | Disable keyboard |
| ED09 | EE22 | VIA interrupt routine |
| EDF6 | EEE8 | CURSET |
| F02D | F0C8 | CURSET (Second entry point, depending on entry conditions) |
| F064 | F0FD | CURMOV |
| F079 | F110 | DRAW |
| F093 | F11D | PATTERN |
| F05A | F12D | CHAR |
| F17F | F204 | PAPER |
| F18B | F210 | INK |
| F1E5 | F268 | FILL |
| F2E5 | F37F | CIRCLE |
| F412 | FA9F | PING |
| F415 | FAB5 | SHOOT |
| F418 | FACB | EXPLODE |
| F41B | FAE1 | ZAP |
| F41E | FB40 | SOUND |
| F421 | FBD0 | PLAY |
| F424 | FC18 | MUSIC |
| F439 | F9AA | Subroutine |
| F535 | F590 | W8912: Writes into the sound generator |
| F89B | F8D0 | Reset character set |
| FA6C | FA86 | Parameter block to sound generator |
| FAFA | FB14 | KBCLICK |
| FB10 | FB2A | KBCLICK2 |
| FB26 | FB40 | SOUND |
| FBB6 | FBD0 | PLAY |
| FBFE | FC18 | MUSIC |
| FFFA | FFFA | NMI vector: Contains 247 |
| FFFC | FFFC | RESET vector: Contains F88F |
| FFFE | FFFE | VIA IRQ vector: Contains 244 |