

TOKEN	CURSOR	KEYS	TOKEN	CURSOR	KEYS	TOKEN	CURSOR	KEYS
ABS	E	G	GOSUB	K	H	POKE	K	O
ACS	E	SYM+W	GOTO	K	G	PRINT	K	P
AND	K L C	SYM+Y	GRAPHICS	K L C	SHIFT+9	RAND	K	T
ASN	E	SYM+Q	IF	K	U	READ	E	A
AT	K L C	SYM+I	IN	E	SYM+I	REM	K	E
ATN	E	SYM+E	INK	E	X	RESET	E	SYM+P
ATTR	E	SYM+L	INKEY\$	E	N	RESTORE	E	S
BEEP	E	SYM+Z	INPUT	K	I	RETURN	K	Y
BIN	E	B	INT	E	R	RND	E	T
BORDER	K	B	INV. VIDEO	K L C	SHIFT+4	RUN	K	R
BRIGHT	E	SYM+B	INVERSE	E	SYM+M	SAVE	K	S
CAPS LOCK	L C	SHIFT+2	LEN	E	K	SCREEN\$	E	SYM+K
CAT	E	SYM+9	LET	K	L	SGN	E	F
CHR\$	E	U	LINE	E	SYM+3	SIN	E	Q
CIRCLE	E	SYM+H	LIST	K	K	SOUND	E	SYM+G
CLEAR	K	X	LLIST	E	V	SQR	E	H
CLOSE #	E	SYM+5	LN	E	Z	STEP	K L C	SYM+D
CLS	K	V	LOAD	K	J	STICK	E	SYM+S
CODE	E	I	LPRINT	E	C	STOP	K L C	SYM+A
CONT	K	C	MERGE	E	SYM+3	STR\$	E	Y
COPY	K	Z	MOVE	E	SYM+6	TAB	E	P
COS	E	W	NEW	K	A	TAN	E	E
DATA	E	D	NEXT	K	N	THEN	K L C	SYM+G
DEF FN	E	SYM+1	NOT	K L C	SYM+S	TO	K L C	SYM+F
DELETE	K L C	SHIFT+0	ON ERR	E	SYM+F	TRUE VID.	K L C	SHIFT+3
DIM	K	D	OPEN #	E	SYM+4	USR	E	L
DRAW	K	W	OR	K L C	SYM+U	VAL	E	J
EDIT	K	SHIFT+1	OUT	E		VAL\$	E	SYM+J
ERASE	E	SYM+7	OVER	E		VERIFY	E	SYM+R
EXP	E	X	PAPER	E				
FLASH	E	SYM+V	PAUSE	K				
FN	E	SYM+2	PEEK	E				
FOR	K	F	PI	E				
FORMAT	E	SYM+0	PLOT	K				
FREE	E	SYM+A	POINT	E				

CURSORS & MODIFIER KEYS

- K**
Default cursor. Main keyword is entered.
- L**
Letter cursor. Letter or symbol is entered.
- C**
SHIFT + 2
Capitals mode. Upper case letter is entered.
- G**
SHIFT + 9
Graphics cursor. Graphics on keys 1-8 are entered.
- E**
Both **SHIFT** keys or **SHIFT + SYM**
Extended mode cursor. Command printed above key is used. With SYM, command below key is entered.
- SHIFT +n**
Press and hold **SHIFT** plus the key.
- SYM +n**
Press and hold **SYMBOL SHIFT** plus the key.

KEY	CURSOR	KEYS	KEY	CURSOR	KEYS
!	K L C	SYM +1	↓	K L C	SHIFT +6
"	K L C	SYM +P	▣	G	6
#	K L C	SYM +3	↑	K L C	SHIFT +7
\$	K L C	SYM +4	▣	G	7
%	K L C	SYM +5	→	K L C	SHIFT +8
>	K L C	SYM +T	■	G	8
\	E	SYM +D	<>	K L C	W
^	K L C	SYM +H	<	K L C	R
£	K L C	SYM +X	KEYWORDS & FUNCTIONS		
?	K L C	SYM +C	ABS n	CONTINUE	
/	K L C	SYM +V	ACS n	COPY	
<=	K L C		AND n	DATA e1, e2, e3	
>=	K L C	SYM +9	ASN n	DEF FN()	
@	K L C	U	ATN n	DELETE x,y	
[E	SYM +H	ATTR x,y	DELETE x,	
]	E	X	BEEP x,y	DIM x(), x\$()	
&	K L C	SYM +5	BIN n	DRAW x,y	
'	K L C	V	BORDER n	DRAW x,y,z	
(K L C	I	BRIGHT	ERASE	
)	K L C	C	CAT	EXP n	
*	K L C	Z	CHR\$ n	FLASH	
+	K L C	W	CIRCLE x,y,z	FN	
,	K L C	D	CLEAR	FOR .. TO .. STEP	
-	K L C	SYM +1	CLEAR n	FORMAT	
_	K L C	SHIFT +0	CLOSE #	FREE	
.	K L C	D	CLS	GOSUB n	
:	K L C	W	CODE x\$	GO TO n	
;	K L C	SHIFT +1	COS n	IF .. THEN	
=	K L C	SYM +7			
▣	G	1			
▣	G	2			
▣	G	3			
▣	G	4			
←	K L C	SHIFT +5			
▣	G	5			

IN n	ON ERR RESET	SAVE f SCREEN\$
INK n	OPEN #	SGN n
INKEY\$	OR	SIN n
INPUT n, n\$	OUT m,n	SOUND x,y;x,y...
INT n	OVER n	SQR
INVERSE n	PAPER n	STICK
LEN n\$	PAUSE n	STOP
LET	PI	STR\$ n
LIST	PLOT c,x,y	TAN n
LIST n	POINT x,y	USR n
LLIST	POKE m,n	USR n\$
LLIST n	PRINT	VAL n
LN n	RANDOMIZE	VAL\$ n\$
LOAD f	RANDOMIZE n	VERIFY
LOAD f DATA n()	READ	
LOAD f DATA n\$()	REM	PRINT OPTIONS
LOAD f CODE m,n	RESET	' - Enter
LOAD f CODE m	RESTORE	;- No space
LOAD f CODE	RESTORE n	, - 16 spaces
LOAD f SCREEN\$	RETURN	AT row,column
LPRINT	RND	BRIGHT
MERGE f	RUN	FLASH
MOVE f,f	RUN n	INK n
NEW	SAFE f	INVERSE
NEXT n	SAVE f LINE m	OVER
NOT	SAVE f DATA n()	PAPER n
ON ERR GO TO	SAVE f DATA n\$()	TAB n
ON ERR CONT	SAVE f CODE m,n	