

SEI	I=1	SED	D=1	SEC	C=1		
CLI	I=0	CLD	D=0	CLC	C=0	CLV	V=0

INC, INX, INY, DEC, DEX, DEY	Z=1 if A (or M)/X/Y becomes 0 N=1 if bit 7 of A (or M)/X/Y becomes set
ADC, SBC	C=1 if overflow in bit 7 (ADC) / C=0 if borrow occurs (SBC) Z=1 if result = 0 V=1 if sign of A is wrong N=1 if bit 7 of the result becomes set

LDA, LDX, LDY	Z=1 if A/X/Y=0 N=1 if bit 7 of A/X/Y is set
CMP / CPX / CPY	(X/Y/A - M = result) C=1 if A/X/Y is greater or equal to M Z=1 if A/X/Y is equal to M N=1 if bit of result is set

BCS	Branch if C=1
BCC	Branch if C=0
BEQ	Branch if Z=1
BNE	Branch if Z=0
BMI	Branch if N=1
BPL	Branch if N=0
BVS	Branch if V=1
BVC	Branch if V=0
BRA	Branch

AND	Z=1 if A=0 N=1 if bit 7 of A is set
BIT	Z=1 if result=0 V=set to bit 6 of memory N=set to bit 7 of memory
EOR	Z=1 if A becomes 0 N=1 if bit 7 of A becomes set
ORA	Z=1 if A=0 N=1 if bit 7 of A is set

LSR	C=value of bit 0 of memory or A (whichever is being manipulated) Z=1 if result=0 N=0
ASL	C=value of bit 7 of memory or A (whichever is being manipulated) Z=1 if result=0 N=1 if bit 7 of the result is set
ROR, ROL	C=old value of bit 7 (for ROL), or old value of bit 0 (for ROR) N=1 if bit 7 of result is set

PLA, PLX, PLY	Z=1 if pulled value=0 N=1 if bit 7 of pulled value is set
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TAX, TAY	Z=1 if X/Y becomes 0 N=1 if bit of X/Y is set
TRB, TSB	Z=1 if A AND memory = 0
TSX, TXA, TYA	Z=1 if X (TSX) / A (TXA/TYA) becomes 0 N=1 if bit 7 of X (TSX) / A (TXA/TYA) is set