AUTO BEEP BLOAD BSAVE CHAIN CLEAR COMMON CONT DATA DEF FN DEF SEG DEFDBL DEFINT DEFSNG DEFSTR DEF USR DELETE DIM DRAW EDIT END ERASE FIELD FOR/NEXT GET (Graphics) GOSUB GOTO IF INPUT INPUT KEY KEY(N) LET LINE LINE INPUT LIST LLIST LOAD LPRINT LSET MERGE MOTOR NAME NEW ON COM ON ERROR ON GOSUB ON GOTO ON KEY ON PEN ON STRIG OPEN OPTION BASE PAINT PEN PLAY PRINT PSET PRESET PUT (Graphics) READ REM RENUM RESTORE RESUME RETURN RSET RUN SAVE SCREEN (Statement) SOUND STOP STRIG SWAP SYSTEM WEND WHILE WRITE ABS ASC ATN CALL CDBL CHR$ CINT CIRCLE CLOSE CLS COLOR COM(n) COS CSNG CSRLIN CVD CVI CVS DATE$ EOF ERL ERR ERROR EXP FILES FIX FRE GET HEX$ INKEY$ INP INPUT$ INSTR INT KILL LEFT$ LEN LOC LOCATE LOF LOG LPOS MID$ MKD$ MKI$ MKS$ OCT$ OUT PEEK POINT POKE POS PUT RANDOMIZE RESET RIGHT$ RND SCREEN() SGN SIN SPACE$ SPC SQR STICK STR$ STRING$ TAB TAN TIME$ TRON TROFF USR VAL VARPTR VARPTR$ WAIT WIDTH