

Tic-80 Quick Reference

ESC: Toggle between prompt/editor; go to menu from in game

F8: Take screenshot

CTRL+R: Run game

CTRL+S: Save game

F1	F2	F3	F4	F5
Code editor	Sprite editor	Map editor	Sfx editor	Music editor

Sprite/tile dimensions: 8 x 8 pixels

Screen dimensions: 240 x 136 pixels

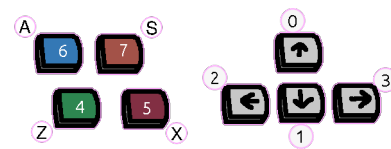
Map dimensions: 30 x 17 tiles

From the Prompt

New project: new lua

Save project: save FILE.LUA

Open location: folder



Code icons



Cut

Copy

Paste

Undo

Redo

Font

Shadow

Run

Drag

Find

Goto

Book-
mark

Out-
line

Sprite icons



Brush

Dropper

Select

Fill

Flip H

Flip V

Rotate

Delete

Tiles

Sprites

Course information

Getting Started with Game Development, Summer 2026

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or bit.ly/jcccgame2026

Tic-80: tic80.com

Can download free version, or "pro" version for \$10 (flat)

