

Foreword
Acknowledgements
History
Overview
1. Specifications
2. Memory Map
I/O Ports
3. Rendering
4. Sound Controller
5. Joypad Input
6. Serial Data Transfer
7. Timer and Divider Registers
8. Interrupts
9. CGB Registers
10. Infrared Communication
11. SGB Functions
CPU Specifications
12. CPU Registers and Flags
13. CPU Instruction Set
14. CPU Comparison with Z80
Cartridges
15. The Cartridge Header
16. MBCs
Accessories
17. Game Boy Printer
18. Game Boy Camera
19. 4-Player Adapter
20. Game Genie/Shark Cheats
Other
21. Power-Up Sequence
22. Reducing Power Consumption

Foreword

This document, started in early 1995, is considered the single most comprehensive technical reference to Game Boy available to the public.

You are reading a new version of it, maintained in the Markdown format and enjoying renewed [community](#) attention, correcting and updating it with recent findings. To learn more about the legacy and the mission of this initiative, check [History](#).

SCOPE

The information here is targeted at homebrew development. Emulator developers may be also interested in the [Game Boy: Complete Technical Reference](#) document.

Contributing


This project is open source, released under the [CC0 license](#). Everyone is welcome to help, provide feedback and propose additions or improvements. The git repository is hosted at [github.com/gbdev/pandocs](#), where you can learn more about how you can [contribute](#), find detailed contribution guidelines and procedures, file Issues and send Pull Requests.


There is a [Discord chat](#) dedicated to the gbdev community.


Finally, you can also contact us and send patches via email: `pandocs (at) gbdev.io`.


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[One-page](#) and [printable](#) versions of this document are also available.

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