Palette RAM

05000000h~050001FFh(BG Palette)
05000200h~050003FFh(OBJ Palette)

addr	Data	D15	D14	D13	D12	D11	D10	D09	D08	D07	D06	D05	D04	D03	D02	D01	D00	Re-marks	Page #
Arbi-trary	Color Data	−			Blue					Green					Red				72

VRAM

06000000h~06017FFFh
1) BG Mode 0-2 (Character Mode)

addr	Data	D15	D14	D13	D12	D11	D10	D09	D08	D07	D06	D05	D04	D03	D02	D01	D00	Re-marks	Page #
Set-ting	16Col. Character Data		Color No.				Color No.				Color No.				Color No.			4 bits	39
Set-ting	256Col. Character Data				Color No.								Color No.					8 bits	39
Set-ting	Text BG Screen Data		Palette No.			Vertical Flip	Hori-zontal Flip					Character Name							40
Set-ting	Rotation/Sca-ling BG Screen Data				Character Name								Character Name					8 bits	41

2) BG Mode 3-5 (Bitmap Mode)

addr	Data	D15	D14	D13	D12	D11	D10	D09	D08	D07	D06	D05	D04	D03	D02	D01	D00	Re-marks	Page #
Arbi-trary	32,768Col. Pixel Data	−			Blue					Green					Red				51
Arbi-trary	256Col. Pixel Data				Color No.								Color No.					8 bits	51

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OAM
07000000h~070003FFh

addr	Data	D15	D14	D13	D12	D11	D10	D09	D08	D07	D06	D05	D04	D03	D02	D01	D00	Re-marks	Page #
Req.	OBJ Attribute 0	OBJ Form		Color Mode	Mosaic	OBJ Mode		Double Size Flag	Rotation/ Scaling	Y Coordinate									60
Req.	OBJ Attribute 1	OBJ Size		Rotation/Scaling Parameter Selection				X Coordinate											62
				Vflip	Hflip														
Req.	OBJ Attribute 2	Palette No.				Designate Priority		Character Name											65
Req.	PA	Direction moved in x direction, along Same Line																	67
Req.	PB	Direction moved in x direction, along Next Line																	67
Req.	PC	Direction moved in y direction, along Same Line																	67
Req.	PD	Direction moved in y direction, along Next Line																	67

Addr Column "Arbitrary"= With any address in the area, it will be referenced correctly as Data.
  "Setting"= By placing in an address set up in a separate register it will be referenced correctly as Data.
  "Req."= Address where data should be placed is strictly defined by the system.

The "Page #" refers to where in the AGB Programming Manual you should reference.