Addr		D15	D14	D13	D12	D11	D10	D09	D08	D07	D06	D05	D04	D03	D02	D01	D00	R/W	Initial-Value
00	DISPCNT	Window Display Flag			Display Flag					Forced Blank	OBJ Map Format	OBJ Hoff	Frame Buffer No.	CGB mode	BG Mode			R/W	0080h
		OBJ	WIN1	WIN0	OBJ	BG3	BG2	BG1	BG0										
04	DISPSTAT	V Count Setting								-	-	V counter Match Interrupt	HBlank Interrupt	VBlank Interrupt	V Counter Eval.	HBlank Status	VBlank Status	R/W	0000h
06	VCOUNT	-	-	-	-	-	-	-	-	V Counter Value								R	0000h
08	BG0CNT	Size		-	Screen Base Block					Color Mode	Mosaic	0	0	Character Base Block		Priority		R/W	0000h
0A	BG1CNT	Size		-	Screen Base Block					Color Mode	Mosaic	0	0	Character Base Block		Priority		R/W	0000h
0C	BG2CNT	Size		Area Overflow	Screen Base Block					Color Mode	Mosaic	0	0	Character Base Block		Priority		R/W	0000h
0E	BG3CNT	Size		Area Overflow	Screen Base Block					Color Mode	Mosaic	0	0	Character Base Block		Priority		R/W	0000h
10	BG0HOFS	-	-	-	-	-	-	-	Horizontal Offset									W	0000h
12	BG0VOFS	-	-	-	-	-	-	-	Vertical Offset									W	0000h
14	BG1HOFS	-	-	-	-	-	-	-	Horizontal Offset									W	0000h
16	BG1VOFS	-	-	-	-	-	-	-	Vertical Offset									W	0000h
18	BG2HOFS	-	-	-	-	-	-	-	Horizontal Offset									W	0000h
1A	BG2VOFS	-	-	-	-	-	-	-	Vertical Offset									W	0000h
1C	BG3HOFS	-	-	-	-	-	-	-	Horizontal Offset									W	0000h
1E	BG3VOFS	-	-	-	-	-	-	-	Vertical Offset									W	0000h
20	BG2PA	dx: Distance moved Along same line in x direction																W	0100h
22	BG2PB	dmx: Distance moved Along next line in x direction																W	0000h
24	BG2PC	dy: Distance moved Along same line in y direction																W	0100h
26	BG2PD	dmy: Distance moved Along next line in y direction																W	0000h

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Addr	Register	D15	D14	D13	D12	D11	D10	D09	D08	D07	D06	D05	D04	D03	D02	D01	D00	R/W	Initial-Value
28	BG2X_L	x-Coordinate of reference Starting point (rotation/scaling results)																W	0000h
2A	BG2X_H	-	-	-	-	x-Coordinate of reference Starting point (rotation/scaling results)												W	0000h
2C	BG2Y_L	y-Coordinate of reference Starting point (rotation/scaling results)																W	0000h
2E	BG2Y_H	-	-	-	-	y-Coordinate of reference Starting point (rotation/scaling results)												W	0000h
30	BG3PA	dx: Distance moved Along same line in x direction																W	0100h
32	BG3PB	dmx: Distance moved Along next line in x direction																W	0000h
34	BG3PC	dy: Distance moved Along same line in y direction																W	0000h
36	BG3PD	dmy: Distance moved Along next line in y direction																W	0100h
38	BG3X_L	x-Coordinate of reference Starting point (rotation/scaling results)																W	0000h
3A	BG3X_H	-	-	-	-	x-Coordinate of reference Starting point (rotation/scaling results)												W	0000h
3C	BG3Y_L	y-Coordinate of reference Starting point (rotation/scaling results)																W	0000h
3E	BG3Y_H	-	-	-	-	y-Coordinate of reference Starting point (rotation/scaling results)												W	0000h
40	WIN0H	Window 0 upper-left x-Coordinate								Window 0 lower-right x-Coordinate								W	0000h
42	WIN1H	Window 1 upper-left x-Coordinate								Window 1 lower-right x-Coordinate								W	0000h
44	WIN0V	Window 0 upper-left y-Coordinate								Window 0 lower-right y-Coordinate								W	0000h
46	WIN1V	Window 1 upper-left y-Coordinate								Window 1 lower-right y-Coordinate								W	0000h
48	WININ	-	-	Control for Inside of Window 1						-	-	Control for Inside of Window 0						R/W	0000h
				Special Effects	OBJ	BG3	BG2	BG1	BG0			Special Effects	OBJ	BG3	BG2	BG1	BG0		
4A	WINOUT	-	-	OBJ Window Control						-	-	Control for Outside of Windows 0 And 1						R/W	0000h
				Special Effects	OBJ	BG3	BG2	BG1	BG0			Special Effects	OBJ	BG3	BG2	BG1	BG0		

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Addr	Register	D15	D14	D13	D12	D11	D10	D09	D08	D07	D06	D05	D04	D03	D02	D01	D00	R/W	Initial-Value
4C	MOSAIC	OBJ Mosaic								BG Mosaic								W	0000h
		Vertical Size				Horizontal Size				Vertical Size				Horizontal Size					
50	BLDMOD	-	-	2nd target pixel						Type of Color Special Effect		1st target pixel						R/W	0000h
				BD	OBJ	BG3	BG2	BG1	BG0			BD	OBJ	BG3	BG2	BG1	BG0		
52	COLEV	-	-	-	Color Special Effect Coefficient EVB					-	-	-	Color Special Effect Coefficient EVA					W	0000h
54	COLEY	-	-	-	-	-	-	-	-	-	-	-	Color Special Effect Coefficient EVY					W	0000h
60	SG10_L	-	-	-	-	-	-	-	-	NR10								W/R	0000h
62	SG10_H	NR12								NR11								W/R	0000h
64	SG11	NR14								NR13								W/R	0000h
68	SG20	NR22								NR21								W/R	0000h
6C	SG21	NR24								NR23								W/R	0000h
70	SG30_L	-	-	-	-	-	-	-	-	NR30								W/R	0000h
72	SG30_H	NR32								NR31								W/R	0000h
74	SG31	NR34								NR33								W/R	0000h
78	SG40	NR42								NR41								W/R	0000h
7C	SG41	NR44								NR43								W/R	0000h
80	SGCNT0_L	NR51								NR50								W/R	
82	SGCNT0_H	Direct Sound B				Direct Sound A				-	-	-	-	DSB Output Ratio	DSA Output Ratio	Sound 1-4 Mix Ratio		W/R	0000h
		FIFO B reset	TIMER	L Output	R Output	FIFO A reset	TIMER	L Output	R Output										
84	SGCNT1	-	-	-	-	-	-	-	-	NR52								W/R	0000h
88	SGBIAS	Amplitude Resolution/ Sampling Cycle	-	-	-	-	Bias Level											W/R	0000h

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Addr	Register	D15	D14	D13	D12	D11	D10	D09	D08	D07	D06	D05	D04	D03	D02	D01	D00	R/W	Initial-Value
90	SGWR0_L	Step 2				Step 3				Step 0				Step 1				W/R	-
92	SGWR0_H	Step 6				Step 7				Step 4				Step 5				W/R	-
94	SGWR1_L	Step 10				Step 11				Step 8				Step 9				W/R	-
96	SGWR1_H	Step 14				Step 15				Step 12				Step 13				W/R	-
98	SGWR2_L	Step 18				Step 19				Step 16				Step 17				W/R	-
9A	SGWR2_H	Step 22				Step 23				Step20				Step 21				W/R	-
9C	SGWR3_L	Step 26				Step 27				Step 24				Step 25				W/R	-
9E	SGWR3_H	Step 30				Step 31				Step 28				Step 29				W/R	-
A0	SGFIFOA_L	Sound Data 1								Sound Data0								W	-
A2	SGFIFOA_H	Sound Data 3								Sound Data2								W	-
A4	SGFIFOB_L	Sound Data 1								Sound Data 0								W	-
A6	SGFIFOB_H	Sound Data 3								Sound Data 2								W	-
B0	DM0SAD_L	DMA 0 Source Address																W	0000h
B2	DM0SAD_H	-	-	-	-	-	DMA 0 Source Address											W	0000h
B4	DM0DAD_L	DMA 0 Destination Address																W	0000h
B6	DM0DAD_H	-	-	-	-	-	DMA 0 Destination Address											W	0000h
B8	DM0CNT_L	-	-	Word Count														W	
BA	DM0CNT_H	DMA 0 Control																W/R	0000h
		Enable	Interrupt	Startup Timing		-	Transfer Width	Continuous	Source Address Control		Destination Address Control		-	-	-	-	-		

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Addr	Register	D15	D14	D13	D12	D11	D10	D09	D08	D07	D06	D05	D04	D03	D02	D01	D00	R/W	Initial-Value
BC	DM1SAD_L	DMA 1 Source Address																W	0000h
BE	DM1SAD_H	-	-	-	-	DMA 1 Source Address												W	0000h
C0	DM1DAD_L	DMA 1 Destination Address																W	0000h
C2	DM1DAD_H	-	-	-	-	-	DMA 1 Destination Address											W	0000h
C4	DM1CNT_L	-	-	Word Count														W	
C6	DM1CNT_H	DMA 1 Control																W/R	0000h
		Enable	Interrupt	Startup timing		-	Transfer Width	Continuous	Source Address Control		Destination Address Control		-	-	-	-	-		
C8	DM2SAD_L	DMA 2 Source Address																W	0000h
CA	DM2SAD_H	-	-	-	-	DMA 2 Source Address												W	0000h
CC	DM2DAD_L	DMA 2 Destination Address																W	0000h
CE	DM2DAD_H	-	-	-	-	-	DMA 2 Destination Address											W	0000h
D0	DM2CNT_L	-	-	Word Count														W	
D2	DM2CNT_H	DMA 2 Control																W/R	0000h
		Enable	Interrupt	Startup timing		-	Transfer Width	Continuous	Source Address Control		Destination Address Control		-	-	-	-	-		
D4	DM3SAD_L	DMA 3 Source Address																W	0000h
D6	DM3SAD_H	-	-	-	-	DMA 3 Source Address												W	0000h
D8	DM3DAD_L	DMA 3 Destination Address																W	0000h
DA	DM3DAD_H	-	-	-	-	DMA 3 Destination Address												W	0000h
DC	DM3CNT_L	Word Count																W	0000h
DE	D3CNT_H	DMA 3Control																W/R	0000h
		Enable	Interrupt	Startup timing		DREQ	Transfer Width	Continuous	Source Address Control		Destination Address Control		-	-	-	-	-		

Addr	Register	D15	D14	D13	D12	D11	D10	D09	D08	D07	D06	D05	D04	D03	D02	D01	D00	R/W	Initial-Value
100	TM0D	Timer 0 Setting																W	0000h
102	TM0CNT	Timer 0 Control																R/W	0000h
		-	-	-	-	-	-	-	-	Operation	Interrupt	-	-	-	Count Up Timing	Prescalar			
104	TM1D	Timer 1 Setting																W	0000h
106	TM1CNT	Timer 1 Control																R/W	0000h
		-	-	-	-	-	-	-	-	Operation	Interrupt	-	-	-	Count Up Timing	Prescalar			
108	TM2D	Timer 2 Setting																W	0000h
10A	TM2CNT	Timer 2 Control																R/W	0000h
		-	-	-	-	-	-	-	-	Operation	Interrupt	-	-	-	Count Up Timing	Prescalar			
10C	TM3D	Timer 3 Setting																W	0000h
10E	TM3CNT	Timer 3 Control																R/W	0000h
		-	-	-	-	-	-	-	-	Operation	Interrupt	-	-	-	Count Up Timing	Prescalar			

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Addr	Register	D15	D14	D13	D12	D11	D10	D09	D08	D07	D06	D05	D04	D03	D02	D01	D00	R/W	Initial-Value
120	SCD0	32Bit Normal SIO Communication Data and Multi-play Communication Data 0																R/W	0000h
122	SCD1	32Bit Normal SIO Communication Data and Multi-play Communication Data 1																R/W	0000h
124	SCD2	Multi-play Communication Data 2																R/W	0000h
126	SCD3	Multi-play Communication Data 3																R/W	0000h
128	SCCNT_L	Port Control				SIO Control													
	Normal SIO Communication	-	Interrupt Enable	0	Transfer Bit Length	-	-	-	-	Start	-	-	-	Transfer Enable Flag Send	Transfer Enable Flag Receive	Shift Clock Freq.	Shift Clock	R/W	0000h
	Multi-play Communication	-	Interrupt Enable	1	0	-	-	-	-	Start (master) Busy (slave)	Communication Error Flag	Multi-play ID		SD Terminal Monitor	SI Terminal Monitor	Baud Rate		R/W	0000h
	UART Communication	-	Interrupt Enable	1	1	Receive Enable Flag	Send Enable Flag	Parity Enable Flag	FIFO Enable Flag	Data Length	Error Flag	Receive Data Flag	Send Data Flag	Parity Control	CTS Flag	Baud Rate		R/W	0000h
12A	SCCNT_H	Communication Data																	
	Normal SIO Communication	-	-	-	-	-	-	-	-	8Bit Normal SIO Communication Data								R/W	0000h
130	P1	-	-	-	-	-	-	L	R	Down	Up	L	R	Start	Select	B	A	R/W	0000h
132	P1CNT	Key Interrupt Control																R/W	0000h
		Interrupt Conditions	Interrupt Enable	-	-	-	-	L	R	Down	Up	L	R	Start	Select	B	A		
134	R	Communication Function Select		-	-	-	-	-	Interrupt Enable	Input/Output Select				Data Bit				R/W	0000h
										SO	SI	SD	SC	SO	SI	SD	SC		

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Addr	Register	D15	D14	D13	D12	D11	D10	D09	D08	D07	D06	D05	D04	D03	D02	D01	D00	R/W	Initial-Value
140	HS_CTRL	JOY Bus Communication Control																R/W	0000h
		-	-	-	-	-	-	-	-	-	Interrupt	-	-	-	Send Complete	Receive Complete	Device reset signal receive		
150	JOYRE_L	JOY Bus Communication Receive Data 0																R/W	0000h
152	JOYRE_H	JOY Bus Communication Receive Data 1																R/W	0000h
154	JOYTR_L	JOY Bus Communication Send Data 0																R/W	0000h
156	JOYTR_H	JOY Bus Communication Send Data 1																R/W	0000h
158	JSTAT	JOY Bus Communication Receive Status																R/W	0000h
		-	-	-	-	-	-	-	-	-	-	General Purpose Flag	Send Status Flag	-	-	Receive Status Flag	-		
200	IE	Interrupt Enable Flag																R/W	0000h
		-	-	Game Pak	Key	DMA 3	DMA 2	DMA 1	DMA 0	Entire SIO	TMR3	TMR2	TMR1	TMR0	V Counter Match	H Blank	V Blank		
202	IF	Interrupt Request Flag																R/W	0000h
		-	-	Game Pak	Key	DMA 3	DMA 2	DMA 1	DMA 0	SIO	TMR3	TMR2	TMR1	TMR0	V Counter Match	H Blank	V Blank		
204	WSCNT	Game Pak Type	Prefetch	-	PHI Terminal Output Control	Wait State 2 Wait Control			Wait State1 Wait Control			Wait State0 Wait Control			SRAM Wait Control			R/W	0000h
208	IME	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	Interrupt Master Flag	R/W	0000h
300	PAUSE	Power Down	Mode	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	0000h

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