[Game Name] Protocol Description

This document covers the observed implementation of hex value transfers over the link cable on [game name and version].

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Written by [some authors, coauthors, and people who helped us].

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# 1.1 Extra items

If you need to add clarifications, notes or anything else varying by the game tested it is recommended that you add it at the start

# 1.2 Methodology

It is recommended that you use the [BGB emulator](https://bgb.bircd.org/) to view the data sent over the link cable but any working method such as viewing the game ROM or testing against a link adapter can be used as long as you state it here.

# 1.3 Misc Data

| Integer | Hex | Usage | Notes |
| --- | --- | --- | --- |
| Some num | Some hex | What does this data signify? | Any notes about the data or which device sends this data can be added here |
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