Tiles

How big will the Screen Index Table RAM be?

128 \* 128 tiles each with an 8 bit index totals **16,384 bytes**

How big will the Tile Data RAM be?

With a width of 8 pixels, height of 8 pixels, bit depth of 8, and 256 tiles, that totals **16,384 bytes.**

Both memories must be on separate chips.

Sprites

Both the tile circuit’s and the sprite circuits’ output byte will be selected depending on if the current region is a sprite zone and if so, whether or not the current sprite pixel is transparent.