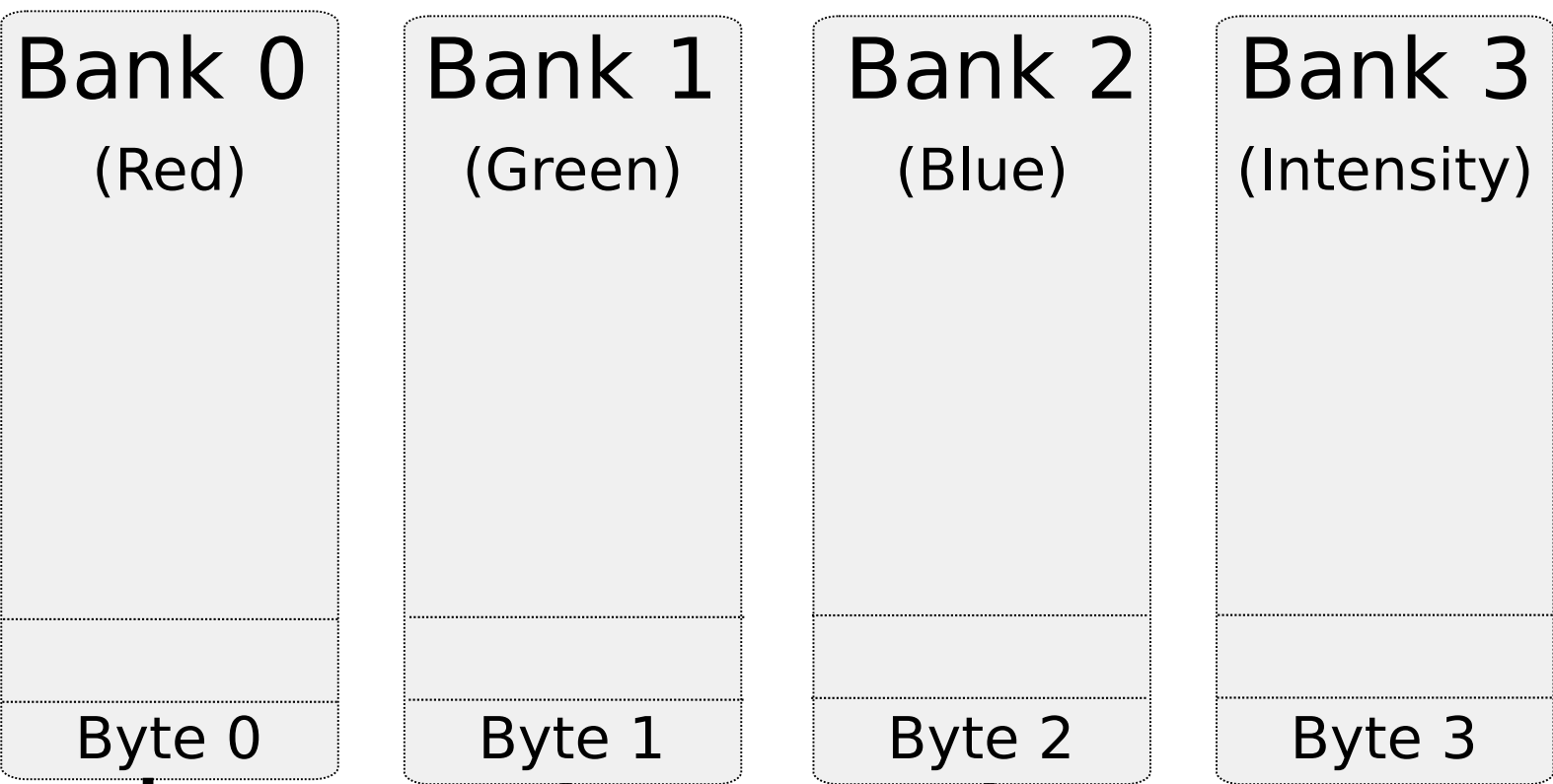
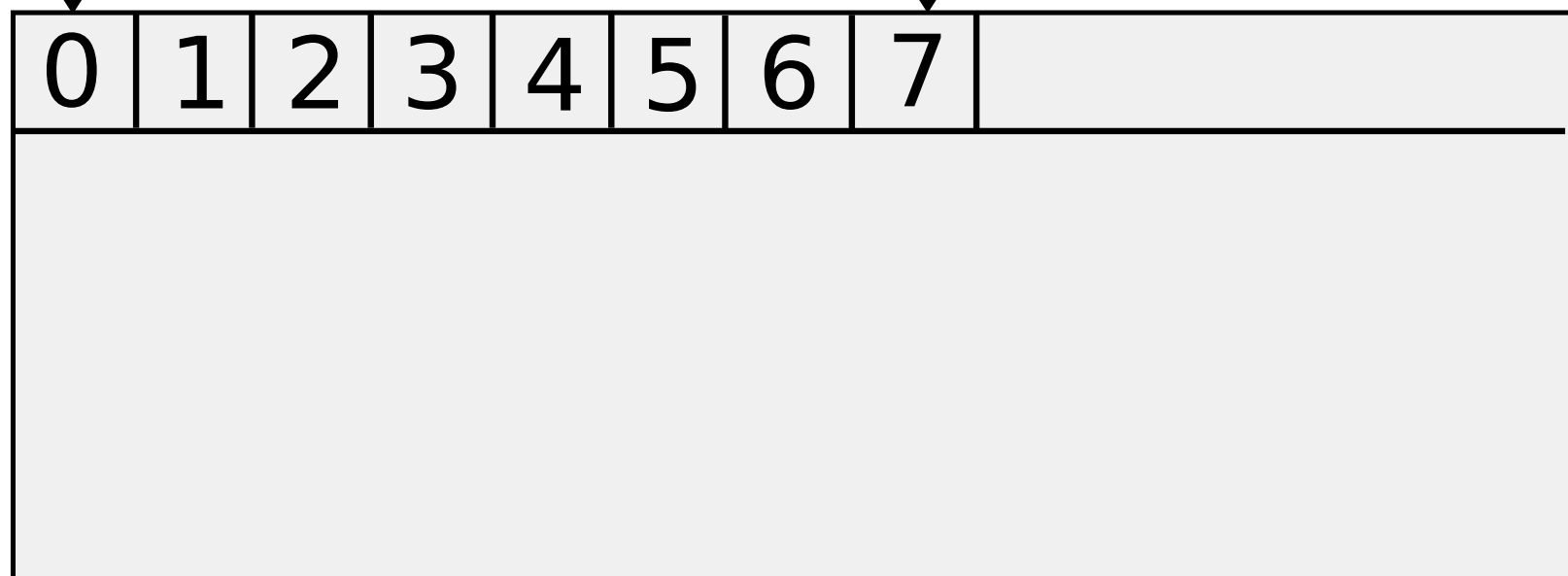


# EGA Memory banks



Pixel 0: First bit of  
Byte 0, 1, 2 and 3

Pixel 7: Last bit of  
Byte 0, 1, 2 and 3



## Result on screen